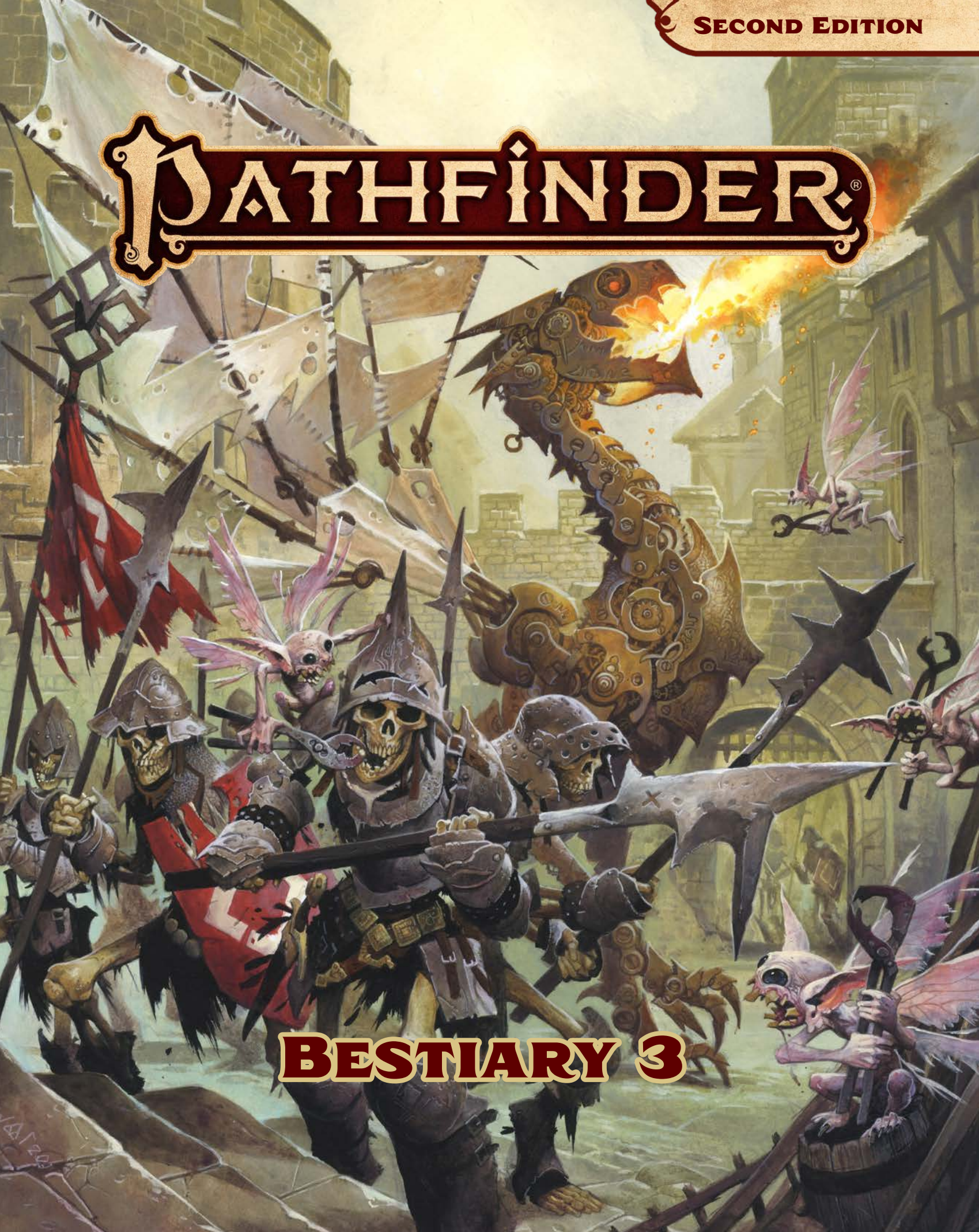
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Bestiary 3



BESTIARY 3

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Introduction

Welcome to *Pathfinder Bestiary 3*! Within these pages, you'll find whirring clockworks, marching troops, accursed villains, wild animals, and other creatures who can serve as allies or adversaries in your game. This book details hundreds of new creatures, expanding upon the monsters introduced in the first two *Pathfinder Bestiary* volumes.

To use this book, you'll 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, including how to read and use their statistics, recommendations regarding roleplaying their interactions with player characters, and guidance on adjusting creature statistics to 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 creature statistics so you know how to easily present a creature as a threat or ally in and out of combat. It also provides general advice for roleplaying creatures to help provide more depth when characterizing them within 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 formatting.

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 alphabetically. The traits appearing in this book, including some traits from the *Pathfinder Core Rulebook*, can be found in Creature Traits on page 307.

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 304–307.

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 can't 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

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 304 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 roleplay 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 it uses, as well as whether it's willing to surrender or flee when losing a fight.

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 makes it 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

LANGUAGES

The languages listed in a creature's entry represent the languages 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 where the creature lives (such as Undercommon for 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, though 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 *Core Rulebook* and in the Languages section of this book (page 311).

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



Liturgies of the Lost

A particular form of abandoned zealot appears near the Starstone Cathedral in the city of Absalom. Mortals who fail to reach divinity through the Test of the *Starstone* perish and arise as these wrathful undead, despising other aspirants.



Abandoned Zealot

Once devout followers whose faith proved false, abandoned zealots return from the doorstep of the afterlife after being denied the eternal reward they expected. Consumed by self-loathing for the lives they squandered to false faiths and empty creeds, these lost souls serve as terrifying and implacable—yet ultimately pathetic—foes. A shapeless mass of smoke and shadow coils behind their broken masks. As abandoned zealots move, they spit and shriek a hateful cacophony of bitter lamentations and anguished weeping.

Abandoned zealots are most commonly associated with the church of Razmir, which upholds a mortal wizard as a god—a truth unknown to most worshippers. However, abandoned zealots might arise from a true religion if they've been misled about that faith's true tenets or aims. This situation could easily result from the cruel schemes and predations of sinister beings, such as shrine skelms (page 239) and the blasphemous devils known as deimaviggas (page 66).

Abandoned Zealot — Creature 6

CE | Medium | Incorporeal | Spirit | Undead

Perception +14; darkvision, lifesense 60 feet (page 305), sense apostate

Languages Common, Necril, one regional language

Skills Acrobatics +14, Boneyard Lore +12, Intimidation +14, Religion +12, Stealth +16

Str –5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

Sense Apostate (detection, divination, divine) An abandoned zealot can sense the presence and direction of false priests within 500 feet of them. Lead or running water blocks this sense.

AC 22; **Fort** +10, **Ref** +14, **Will** +16; +1 status to all saves vs. divine and positive

HP 75, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Anathematic Aversion (emotion, fear, mental) If they encounter a priest of their former faith, an abandoned zealot must attempt a Will save against the highest spell DC among those priests, or the highest Will DC if none of them can cast spells. The zealot attempts this saving throw only once per minute, even if more priests arrive later.

Critical Success The abandoned zealot spends their reaction to Stride directly toward a priest of their former faith. For 1 minute, the abandoned zealot's hand of despair deals one additional damage die against priests of the creature's former faith.

Success The abandoned zealot spends their reaction to Stride directly toward a priest of their former faith.

Failure The abandoned zealot becomes frightened 1 and gains the fleeing condition until the end of their next turn.

Critical Failure As failure, but frightened 2.

Elegy of the Faithless ↻ (abjuration, divine, mental) **Trigger** A divine spell is cast within 30 feet of the abandoned zealot; **Effect** The abandoned zealot howls an elegy of regret, forcing the spellcaster to attempt a DC 22 Will save, or DC 24 if the caster is a member of the zealot's former faith. On a failure, the elegy disrupts the spell.

Speed fly 40 feet

Melee ❖ hand of despair +16 (finesse, magical), **Damage** 2d10+4 negative plus rend faith

Divine Innate Spells DC 24; **6th** *zealous conviction* (self only); **4th** *crisis of faith*

Rend Faith When hit by an abandoned zealot's hand of despair, a creature capable of divine spellcasting or with divinely granted abilities must succeed at a DC 24 Will save or be unable to use those spells or abilities until the end of its next turn.

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APPENDIX

Adlet

Adlets dwell in the farthest, harshest reaches of the Crown of the World. At first glance, these isolated people look much like their Erutaki human cousins; they typically have terra-cotta skin, straight black hair, and compact, powerful builds. However, adlets tend to be taller and more sinewy than their human kin. Up close, adlets' strangeness reveals itself—each sports a maw full of wolflike teeth. Their legs and tail resemble that of a dog.

Adlets' legends say that long ago, a mighty hunter lost his way far from home and came upon a house of whalebone and ice. A woman dressed in white fox furs greeted him, fed him, and tended to his frostbite. In time, they married and had 10 children, five of whom bore the legs and tails of foxes. These children stayed with their mother, while the other five—born with the legs and tails of wolves—traveled with their father back to the human lands and became the first adlets.

Adlets aren't inherently evil, but their culture is warlike, xenophobic, and noticeably lacking in humility. They see themselves as the natural rulers of the arctic wastes and view everyone else as squatters at best and invaders at worst. A typical adlet is stronger and faster than any mundane human, with the ability to walk naked in a blizzard and call up ice-cold mists. Given that, it's little wonder that adlets have developed something of a superiority complex. Still, while adlet raids are a common problem for travelers in the Crown of the World, a handful of wily and intrepid merchants have forged peaceful relations with certain adlet communities along more common routes.

Lost Cousins

Legends about adlets' origins suggest they might have fox-like kin. Some believe these kin are kitsune (page 150), while others point to the more powerful vulpinals (page 11) as more likely progenitors.

Adlet — Creature 10

CN Medium Cold Humanoid

Perception +18; low-light vision, scent (imprecise) 30 feet
Languages Adlet, Common
Skills Acrobatics +20, Athletics +21, Stealth +20, Survival +18
Str +5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0
Items *+1 striking spear* (2)

AC 30; **Fort** +20, **Ref** +22, **Will** +16
HP 180; **Immunities** cold; **Weaknesses** fire 10

Wolfstorm (aura, cold, evocation, primal) 60 feet. A clammy, frigid mist billows forth ahead of the adlet. Creatures within the mist become concealed, and creatures outside the mist become concealed to creatures within it. An adlet can see through the aura without penalty.

Avenging Bite ↷ **Trigger** A creature within reach of an adlet's jaws Strike attacks one of the adlet's allies; **Effect** The adlet makes a jaws Strike against the triggering creature.

Speed 40 feet
Melee ❖ *spear* +20 (magical), **Damage** 2d6+9 piercing plus 1d6 cold
Melee ❖ jaws +19, **Damage** 2d8+9 slashing plus 1d6 cold
Ranged ❖ *spear* +21 (magical, thrown 20 feet), **Damage** 2d6+9 piercing plus 1d6 cold

Frozen Weapons (evocation) Weapons wielded by an adlet gain the effect of the *frost* property rune.

Pack Attack An adlet's Strikes deal an additional 2d6 damage to creatures that are within the reach of at least two of the adlet's allies.

Wolfrime ❖ (cold, concentrate, evocation, primal) An adlet's mist turns biting cold and coalesces into a thick rime of frost that deals 6d6 cold damage to creatures inside the adlet's wolfstorm aura (DC 26 basic Fortitude), and the aura is deactivated until the start of the adlet's next turn.



Silvanshee Allies

Silvanshees will work with heroes who remain patient with their curiosity and skittishness. They're inquisitive, alternating between affection and aloofness. They do what they can to aid and defend their companions, but their strong sense of self-preservation means they'll likely flee if they sense they can't win a fight.

Agathion

These celestial outsiders hail from Nirvana, the plane of purest good. Agathions are born from the souls of mortals who attained the enlightenment they sought in life, sometimes even after death. Because they all start out as mortals who were rewarded for their determination, self-awareness, and purity of heart, agathions are more likely than other celestials to intervene in working nonviolently against the spread of evil on the material plane. Agathions have served as moderators between the chaotic azatas and lawful archons, so they know how vital communication with mortals can be to bridge differences and ensure that evil doesn't win out.

All agathions possess animal-like aspects, some appear more anthropomorphic, while others spend most of their time in forms nearly indistinguishable from true animals. Still others prefer to shapeshift as they see fit, or present as humanoid when in the company of humanoid mortals.

Each type of agathion serves a specific role in Nirvana. Their duties and forms generally reflect the core values they cultivated in life that led them to their enlightenment. Since agathions receive their animal forms as rewards for their mortal lives, they take great insult with insinuations that they're merely magical talking beasts or—even worse—that their forms are a curse or punishment.

Silvanshee (Cat Agathion)

Silvanshees are a stealthy and extremely inquisitive contingent of agathions who gather information about the mortal world for other agathions. While they love to explore the Material Plane and sate their curiosity, they're generally reclusive and skittish. These dual instincts war with each other whenever something exciting piques their interest. Because of their small sizes, they don't pose a combat threat to most creatures; instead, silvanshees act as Nirvana's eyes and ears in the mortal world, reporting back to superiors or calling for help should they run into danger.

Silvanshees appear indistinguishable from domestic felines, save for their violet eyes and the telltale blaze of differently colored fur on their chests. Of course, flying gives them away outright, so if at all possible, they only do so while in trusted company to avoid detection.

Their fur color runs the spectrum of normal feline colorations. They can also transform into mist when necessary to maintain discretion or make a hasty getaway.



Silvanshee **Creature 1**

NG Tiny Agathion Celestial

Perception +8; darkvision

Languages Celestial, Common, Draconic, Infernal; *speak with animals*

Skills Acrobatics +7, Arcana +3, Medicine +6, Nirvana Lore +3, Stealth +7

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

Cat's Curiosity A silvanshee's core value is curiosity. This enables them to seek out new experiences and information beyond their current understanding. A silvanshee can use trained skill actions for all skills, even if they're untrained.

AC 17; **Fort** +5, **Ref** +9, **Will** +6

HP 20; **Weaknesses** evil 3

Speed 25 feet, fly 40 feet

Melee ❖ jaws +9 (finesse, good, magical), **Damage** 1d6–2 piercing plus 1d4 good

Melee ❖ claw +9 (agile, finesse, good, magical), **Damage** 1d4–2 slashing plus 1d4 good

Divine Innate Spells DC 16; **4th** *gaseous form* (×3), *read omens*; **Cantrips** (1st) *dancing lights*,

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know direction, *prestidigitation*, *stabilize*; **Constant (2nd)** *speak with animals*
Champion Focus Spell DC 16, 1 Focus Point; **1st** *lay on hands* (*Core Rulebook* 387)
Cat's Grace When a silvanshee uses their *gaseous form* spell, the mist form remains roughly the size and shape of a cat, and the silvanshee retains their fly speed in this form.

VULPINAL (FOX AGATHION)

Vulpinals serve as the cunning and clever musicians and minstrels of the agathions. Incredibly far-ranging, these fox-like humanoids love traveling to learn and teach about all the unique songs, dances, myths, and traditions they can find. Though they prefer to travel alone, vulpinals are extremely gregarious toward those they meet on their journeys. They enjoy participating in the festivities of cultures they encounter, and they're known to form small traveling groups of like-minded individuals if they believe that their shared expertise can prove beneficial.

VULPINAL — CREATURE 6

NG SMALL AGATHION CELESTIAL

Perception +15; darkvision
Languages Celestial, Common, Draconic, Infernal; *speak with animals*, *tongues*
Skills Acrobatics +12, Arcana +15, Deception +14, Medicine +11, Nirvana Lore +15, Performance +16, Religion +13, Society +13, Stealth +12
Str +2, **Dex** +4, **Con** +4, **Int** +5, **Wis** +3, **Cha** +6
Items handheld instrument

AC 24; **Fort** +12, **Ref** +14, **Will** +15
HP 105; **Weaknesses** evil 5

Speed 30 feet
Melee ❖ jaws +15 (finesse, good, magical), **Damage** 2d10+4 piercing plus 1d6 good
Melee ❖ claw +15 (agile, finesse, good, magical), **Damage** 2d6+4 slashing plus 1d6 good
Divine Innate Spells DC 24; **4th** *dimension door*, *divine wrath*; **3rd** *calm emotions*, *remove disease*; **2nd** *detect alignment* (at will, evil only), *invisibility* (at will, self only); **Constant (5th)** *speak with animals*, *tongues*
Champion Focus Spell DC 24, 1 Focus Point; **3rd** *lay on hands* (*Core Rulebook* 387)
Fox's Cunning A vulpinal's core value is cunning. They can apply their knowledge and stories from their extensive travels to just about any situation in an instant. Before spending any other action on their turn, the vulpinal can Recall Knowledge as a free action.

VULPINAL FLAIR

Bipedal vulpinals stand around 3 feet tall, with humanoid clawed hands and fluffy tails almost as long as their bodies. They typically appear with red fur, though leaders feature either white or black pelts with gray sprinkled across their muzzles and backs. Fox agathions like to wear stylish but functional clothing from the places they visit, often embellishing themselves with small trinkets and souvenirs they picked up along the way.



PROCYAL (RACCOON AGATHION)

As the most whimsical and playful of the agathions, procyals are the most likely to be encountered on the Material Plane, teaching deep philosophical lessons and delivering wisdom through pranks and impersonations. Mischievous and playful, these raccoon-headed humanoids love to socialize with mortals and learn about their societies. Unlike their mortal counterparts, Procyals' fur starts off dark russet in color, giving way to gray and white flecks on their muzzles as they grow older. Only procyal leaders boast the stark gray and black coloration of a true raccoon. Those who recognize procyals' age and wisdom treat these creatures with great respect.

Whatever their natural appearance, procyals make excellent shapeshifters and can assume the form of any humanoid that they've encountered. They use this ability only for the greater good of that humanoid or their community, often appearing as

Procyals and Societies

While born from the souls of the enlightened like other agathions, procyals derive their core value of whimsy from truly understanding the delicate balance between society and the individual. These clever celestials prefer enabling communities under attack to extinguish the evil threats and thrive on their own.



someone's trusted mentor to deliver an important message in a more laid-back fashion than talking to a magical celestial raccoon. They're not above playing the occasional harmless prank on the person whose form they've assumed, especially when they can use it to teach a valuable lesson. Raccoon agathions prefer to use a blade if forced into combat, but they're prepared to use their claws and fight dirty if necessary.

PROCYAL — CREATURE 8

NG MEDIUM AGATHION CELESTIAL

Perception +18; darkvision

Languages Celestial, Common, Draconic, Halfling, Infernal; *speak with animals*, *tongues*

Skills Acrobatics +14, Deception +18, Diplomacy +16, Medicine +16, Nature +16, Nirvana Lore +15, Religion + 16, Society +17 (+19 to Create Forgery), Stealth +16, Survival +16, Thievery +14

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

Items *+1 striking shortsword*

AC 26; **Fort** +16, **Ref** +14, **Will** +18

HP 170; **Weaknesses** evil 10

Speed 25 feet

Melee ❖ claw +18 (agile, good, magical) **Damage** 2d8+10 plus 1d6 good

Melee ❖ *shortsword* +19 (agile, finesse, good, magical, versatile S), **Damage** 2d6+10 plus 1d6 good

Divine Innate Spells DC 26, attack +18; **4th** *calm emotions*, *charm*, *dimension door*, *dispel magic*, *illusory creature*, *magic aura* (at will), *suggestion* (at will); **3rd** *heroism*; **2nd** *invisibility*; **Constant (5th)** *speak with animals*, *tongues*

Champion Focus Spell DC 26, 1 Focus Point; **4th** *lay on hands* (*Core Rulebook* 387)

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The procyal can transform only into a specific individual Small or Medium humanoid that they've met at least once. They can't transform into a generic member of a given ancestry.

Raccoon's Whimsy Procyals' core value is whimsy, though unlike for chaotic tricksters, procyals' playful actions have a pattern and their pranks always come with a valuable lesson, even if it takes a long time to decipher the meaning. Receiving and growing from such a lesson requires at least 10 minutes of interaction with the Procyal but can take much longer. A character who learns from the procyal's lesson gains the benefits of the Aid reaction from the procyal once during the next month. Afterwards, they become immune to this effect from all procyals.

Draconal (Dragon Agathion)

Dragon agathions, known as draconals, number among the most powerful of their kin, and also the wisest, embodying the wisdom of the benevolent philosopher-king. With their wisdom comes an elevation above material matters, making them the most removed from the troubles and lives of mortals. Draconals serve as the guardians of powerful magic, and they dispense their wisdom in service of the greater good of Nirvana and the celestial planes.

Draconals appear more draconic than humanoid. They walk on their hind legs and balance on their long, serpent like tails. Sharp claws tip their scaled humanoid hands.

Similar to true dragons, a draconal's coloration signifies different breath weapons, traits, and resistances. Draconals also choose spells from one of four domains. All have the options of the air and healing domains, but their color determines the other two. Black draconals breathe and are resistant to fire, and their additional domain options are fire and luck. Red draconals have the same fire breath and resistance, but their additional domain

options are protection and sun. Green and white draconals breathe and are resistant to cold, but green draconals have the options of nature and water domains while white draconals have the options of freedom and repose. Yellow draconals breathe and are resistant to acid, and their additional domain options are earth and luck.

DRACONAL CREATURE 20

NG LARGE AGATHION CELESTIAL

Perception +36; darkvision; *true seeing*
Languages Celestial, Draconic, Infernal; *speak with animals*, *tongues*
Skills Arcana +38, Crafting +30, Deception +35, Diplomacy +37, Intimidation +35, Medicine +34, Nature +34, Nirvana Lore +36, Religion +36, Society +32, Survival +32
Str +10, **Dex** +5, **Con** +8, **Int** +8, **Wis** +10, **Cha** +9

AC 45; **Fort** +34, **Ref** +31, **Will** +38; *circle of protection*
HP 370, regeneration 20 (deactivated by evil; page 306); **Weaknesses** evil 15; **Resistances** fire 15

Dragon's Salvation ↷ **Trigger** A creature within the draconal's reach would take damage; **Effect** Before applying the damage, the draconal casts *lay on hands* on the triggering creature.

Speed 30 feet, fly 90 feet
Melee ❖ jaws +38 (good, magical, reach 15 feet), **Damage** 3d12+18 piercing plus 1d6 good plus 4d6 fire
Melee ❖ claw +38 (agile, good, magical, reach 10 feet), **Damage** 3d8+18 slashing plus 1d6 good plus 4d6 fire
Divine Innate Spells DC 46, attack +38; **10th** *miracle*; **9th** *breath of life*, *dispel magic*, *divine decree*, *earthquake*, *heal* (×3), *implosion*, *storm of vengeance*; **Constant (7th)** *circle of protection*, *speak with animals*, *tongues*, *true seeing*
Champion Focus Spell DC 46, 3 Focus Points; **10th** *dazzling flash* (*Core Rulebook* 391), *lay on hands* (*Core Rulebook* 387), *protector's sphere* (*Core Rulebook* 395)
Breath Weapon ❖❖ (divine, evocation) The draconal breathes a blast of energy that deals 21d6 fire damage to creatures they choose to damage in a 60-foot cone (DC 44 basic Reflex save). They can make this effect nonlethal for selected creatures in the area or choose not to damage certain creatures at all. They can't use Breath Weapon again for 1d4 rounds.
Dragon's Wisdom Draconals embody the core value of wisdom, but every path to wisdom and enlightenment differs, so draconals' powers vary by temperament and coloration. A draconal's scale color determines their associated energy damage type. They gain resistance 15 to that damage type, deal 4d6 extra damage of that type with their Strikes, and deal 21d6 damage of that type with their breath weapon. They gain additional wisdom in the form of the basic and advanced domain spells from one domain, chosen from four domains available to draconals with their scale color. This red draconal has the protection and sun domains.



Former Friends

Amalgamites are often found in the company of other creatures, such as lesser aberrations, cultists of the Dark Tapestry, or the undead corpses of their former companions. They use these allies to spread their destabilizing field to other foes and separate those enemies from their own allies.

Amalgamite

Teleportation magic can prove a difficult undertaking, even for experienced spellcasters. It requires precise calculation and timing, knowledge of the intended destination, and meticulous control over surging conjuration magics. A mistake in even the most minute element of such a spell can lead to disastrous results for those involved. When a particularly powerful spellcaster makes an error of this kind, either through arrogance or simple misjudgment, they might transform into an amalgamite.

A mass of flesh and misaligned limbs, an amalgamite is the warped body of a former spellcaster, sometimes joined with another version of itself to incorporate additional limbs or other irregularities. They're still alive, but they have become aberrants mentally and physically, with only the vaguest memories of their previous existence, which makes them a dangerous and bewildering foe. Their weird, warped anatomy constantly shifts and regrows, allowing the creatures to shrug off physical blows save those that pierce through its flesh and into its core being.

The magical residue of an amalgamite's creation radiates from it, seeping into and destabilizing any living beings that get too close. Infected creatures then further spread the amalgamite's aura among larger groups of allies and foes alike. The amalgamite uses this power to manipulate and confuse their enemies, whom they can teleport into traps, force into confrontations with other enemies, or draw close into striking range with their own odd appendages.



Amalgamite — Creature 13

RARE | UNCOMMON | NE | MEDIUM | ABERRATION

Perception +23; low-light vision

Languages Aklo, Common, Draconic

Skills Arcana +27, Athletics +22, Lore (any one subcategory) +27, Occultism +27

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

AC 33; **Fort** +22, **Ref** +22, **Will** +26

HP 220, regeneration 10 (deactivated by piercing; page 306); **Immunities** controlled, mental; **Weaknesses** piercing 10; **Resistances** bludgeoning 10, slashing 10

Destabilizing Field (aura, conjuration) 40 feet. A creature that begins its turn within the area feels its body begin to stretch and must succeed at a DC 33 Fortitude save or become destabilized. A destabilized creature emits a 10-foot destabilizing field aura and becomes sickened 1. The destabilization ends when the creature is no longer sickened. A creature that succeeds at its saving throw against the aura is temporarily immune to all destabilizing fields for 1 minute.

Displace ↻ **Trigger** The amalgamite is hit by a Strike; **Effect** The amalgamite Repositions itself or Transposes itself with another creature. If the amalgamite successfully changes its location, it and any Transposed creature take half damage from the triggering Strike.

Speed 25 feet

Melee ❖ limb +24, **Damage** 3d10+11 bludgeoning

Ranged ❖ warping ray +27 (deadly 2d8, magical, range 100 feet), **Damage** 3d8+8 force

Occult Innate Spells DC 33; **7th** *ethereal jaunt*, *warp mind*; **4th** *blink* (×2)

Reposition ❖❖ (concentrate, conjuration, occult, teleportation) The amalgamite teleports into an unoccupied space it can see within 50 feet.

Transpose ❖❖ (conjuration, occult, teleportation) The amalgamite chooses up to two destabilized creatures they can see within 50 feet and swaps their positions, or moves a single such creature to an unoccupied space they can see within range. If the amalgamite chooses two creatures, they can choose their self as one of these creatures, but both targets must be the same size. An unwilling creature can attempt a DC 33 Will save. If either target succeeds at this saving throw, both are unaffected.

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Amphisbaena

An amphisbaena is an exceedingly aggressive, venomous viper of remarkable size that bears two heads—one on each end of its body. It moves in a manner similar to that of the more common sidewinder snake, throwing its body forward in a loop and anchoring itself by keeping one head or the other on the ground at all times.

Amphisbaenas' typical prey includes rabbits, foxes, various birds, small deer, and even humanoids if presented the opportunity. Fiercely territorial by nature, they attack just about anything that gets near their lairs, regardless of the intruder's size. Many a child has been warned about going too far into the woods alone, lest they wander too close to an amphisbaena den and become the creature's next meal.

The venom of an amphisbaena is incredibly potent, able to take down a stout dwarf within minutes if left untreated. However, it also has uses in a variety of healing remedies, which makes it a valuable commodity if collected. For example, a pregnant person might be advised to drink the venom in small, dilute doses to help safeguard the pregnancy. Mixing small amounts of the venom with various herbs and oil creates a poultice which dulls aches and pains. As a result, the image of an amphisbaena appears in many contexts associated with healing and alchemical subjects, such as labels for tinctures, annotations in herbalists' records, and illustrations in textbooks of medicine.

The first amphisbaena is said to have formed from the blood that fell as a medusa's head was severed. This story's origin most likely stems from the fact that amphisbaenas are oddly immune to petrification, which in turn leads to them sometimes being kept as pets by a medusa. A medusa who keeps an amphisbaena as a pet might regard the viper as their most treasured companion or perhaps even as their own child. Despite these fabled supernatural origins and the occasional special treatment they receive, however, amphisbaenas are entirely mundane animals with only rudimentary intelligence and no innate magical abilities whatsoever.

Amphisbaena Variants

While the two-headed snake is by far the most common amphisbaenas, the term sometimes describes other creatures with heads on both ends of their bodies. Occasionally stories circulate of a monstrous amphisbaena with the body of a lizard, clawed feet, or even feathered wings. These stories are typically chalked up to an overactive imagination or an abundance of drink, but they persist regardless.

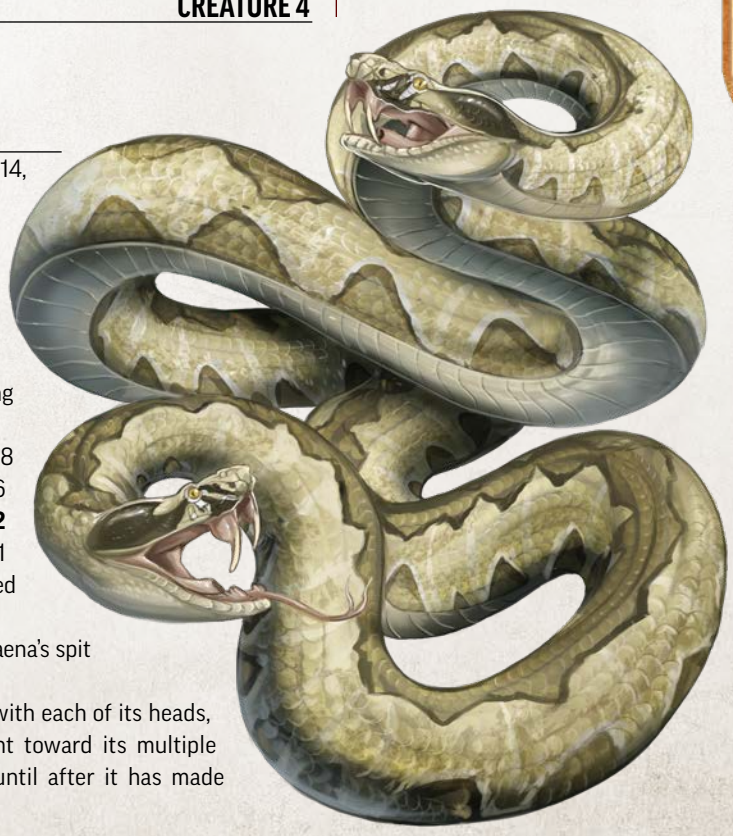
Amphisbaena — Creature 4

N MEDIUM ANIMAL

Perception +10; tremorsense 60 feet (page 306)
Skills Acrobatics +10, Athletics +13, Stealth +12
Str +5, **Dex** +4, **Con** +2, **Int** –4, **Wis** +0, **Cha** –4

AC 21, all-around vision (page 304); **Fort** +10, **Ref** +14, **Will** +8
HP 70; **Immunities** petrified

Speed 25 feet, climb 25 feet, swim 25 feet
Melee ❖ fangs +13, **Damage** 2d6+5 piercing plus amphisbaena venom
Ranged ❖ spit +12 (range increment 15 feet), **Damage** 1d6 poison plus amphisbaena venom and blinding spittle
Amphisbaena Venom (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 and slowed 1 (1 round); **Stage 3** 3d6 poison damage and paralyzed (1 round)
Blinding Spittle A creature critically hit by an amphisbaena's spit Strike is blinded for 1 round.
Twin Bites ❖ An amphisbaena makes a fangs Strike with each of its heads, each against a different target. Both Strikes count toward its multiple attack penalty, but the penalty doesn't increase until after it has made both attacks.



Distant Words

Some androids speak Androffan, the language of their distant home world. Ruins across Numeria bear Androffan script, but on Golarion, almost none beyond some androids and members of the Technic League read or speak this rare alien language.

Android

Androids possess synthetic bodies inhabited by living souls. These technological organisms first came to Golarion from another world when their starship crashed, scattering wreckage all across Numeria in an event known as the Rain of Stars. Feared by local Kellids and enslaved by the Technic League, androids on Golarion have spent eons being hated and hunted. Many androids survive by adopting human customs and hiding in plain sight, while others become criminals, hermits, or nomads.

Designed to resemble humans, androids have several distinctive features. Their eyes have a metallic sheen, they rarely fall ill, and they have trouble displaying complex emotions. Circuit-like tattoos decorate their bodies and control internal nanites. When stimulated, these nanites kick their internal chemistry into overdrive, allowing them to function at peak performance that causes their circuitry to glow.

Androids are created in sophisticated machines called foundries. They emerge as mature adults with newborn souls and no knowledge of their purpose or the world around them. Android bodies don't deteriorate, though their souls age like any other mortal's. When an android feels they've lived a full life, they willingly release their soul to the afterlife, causing their body to shut down and reboot. Once this process, known as Renewal, completes, a new soul inhabits the body.

Foundry programming produces androids that mimic human anatomy. Numerous android models exist, each designed to excel at different tasks and purposes. Androids of all models display countless variations of coloration, body shapes, and gender identities. Theoretically, a foundry could be reprogrammed to create androids with new adaptations, colorations, and forms—perhaps even in the guise of other ancestries.



Android Infiltrator — Creature 2

RARE | N | MEDIUM | ANDROID | HUMANOID

Perception +6 (+5 to Sense Motive); low-light vision

Languages Androffan, Common

Skills Acrobatics +8, Athletics +6, Crafting +7, Deception +3, Engineering Lore +7, Society +7, Stealth +10, Thievery +8

Str +2, **Dex** +4, **Con** +2, **Int** +3, **Wis** +0, **Cha** –1

Items hand crossbow (10 bolts), shortsword

AC 18; **Fort** +8, **Ref** +10, **Will** +4; +1 circumstance to all saves vs. disease, poison, and radiation

HP 28

Emotionally Unaware The android takes a –1 circumstance penalty to Diplomacy and Performance checks, and to Perception checks to Sense Motive.

Nanite Surge ↻ **Trigger** The android infiltrator attempts a skill check but hasn't rolled yet; **Effect** The android infiltrator stimulates their nanites, forcing their body to temporarily increase its efficiency. They gain a +2 status bonus to the triggering skill check. In addition, their circuitry glows, creating a 10-foot emanation with dim light for 1 round.

Speed 25 feet

Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Melee ❖ fist +10 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning

Ranged ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

Sneak Attack The android infiltrator deals an additional 1d6 precision damage to flat-footed creatures.

Angazhani

Angazhanis lurk in the depths of the world's jungles, where these sapient, four-armed apes prey on any creatures they deem lesser than themselves. They're purportedly the divine minions of Angazhan, demon lord of apes. While many angazhanis do worship this foul god, scarce evidence exists to support their claim to fiendish heritage. Jungle-dwelling people know well to steer clear of suspected angazhani territories; angazhanis of such areas don't slaughter outright, often capturing trespassers to serve as slaves or as living sacrifices in heinous rituals.

ANGAZHANI — CREATURE 8

CE LARGE BEAST

Perception +18; darkvision
Languages Abyssal, Common, Mwangi
Skills Athletics +20, Intimidation +15, Religion +16, Survival +16
Str +6, **Dex** +4, **Con** +5, **Int** –1, **Wis** +4, **Cha** +3

AC 26; **Fort** +19, **Ref** +16, **Will** +14
HP 180

Defensive Disarm ↷ **Trigger** A creature makes a melee weapon Strike against the angazhani and misses; **Requirements** The angazhani is benefiting from their Defensive Slam; **Effect** The angazhani attempts to Disarm the attacker of the triggering weapon.

Speed 25 feet, climb 25 feet
Melee ❖ fist +20 (reach 10 feet), **Damage** 2d8+9 bludgeoning
Melee ❖ jaws +20, **Damage** 2d12+9 piercing
Divine Innate Spells DC 24; **6th** *dominate*; **3rd** *fear* (×2)
Defensive Slam ❖❖ The angazhani uses their arms to defend themself while attacking. The angazhani Strikes once and gains a +2 circumstance bonus to AC until the start of their next turn.
Focused Slam ❖❖ The angazhani beats a single opponent with all four of their brawny arms, leaving their foe nowhere to dodge. The angazhani makes a fist Strike. On a successful attack, they deal fist damage to the target plus an additional 3d8 damage, and they meet the requirements to Rend the target this turn, even if they didn't hit on two consecutive Strikes. Even on a failed attack, the angazhani deals the damage from one fist Strike to the target, though they still miss completely on a critical failure. This ability counts as four attacks toward an angazhani's multiple attack penalty. After using this ability, the angazhani is flat-footed until the beginning of their next turn.
Rend ❖ fist (page 306)
Pummeling Charge ❖❖❖ **Effect** The angazhani rushes up to a foe at extreme speed and slams down with their fists. The angazhani Strides or Climbs up to three times, then makes two fist Strikes against one enemy within reach.

JUNGLE MURDERERS

On Golarion, angazhanis dwell almost exclusively in remote reaches of the vast Mwangi Jungle. Many of them served the hateful Gorilla King Ruthazek in Usaro, but after his downfall over a decade ago, these supplicants have fallen into infighting. The mysterious Mwangi warrior Shosenbe is attempting to reunite the angazhanis of Usaro, though not all of the fallen Gorilla King's former minions are eager to follow a human leader.



Choosing to Animate

Most animated objects are created for convenience or out of vanity. Spellcasters often animate brooms and dishes to aid with cleaning, books and scrolls for aid with research, and carts and carriages for transport. Most objects are animated without the intent of using them as guardians, and many animated objects exist without the rest of the world ever noticing. Only those with money and power choose to animate objects as guardians, and these are the animated objects most likely encountered on adventures.

Animated Object

Many animated objects have useful functions but become dangers when uncontrolled.

Animated Silverware

Nobles are known to pay great amounts to animate their silverware, both for ease in cleaning and to serve as novelties during dinner parties.

Animated Silverware Swarm — Creature 1

N LARGE CONSTRUCT MINDLESS SWARM

Perception +5; darkvision

Skills Acrobatics +8

Str +1, **Dex** +3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 16 (12 when broken); construct armor; **Fort** +9, **Ref** +8, **Will** +3

HP 14; **Hardness** 3; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, precision, poison, sickened, unconscious; **Weaknesses** area damage 3, splash damage 3

Construct Armor Like normal objects, an animated silverware swarm has Hardness. This Hardness reduces any damage the swarm takes by an amount equal to the Hardness. Once an animated silverware swarm is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 12.

Speed 20 feet

Slice and Dice ❖ (magical) Each enemy in the animated silverware swarm's space takes 1d6 piercing or slashing damage (DC 17 basic Reflex save)

Stick a Fork in It ❖ The animated silverware swarm attempts to pin a single creature. The target must attempt a DC 17 Reflex save.

Critical Success The target is unaffected.

Success Silverware pins portions of the target's clothing and gear. The target takes a –10-foot circumstance penalty to its Speeds as long as it remains in the swarm's space.

Failure As success, and the target also can't Step until it leaves the swarm's space.

Critical Failure The target is thoroughly pinned by the silverware, becoming immobilized until it Escapes (DC 17) or uses 2 Interact actions to remove all of the silverware pinning them down.



Animated Furnace

This huge forge or oven is animated to protect a workspace or kitchen, travel alongside its owner, or both.

Animated Furnace — Creature 9

N HUGE CONSTRUCT MINDLESS

Perception +15; darkvision

Skills Athletics +22

Str +7, **Dex** –2, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 30 (26 when broken); construct armor; **Fort** +21, **Ref** +11, **Will** +13

HP 135; **Hardness** 10; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor As animated silverware swarm, but reduced to AC 26 when broken.

Speed 15 feet

Melee ❖ door +21 (magical), **Damage** 2d12+9 bludgeoning plus 1d8 fire and Improved Grab (page 305)

Fan the Flames ❖❖ The animated furnace opens its door and fans its flames in a 30-foot cone that deals 5d6 fire damage (DC 28 basic Reflex save).

Swallow Whole ❖ (attack) Large, 2d8+9 fire, Rupture 15 (page 306)

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ANIMATED TREBUCHET

Large armies sometimes pay exorbitant fees to animate their siege weapons.

ANIMATED TREBUCHET CREATURE 13

N GARGANTUAN CONSTRUCT MINDLESS

Perception +21; darkvision
Skills Athletics +30
Str +9, **Dex** +2, **Con** +8, **Int** –5, **Wis** +0, **Cha** –5

AC 36 (32 when broken); construct armor; **Fort** +29, **Ref** +19, **Will** +17
HP 200; **Hardness** 14; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious
Construct Armor As animated silverware swarm, but reduced to AC 32 when broken.

Speed 20 feet
Melee ❖ arm +28 (magical, reach 15 feet), **Damage** 3d12+11 bludgeoning plus Grab (page 305)
Ranged ❖ rock +28 (brutal, magical, range increment 120 feet), **Damage** 3d10+11 bludgeoning
Launch ❖ **Requirements** The animated trebuchet has a creature grabbed in its arm; **Effect** The animated trebuchet attempts an Athletics check against the grabbed creature's Fortitude DC. On a success, it fires the creature up to 40 feet in height and up to 120 feet away. The creature takes 4d12 bludgeoning damage plus the appropriate falling damage. If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage (DC 33 basic Reflex save). On a successful Launch, the animated trebuchet must Interact to reposition its arm into the proper position before it can Launch again.
Trample ❖❖❖ (attack) Large or smaller, arm, DC 33 (page 306)

ANIMATED COLOSSUS

Animating a 100-foot-tall statue is worth the cost for spellcasters guarding immense dungeons.

ANIMATED COLOSSUS CREATURE 15

N GARGANTUAN CONSTRUCT MINDLESS

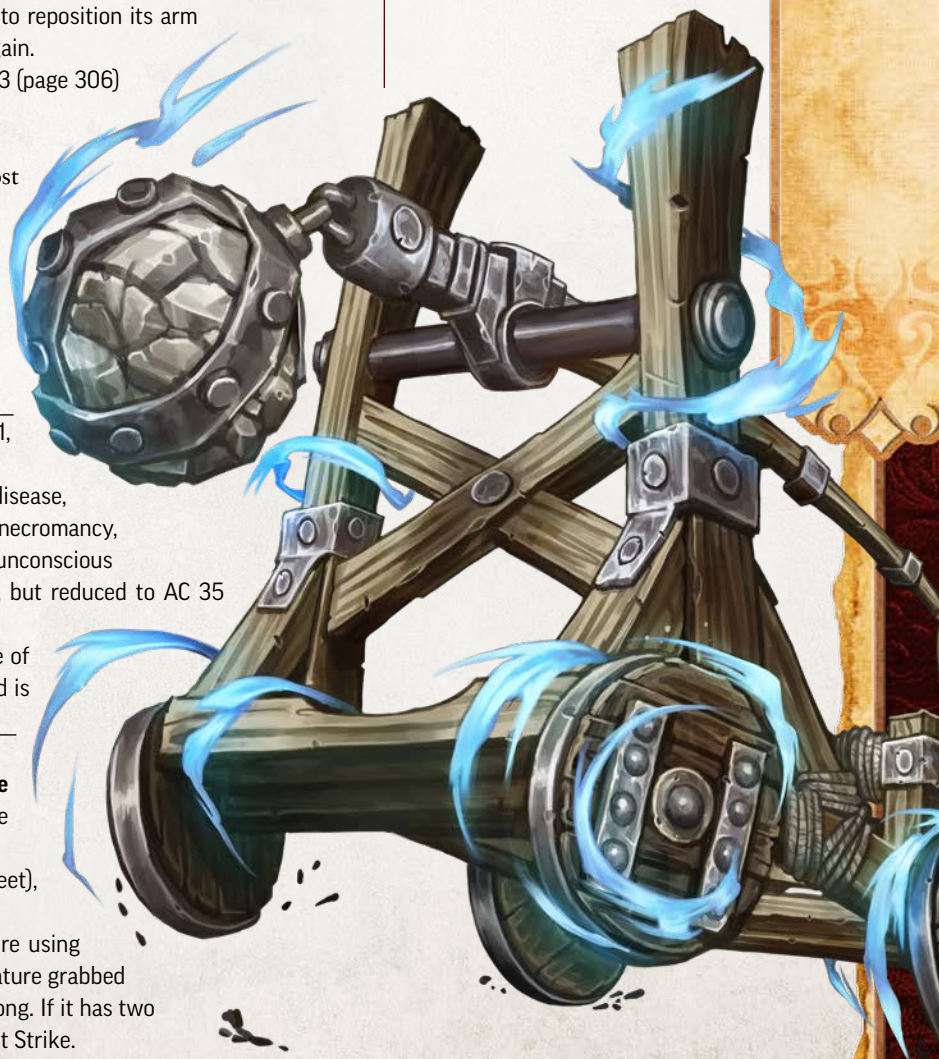
Perception +23; darkvision
Skills Athletics +33
Str +9, **Dex** +2, **Con** +8, **Int** –5, **Wis** +0, **Cha** –5

AC 39 (35 when broken); construct armor; **Fort** +31, **Ref** +21, **Will** +19
HP 245; **Hardness** 15; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious
Construct Armor As animated silverware swarm, but reduced to AC 35 when broken.
Enormous An animated colossus takes up a space of 6 squares by 6 squares (30 feet by 30 feet) and is 100 feet tall.

Speed 50 feet
Melee ❖ fist +32 (magical, reach 30 feet), **Damage** 3d12+17 bludgeoning plus Improved Grab (page 305)
Melee ❖ foot +32 (agile, magical, reach 20 feet), **Damage** 3d8+17 bludgeoning
Colossus's Grasp The colossus can Grab a creature using only one hand. It can move normally with a creature grabbed or restrained in its fist, carrying the creature along. If it has two creatures grabbed in this way, it can't use its fist Strike.
Constrict ❖ 3d12+11 bludgeoning, DC 36 (page 304)
Trample ❖❖❖ (attack) Huge or smaller, foot, DC 36 (page 306)

LOSING CONTROL

The process for animating objects varies from object to object and by the needs of the ritual. Some rituals designate a controller whom the animated object obeys. Without orders, many animated objects fall back to defensive tactics. In other cases, the ritual may have been poorly performed or may have failed after many years, causing the animated object to enter an uncontrollable state where it attacks anything it sees.



Late Bloomers

Though they grow faster than trees, arboreals take decades to reach maturity. They spend their early years rooted in place, developing an affinity with the flora of their homeland and attuning to its rhythms while adult arboreals keep a watchful eye on their progress. After the first century, young arboreals become more mobile, often apprenticing with senior arboreals in their territory as they take up the mantle of forest guardian.

Arboreal

Arboreals are tree-like ancient guardians of forests, nurturing new growth and maintaining a balanced ecosystem as if the vast wilderness were their garden. Arboreals (*Pathfinder Bestiary* 24–25) are thoughtful and deliberate—until something threatens their realms and invites their wrath.

Arboreal Reaper

While some forests have an idyllic, peaceful quality to them, others feel distinctly unfriendly or even sinister—these forests are the favored haunts of arboreal reapers. Sometimes these woodlands are sought out by secretive practitioners of malicious arts who claim the unsettling ambiance aids their abilities; arboreal reapers see no reason to interfere with such practices as long as the balance of their forests isn't harmed.

All arboreals vary in appearance based on their surroundings, but arboreal reapers always seem vaguely eerie, whether they watch over a grim weald or a tropical rain forest. Often slightly warped, twisted, and covered in spiky protrusions, arboreal reapers sometimes sprout around old ruins or other permanent structures, breaking down and incorporating the structures as they mature and become more mobile.

Arboreal reapers focus on the essential decaying phase of a forest's life cycle, becoming especially active in autumn and winter seasons. Their influence can often be seen in the explosion of mushrooms on a rotting log or the enticing fronds of a flourishing carnivorous plant. Like arboreal wardens, these woodland guardians are quicker to react to perceived threats than the more deliberate regents or retiring archives—at least by arboreal standards.



Arboreal Reaper **Creature 7**

N Large Plant

Perception +15; low-light vision

Languages Arboreal, Common, Sylvan

Skills Athletics +17, Intimidation +17, Nature +15, Stealth +14 (+18 in forests)

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

AC 25; **Fort** +17, **Ref** +13, **Will** +15

HP 130; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability An arboreal reaper takes 5 additional damage from axes.

Speed 25 feet

Melee ❖ branch +18 (reach 10 feet), **Damage** 2d10+8 bludgeoning

Melee ❖ root +18 (agile), **Damage** 2d6+8 bludgeoning plus Knockdown (page 305)

Ranged ❖ thorns +16, **Damage** 2d8+5 piercing plus 1d4 persistent bleed

Primal Innate Spells DC 22; **3rd** *vampiric touch*; **Constant (4th)** *speak with plants*

Leech Moisture ❖❖ **Effect** The arboreal reaper grows still and focuses intently on a single foe within 50 feet, draining moisture from the target's body. This deals 10d6 negative damage (DC 25 basic Fortitude save). The arboreal reaper can't Leech Moisture again for 1d4 rounds.

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ARBOREAL ARCHIVE

Arboreal archives are solitary beings typically found in the remote wilderness. These ancient monoliths hold the memories of their vast territories, keeping mental records of the passing seasons of the world around them. Their knowledge of humanoid affairs varies, as they find quickly shifting political situations difficult to comprehend, but through fungal networks, reports from arboreal wardens, and other woodland chatter, arboreal archives learn of each storm, drought, or logging threat encountered throughout their long years. They primarily observe and record rather than interfere, but they willingly offer wisdom to those who respectfully seek them out. Arboreal regents call upon archives for advice in times of strife, conferring on the best course of action to protect their realms.

It is rare for there to be more than one arboreal archive in a given region. When an archive senses they're nearing the end of their lengthy lifespan, a grove of regents gathers to nominate the wisest among them to become the next archive. After four seasons' deliberation, all arboreals in the area congregate to witness the succession ritual, during which the elder arboreal archive transfers their collected wisdom to the elected replacement before retiring.

PAINTING MEMORIES

As with all arboreals, no two arboreal archives are identical in appearance. The uniquely patterned bark of arboreal archives makes them even more distinct from one another, painting a mysterious and unique record of their knowledge of Verduran Lore. Practitioners of primal magic believe the earthy colors adorning each arboreal archive's body hold clues about the memories and myths the creature collects and preserves.

ARBOREAL ARCHIVE — CREATURE 12

NG HUGE PLANT

Perception +25; low-light vision, tremorsense (imprecise) 60 feet (page 306)
Languages Arboreal, Common, Sylvan; *speak with plants*
Skills Athletics +23, Diplomacy +22, Forest Lore +28 (applies to the arboreal archive's territory), Nature +25, Stealth +19 (+23 in forests)
Str +7, **Dex** –1, **Con** +5, **Int** +4, **Wis** +7, **Cha** +4
AC 33; **Fort** +23, **Ref** +17, **Will** +27
HP 230; **Weaknesses** axe vulnerability, fire 15; **Resistances** bludgeoning 10, piercing 10
Axe Vulnerability An arboreal archive takes 10 additional damage from axes.
Abeyance Rift If an arboreal archive dies unexpectedly before passing on their knowledge in a succession ritual, the amassed lore within their roots and boughs explodes out in a shock wave that deals 8d10 mental damage to creatures within 30 feet (DC 32 basic Will save) before dissipating; those who fail also fall prone.
Speed 25 feet
Melee ❖ branch +25 (reach 15 feet), **Damage** 3d10+10 bludgeoning plus Improved Knockdown (page 305)
Primal Innate Spells DC 32, attack +24; **6th** *tangling creepers*; **3rd** *earthbind* (at will); **2nd** *entangle*; **Constant (4th)** *speak with plants*
Memory Maelstrom ❖❖❖ (concentrate, incapacitation, mental, nonlethal, primal) The arboreal archive tries to overwhelm foes with a surge of information it has absorbed over its long life. This surge deals 5d6 mental damage to each enemy within 40 feet, who must attempt a DC 32 Will save.
Critical Success The creature maintains its composure, takes no damage, and is temporarily immune to Memory Maelstrom for 1 minute.
Success The creature is stunned 1 and takes half damage.
Failure The creature takes full damage and is stunned 3.
Critical Failure The creature takes double damage, is confused for 2d4 rounds, and is stunned 3.



ASURA REALMS

Asuras command vast empires in the corners of Hell. While their realms are tiny compared to the massive hierarchy of Asmodeus and devilkind, they exist in a tacit agreement of coexistence with their diabolic neighbors.

Asura

Asuras are, above all, proof that the gods are not infallible. These fiends arose as physical manifestations of divine accidents, taking form when the gods themselves stumbled and blasphemed on a cosmic scale. As a result of their own divine genesis, an asura loves above all to undo the workings of the divine. They eagerly travel to the Material Plane, seeking out temples, congregations of faithful worshippers, and religious orders of all stripes to sow doubt and destroy what the gods seek to build.

SHAUKEEN

Perhaps the most perverse asuras of them all, shaukeens particularly delight in causing the downfall of those who give them succor, shelter, and most of all, schooling. Many a teacher has come across a shaukeen disguised as a small child of exceptional talents or curiosity and taken them under their wing, only to be beguiled into ruin. This diminutive asura's cleverness is disproportionate to their size; they ask probing questions and coax their prey into decisions that lead to heresy, furthering the collapse of order and decency. When the world turns on the shaukeen's mentor, the asura is gone—but not very far, for they love hiding unseen and watching the torment and destruction of their mentors.

SHAUKEEN — CREATURE 1

LE TINY ASURA FIEND

Perception +8; darkvision

Languages Common, Infernal; telepathy (touch; page 306)

Skills Acrobatics +7, Deception +9, Performance +7, Religion +7, Stealth +7

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

AC 16; **Fort** +4, **Ref** +9, **Will** +7

HP 22; **Immunities** curses; **Weaknesses** good 2

Speed 25 feet

Melee ❖ jaws +9 (finesse), **Damage** 1d8 piercing plus fire jackal saliva and 1 evil

Melee ❖ thorn +9 (agile, finesse), **Damage** 1d8 piercing plus 1 evil

Divine Innate Spells DC 17; **2nd** *charm*, *spider climb*, *touch of idiocy*; **Cantrips (1st)** *read aura*; **Constant (3rd)** *magic aura* (shaukeen and its items only), *nondetection* (self only)

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The shaukeen takes on the appearance of a Small humanoid. This doesn't change the shaukeen's Speed or their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning). The asura typically loses their jaws and thorn Strikes unless the humanoid form has fangs or a similar unarmed attack. This alternate form has a specific, persistent appearance, which the shaukeen can change by performing a 1-hour ritual.

Fire Jackal Saliva (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and clumsy 1 (1 round); **Stage 2** 1d6 poison damage and clumsy 2 (1 round)



ADHUKAIT

Twice as disciplined as a monk and twice as deadly as a warrior, an adhukait is the ultimate perversion of duality, two spiked asura warriors impaled together to form one ferocious, incredibly efficient killing machine. An adhukait's two heads, two hearts, and two minds rarely work as one—except to maim or kill.

Even adhukaits' origin contains not one but two stories. Some believe they were created when two godlike brigands attempted to raid a celestial hall and had their bodies crushed together and thrown down from the heavens. Another legend states two asura twins once challenged a great warrior to duel them in turn. When they attacked him together, he was so enraged he slammed one into the other so hard that they were fused together from that day forth.

Adhukaits are among the most elite asura warriors, making up for what they lack in spellcraft with sheer viciousness and single-minded pursuit of inflicting pain.

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ADHUKAIT

CREATURE 7

LE MEDIUM ASURA FIEND

Perception +15; darkvision
Languages Common, Infernal; telepathy 30 feet (page 306)
Skills Acrobatics +15, Athletics, +19, Intimidation +15, Performance +15, Stealth +15
Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4
Items kukri (4)

AC 25, all-around vision (page 304); **Fort** +15, **Ref** +17, **Will** +13
HP 130; **Immunities** curses; **Weaknesses** good 5
Attack of Opportunity ↻ (page 304)
Dual Mind ↻ **Trigger** The adhukait fails a saving throw against a mental effect; **Effect** The adhukait shunts the effect into one of their minds, rendering them temporarily insensible. They change their result to a success, but one of their bodies hangs limply until the end of their next turn. During this time, the adhukait is clumsy 2; takes a –10-foot circumstance penalty to their Speed; and can't use Dual Mind, Dual Opportunity, or Dance of Destruction.
Dual Opportunity The adhukait gains a second reaction each round they can use only to make an Attack of Opportunity.

Speed 40 feet
Melee ❖ kukri +18 (agile, trip), **Damage** 1d6+9 slashing plus 2d6 persistent bleed and 1d4 evil
Melee ❖ claw +18 (agile), **Damage** 1d6+9 slashing and 1d4 evil
Dance of Destruction ❖ **Requirements** The adhukait's last action was a Strike that dealt damage; **Effect** The adhukait Strides up to 10 feet and Strikes.

ASURA REBIRTH

Most creatures native to the Outer Planes dissipate upon their destruction, and their essence is absorbed by their home plane. Asuras, however, have a fate akin to reincarnation: a slain asura usually returns in a lesser form, eager to gain retribution upon their killer. Occasionally, exemplary asuras return in more powerful forms.

JAPALISURA

Japalisuras have a perverse propensity for extracting embarrassing truths from the universe, using a combination of artifice and prophecy to obscure the truth and corrupt traditional soothsaying. They have a special talent for manipulation—feeding listeners' worst impulses and prejudices, telling them what their prey most want to hear, and twisting their perceptions to suit the japalisuras' own ends. All this occurs from behind a veil, though, for japalisuras are grotesque fiends with six arms, infinite faces, and an obsession with the profane.

The first japalisura rose from the remains of three demigod archers, sons of a goddess who feared their rise to power and slew them. Their merged form was so terrifying that they struck a deal with a powerful asura rana to alter their face into something more pleasing. The true cruelty of the enchantment became clear only later—the japalisura had a new face, but that face transformed into a different one every minute, each more hideous than the last.



JAPALISURA

CREATURE 12

LE MEDIUM ASURA FIEND

Perception +22; darkvision, *see invisibility*
Languages Common, Infernal; telepathy 80 feet (page 306)
Skills Acrobatics +25, Athletics +23, Deception +25, Religion +22, Stealth +21
Str +5, **Dex** +7, **Con** +4, **Int** +2, **Wis** +4, **Cha** +5
Items hatchet (2), *+1 striking composite shortbow* (2)



ASURA RANAS

Over time, the mightiest asuras complete enough cycles of reincarnation and commit enough atrocities over multiple existences to incarnate into the most powerful of their kind. These asura ranas are demigods in their own right, attracting vile worshippers and heretical cults among mortals.

AC 33; **Fort** +20, **Ref** +25, **Will** +20; +1 status to all saves vs. magic
HP 235; **Immunities** curses; **Weaknesses** good 10

Disorienting Faces (aura, mental, visual) 30 feet. The japalisura's faces constantly shift and morph, each visage more grotesque than the last. When a creature enters or starts its turn in the aura, it must attempt a DC 32 Will save.

Critical Success The creature is unaffected and is temporarily immune to Disorienting Faces for 1 minute.

Success The creature is unaffected.

Failure The creature is disoriented by the horrible faces, taking a –2 circumstance penalty to checks and DCs against the japalisura while it remains in the aura.

Critical Failure As failure, except the circumstance penalty is –3.

Return Arrow ↷ Trigger The japalisura is targeted by a ranged attack from a bow; **Requirements** The japalisura has at least one hand free and is wielding a bow; **Effect** The japalisura attempts to snatch the oncoming arrow from the air, gaining a +4 circumstance bonus to AC against the attack. If the attack misses, the japalisura snatches the arrow and makes a ranged bow Strike to fire the arrow from their own bow.



Speed 40 feet

Melee ❖ hatchet +23 (agile, sweep), **Damage** 1d6+8 slashing plus 4d6 mental and 1d6 evil

Ranged ❖ *composite shortbow* +26 (deadly d10, magical, range 60 feet), **Damage** 2d6+5 plus 4d6 mental and 1d6 evil

False Foe ❖ (divine, enchantment, incapacitation, mental) **Frequency** once per round; **Effect** The japalisura whispers misleading words and falsehoods to one adjacent creature, attempting a Deception check against the target's Perception DC.

Critical Success For 1 minute, the target believes that one creature of the japalisura's choice is its mortal foe, spending all its actions to reach and attack that creature. At the end of each of its turns, the target can attempt a DC 32 Will save to end the effect early.

Success As critical success except the effect ends at the end of the creature's first turn, without the need for a Will save.

Failure The target sees through the japalisura's attempts at misdirection and is temporarily immune to False Foe for 1 day.

Innate Divine Spells DC 32; **6th** *illusory disguise*, *read omens* (at will), *augury* (at will); **Constant (6th)** *magic aura* (self only), *nondetection* (self only), *see invisibility*

Veil of Lies Japalisuras can produce infinite arrows, as if from an invisible quiver. Each arrow carries a veil of lies that tears at the target's psyche, dealing 4d6 mental damage while simultaneously imparting an almost addictively sweet sensation. A japalisura's hatchets are also soaked in the same veil of lies. This damage s already reflected in the Strikes above.

NIKARAMSA

Lies, knowledge, and deception are a nikaramsa's stock and trade. They are outstanding scholars, with deep and nuanced understanding of religion, philosophy, astrology, and similar subjects. They take particular delight in exploiting the greed and hubris of gullible worshippers, using them to desecrate and destroy their own faith. Even in their goal of undermining the holy, nikaramsas' twisted humor knows few bounds, and they prefer to take on the guise of divine messengers with boons to share. Once they find a likely victim or set of victims, they use their vast knowledge of religion to impart contradictory wisdom,

leading to the eventual implosion of the faith from heresies of the clergy and congregation themselves.

NIKARAMSA CREATURE 14

LE LARGE ASURA FIEND

Perception +25; *detect alignment*, darkvision, *see invisibility*
Languages Common, Infernal; telepathy 100 feet (page 306)
Skills Athletics +24, Deception +28, Religion +25, Stealth +25
Str +8, **Dex** +3, **Con** +2, **Int** +1, **Wis** +5, **Cha** +8

AC 35**; Fort** +22**, Ref** +25**, Will** +27; +1 status to all saves vs. magic
HP 315; **Immunities** curses; **Weaknesses** good 10

Towering Stance (divine, illusion) A nikaramsa is in fact a Medium creature, but appears as a Large creature due to the force of their personality. A creature interacting with the nikaramsa can attempt a DC 36 Will save to see the nikaramsa as they truly are. If the creature succeeds, the reach of nikaramsa's attacks against that foe decrease to 5 feet (10 feet for their tongue). If all creatures in the nikaramsa's vicinity successfully disbelieve this illusion, the nikaramsa becomes Medium and enfeebled 2 for as long as everyone sees their true form.

Pervert Miracle ↷ (curse, divine); **Trigger** A foe within 60 feet casts *bless* or a beneficial spell that the nikaramsa could cast to remove an affliction or condition (such as *neutralize poison*); **Effect** The nikaramsa attempts to counteract the enemy's spell (counteract modifier +24 and counteract level 7). If the nikaramsa succeeds, the triggering creature is subjected to the effects of a *bane* spell or the effect it was trying to remove.

Speed 50 feet

Melee ❖ jaws +29 (reach 10 feet), **Damage** 3d10+14 piercing plus 2d6 evil

Melee ❖ claw +29 (agile, reach 10 feet), **Damage** 3d6+14 slashing plus 2d6 evil

Melee ❖ tongue +29 (reach 20 feet), **Damage** 3d6+14 bludgeoning plus 2d6 evil plus Improved Knockdown (page 305)

Divine Innate Spells DC 34, attack +26; **7th** *bane*, *bless*, *dimension door*, *divine decree* (evil only), *dream message*, *heal* (×3), *illusory disguise* (at will), *invisibility* (at will; self only), *mind reading*, *neutralize poison*, *remove disease*, *remove curse*, *restore senses*, *ventriloquism* (at will); **4th** *dimension door* (at will); **Constant (7th)** *detect alignment*, *magic aura* (self only), *nondetection* (self only), *see invisibility*

Sap Mind ❖ (divine, enchantment, mental) The nikaramsa focuses their gaze on one creature within 60 feet. That target must attempt a DC 34 Will save. Regardless of the outcome of the saving throw, the target then becomes temporarily immune for 1 day.

Critical Success The nikaramsa is caught off guard by the strength of the target's resistance and becomes stupefied 2 until the end of their next turn.

Success The target resists the nikaramsa's influence.

Failure The target's focus and willpower drain away; it becomes stupefied 2 for 1 minute.

Critical Failure As failure, but the target becomes stupefied 3 for 1 hour.

COUSINS IN CORRUPTION

Many evil beings take interest in spreading heresies. While nikaramsas seek to unravel faiths from within, the devils known as deimaviggas (page 66) strive to lure individuals away from the gods, and shrine skelms (page 239) leverage religions for their own benefit.



Hydrokinesis

Azarketis can manipulate water and moisture in minor ways. The most powerful azarketi can rehydrate their skin, purify a body of toxins, or forcefully drag the moisture out of an enemy's body, leaving them a drained husk.

Azarketi

During the cataclysmic events of Earthfall, a fraction of the Azlanti populace was mutated by their hated alghollthu enemies to survive in the ocean depths. Commonly called "gillmen" or sometimes "Low Azlanti," azarketis primarily live in the Arcadian Ocean, Inner Sea, and ruins of Azlant. They retain the imperious attitude and violet eyes of their ancestors, but they have hairless bodies, prominent gills, and webbed hands and feet. Most have innate hydrokinetic powers, which they use to make tiny currents, cushion their dives, and read the weather. Whether this power springs from the latent magic of their Azlanti heritage or alghollthu meddling is unknown.

Azarketis endured centuries of alghollthu enslavement and experimentation before being abandoned by their alghollthu masters. In the ages since, azarketis have built their own settlements and societies, traveled the breadth of Golarion's waterways, and explored both the ruins of their shattered empire and the myriad cultures that dot the coasts of the world.



Proud of their heritage, azarketi are secretive and territorial. They don't take kindly to outsiders in their underwater settlements or explorers seeking to pillage the ruins of Azlant. Only a few build relationships with coastal or island settlements, defending them from aquatic dangers or supporting naval trade.

Azarketi Explorer

This rakish azarketi explores the wrecks and ruins of the Inner Sea's coasts. At home above and below the waves, they fight to protect their discoveries, their life, and their reputation.

Azarketi Explorer **Creature 2**

CN | Medium | Amphibious | Azarketi | Humanoid

Perception +8; low-light vision

Languages Alghollthu, Azlanti, Common

Skills Acrobatics +5, Athletics +8 (+10 to Swim), Deception +7, Diplomacy +7, Intimidation +7, Nature +4, Society +4

Str +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +3

Items dagger, trident

AC 18 (19 with hydraulic deflection); **Fort** +10, **Ref** +7, **Will** +6

HP 30

Attack of Opportunity ↷ (page 304)

Hydration An azarketi must regularly submerge themself in water to rehydrate their water-acclimated skin. After the first 24 hours outside of water, they take a –1 status penalty to Fortitude saves as their skin cracks and their gills become painful. After 48 hours, they struggle to breathe air and begin to suffocate until returned to water.

Speed 20 feet, swim 30 feet

Melee ❖ trident +10, **Damage** 1d8+6 piercing

Melee ❖ dagger +10 (agile, versatile S), **Damage** 1d4+6 piercing

Ranged ❖ trident +7 (thrown 20 feet), **Damage** 1d8+6 piercing

Hydraulic Deflection ❖ (abjuration, water) Drawing moisture from the surrounding atmosphere, the azarketi explorer creates a disc of hovering water that deflects incoming attacks. They gain a +1 circumstance bonus to AC until the start of their next turn.

Surface Skimmer While the azarketi explorer is submerged just below the water's surface, they have cover from attacks made by creatures out of the water.

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Azer

Azers are an elemental people living on the Plane of Fire, often crudely described by mortals as brassy dwarves. They have stout, wide bodies with broad shoulders, shining metallic skin, and heads wreathed in flame.

Azer society is organized into traditional roles inherited along their familial lines, and an azer's role is indicated clearly by the metals they wear in their armored kilts. Their culture focuses on tradition and history, placing high value on obedience and conformity within one's community, and as a result it is slow to change. Many azers take pride in their ancestral roles and in fulfilling their inherited duties, providing needed services within their communities.

Long ago, traditional azer values of self-sufficiency and close community led them to build mighty fortresses across the Plane of Fire, where they isolated themselves from other planar denizens and even other azer communities. These values, sadly, also led to their downfall. Without any connections to or regular communication with other settlements, these fortresses were easily conquered by the efreet of the City of Brass, the dominant power on the Plane of Fire. Now most azer fortresses lie abandoned and ruined, with free holds so few and far between that most think them all lost.

Azers born within the efreeti Dominion of Flame belong to the populations that were conquered and assimilated into the empire ages ago. They live in perpetual service to the empire, disconnected from their history and culture, yet have formed their own close-knit society in the City of Brass under the fire genies' harsh rule.

A handful of azer communities have escaped efreeti conquest, most often by fleeing far from the genies' realms. Some of these azers now reside in hot, volcanic areas of the Darklands on the Material Plane, while others have fled to the remote depths within the Plane of Fire or made strange bargains with conniving allies or unknowable entities to keep themselves hidden. Prying outsiders nevertheless perpetually seek out these settlements, longing for legendary azer-crafted goods.

Azers on Other Planes

While the majority of azers live on the Plane of Fire, a few groups have emigrated to other planes. On Golarion, a number of large communities exist in the Flume Warrens, part of the Darklands beneath the Mindspin Mountains. Another group has taken up residence under the Five Kings Mountains after a harrowing escape from enslavement in the City of Brass. Legends speak of an ancient elemental nation led by an immortal azer who ruled a portion of the Valashmai Jungle on Tian-Xia, but the fate of this nation is unknown, and few of its ruins remain.

AZER — CREATURE 2

LN MEDIUM ELEMENTAL FIRE HUMANOID

Perception +8; darkvision
Languages Common, Ignan
Skills Athletics +7, Crafting +10, Intimidation +4, Plane of Fire Lore +6
Str +3, **Dex** +1, **Con** +4, **Int** +2, **Wis** +2, **Cha** +0
Items light hammer (5), scale mail, warhammer

AC 17; **Fort** +10, **Ref** +5, **Will** +8
HP 45; **Immunities** fire; **Weaknesses** cold 5

Heat of the Forge (aura, fire) 10 feet. An azer's skin radiates heat like forge fire. A creature that starts their turn in the area must succeed at a DC 16 Fortitude save or become fatigued while they remain in the area. Creatures immune to environmental heat effects or with any fire resistance are immune.

Speed 20 feet
Melee ❖ warhammer +9 (shove), **Damage** 1d8+3 bludgeoning plus 1d6 fire
Melee ❖ light hammer +9 (agile), **Damage** 1d6+3 bludgeoning plus 1d6 fire
Ranged ❖ light hammer +7 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus 1d6 fire
Burning Touch (evocation, fire, primal) The azer's Strikes deal an extra 1d6 fire damage (included above). When the azer successfully performs a Grapple or Shove action, they also deal 1d6 fire damage to their target.
Scorch ❖❖ (evocation, fire, primal) The azer shrouds their light hammer in flames and hurls it forward, dealing 2d6 fire damage to each creature in a 20-foot line (DC 16 basic Reflex save).



Swap Meets

Bauble beasts come together in groups of up to a dozen to share techniques and show off real jewelry they've acquired. They even try to infect one another with their respective skin conditions, as one beast might have sapphire-like warts and another emerald blotches, while a third has gold patches and another silver. The hosts of these social events often show off their wealth by catering expensive meals or sending lavish invitations.

Bauble Beast

The reclusive and deceptive creatures called bauble beasts create false jewelry as a byproduct of their extremely bizarre magical digestive systems. Two natural skin conditions provide the raw materials for this process: scaly patches of thin layers of metal, and warts that resemble gemstones. By chewing loose these patches and swallowing them, a bauble beast magically constructs the jewelry in its guts. After passing the forgery, it polishes and reshapes the item to make it more convincing. The beast then sneaks into a settlement to place the jewelry somewhere it can be found. A creature who dons this false jewelry is compelled to fetch their real valuables and deliver them to the beast, which it happily collects. Some bauble beasts simply send the confused victim on their way, but other more evil bauble beasts slay them to avoid being found out.

This imitation jewelry fools laypeople, but it's infamous among merchants. Merchant training usually includes a brief course on detecting bauble beast jewelry's subtle but distinctive sweet odor.

Though largely solitary, bauble beasts occasionally socialize with others who share their limited interests, primarily merchants, jewelers, earth elementals, and other bauble beasts. Xorns have a particular fondness for bauble beasts—or at least their gems. Though these aren't as nourishing as real gems, xorns find the flavor decadent and eat them as a sort of junk food.

Bauble Beast — Creature 6

Uncommon | N | Large | Beast | Earth

Perception +13; darkvision

Languages Common, Dwarven, Terran, Undercommon

Skills Athletics +14, Crafting +13 (+17 to Craft jewelry), Deception +14, Diplomacy +12, Jewelry Lore +18, Society +11, Stealth +14, Thievery +14

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

Items artisan's tools

AC 23; **Fort** +15, **Ref** +12, **Will** +15

HP 100

Speed 30 feet, climb 10 feet

Melee ❖ jaws +16, **Damage** 1d8+7 piercing plus 1d6 persistent acid and philanthropic bile

Melee ❖ leg +16 (agile), **Damage** 1d10+7 bludgeoning

Ranged ❖ bile +16 (acid, range increment 30 feet), **Damage** 2d8 acid plus 1d6 persistent acid and philanthropic bile

Philanthropic Bile Exposure to the bauble beast's magical stomach fluids enchants the mind. A creature critically hit by the beast's jaws or bile Strike is subject to a *charitable urge*[APG] spell (DC 23).

Forge Jewelry (arcane, enchantment, exploration) The jeweler beast creates imitation jewelry within its own digestive system. This takes about 4 hours. Determining the jewelry is fake works like detecting a forgery (*Core Rulebook* 251), using either Perception or Crafting instead of Perception or Society, with a DC of 25.

The process of creating fake jewelry also places an enchantment inside the item. Anyone who dons the imitation jewelry is targeted with a DC 24 *suggestion* spell with a duration of 1 hour on a failure or 24 hours on a critical failure. A creature that fails learns the location where the fake jewelry was created and is compelled to collect their valuable belongings and bring them to that location. Removing the imitation jewelry ends the spell immediately, but the wearer can't take it off voluntarily.



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Baykok

A baykok is the restless remnant of a warrior or hunter, cast out for evil acts and cursed to forever soar through the sky far from its home, unable to ever set foot on the ground again. The creature's despairing, lonely cries at night are audible for miles across the wilderness it haunts. Jealous rage drives it to hunt isolated humanoids, especially warriors and hunters who remind it of the life it once had and squandered. A baykok's invisible arrows carry its soul-freezing loneliness, and its envious touch can steal a helpless victim's vitality.

BAYKOK — CREATURE 9

CE MEDIUM UNDEAD

Perception +19; darkvision
Languages Common
Skills Acrobatics +17, Athletics +19, Stealth +17
Str +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +1
Items *+1 striking greatclub, +1 longbow*
Banished from the Ground A baykok can't willingly touch earth or rock surfaces. If forced into contact with such a surface, it becomes enfeebled 2 for as long as it remains in contact.

AC 27; **Fort** +20, **Ref** +19, **Will** +15
HP 200, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** air 10, bludgeoning 10, earth 10
Frightful Presence (aura, emotion, fear, mental) 120 feet, DC 25

Speed 30 feet, fly 40 feet
Melee ❖ *greatclub* +21 (backswing, magical, shove), **Damage** 2d10+9 bludgeoning
Ranged ❖ *longbow* +21 (deadly d10, magical, volley 30 feet), **Damage** 1d8+6 piercing plus 1d8 mental and arrow of despair
Arrow of Despair (emotion, enchantment, fear, incapacitation, mental, occult) A baykok creates an invisible arrow of bone as it draws its bow. A frightened creature hit by the arrow is stricken with loneliness and despair and must attempt a DC 26 Will save; if the Strike was a critical hit, the target uses the outcome one degree of success worse than the result of its save.
Critical Success The creature is unaffected.
Success The creature is slowed 1 for 1 round.
Failure The creature's frightened value increases by 1 (to a maximum of 4), and it is slowed 1 until its frightened condition ends.
Critical Failure As failure, but the creature is paralyzed until its frightened condition ends. At the start of each of its turns, it can end the paralyzed condition early with a successful DC 26 Will save.
Devour Life ❖ (curse, necromancy, occult) **Requirements** The baykok is adjacent to a paralyzed, restrained, or unconscious living humanoid; **Effect** The baykok touches the target and devours part of its life force. The target must succeed at a DC 26 Fortitude save or be afflicted with the baykok's wasting curse. If the target fails and wasn't already affected by the wasting curse, the baykok gains 20 temporary Hit Points that last for 1 hour.
Wasting Curse (curse, necromancy, occult) The baykok steals life from its victim and leaves listless dread in its place. If a target fails its save against Devour Life, it becomes drained 1. Each time the target gets a full night's rest, it must succeed at a DC 26 Fortitude save or its drained value increases rather than decreasing. The curse ends if the creature recovers from the drained condition, but if the creature would reach drained 5 from this effect, it dies.

ENDLESS EXILE

The wind that lets a baykok fly is also its prison, as it is cursed to be blown around forever without rest. The curse holds a baykok even after it's destroyed, as the wind tears away its bones except its skull, which falls to the ground. Its soul is trapped within until the skull is destroyed, the creature is restored to life, or the bones are reassembled to recreate the baykok. If trapped long enough, the soul can call out to sensitive individuals to beg for help.



More Beheaded Abilities

Since beheaded are very similar to skeletons or zombies (or at least the heads from those creatures), you can also customize them with abilities from the skeleton (page 236 and *Bestiary* 298) and zombie (page 302 and *Bestiary* 340) entries, though take care to avoid abilities that require bodies or limbs. If you give the beheaded more than one additional ability, you might want to increase its level and adjust its statistics accordingly. Use the guidelines in Chapter 2 of the *Pathfinder Gamemastery Guide* to determine its new statistics.



Beheaded

Beheaded are the reanimated heads of decapitation victims. These mindless undead fly through the air or roll around to attack their prey.

Beheaded Abilities

Beheaded can manifest with a variety of abilities, such as those presented below.

Bleeding The beheaded is covered in slimy blood. The target of a successful Strike is splattered with gore and must succeed at a Fortitude save or become sickened 1.

Entangling Long, stringy hair clings to the beheaded's scalp. Its Strikes gain the Grab ability (page 305).

Fiendish (aura, divine, emotion, fear, mental, necromancy) 30 feet. The beheaded has a twisted, unsettling countenance. Foes that begin their turn in the area must succeed at a Will save or be frightened 1.

Giant A beheaded created from the head of a giant is a Medium creature, gaining 2 levels and one or more additional beheaded abilities.

Severed Head

The most common beheaded appears simply as a rotting head, barely preserved by the magic that created it.

Severed Head **Creature -1**

NE TINY MINDLESS UNDEAD

Perception +6; darkvision

Skills Acrobatics +6 (+8 to Maneuver in Flight)

Str +1, **Dex** +2, **Con** +0, **Int** –5, **Wis** +2, **Cha** +0

AC 15; **Fort** +4, **Ref** +6, **Will** +4

HP 7, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 1

Speed 15 feet, fly 25 feet

Melee ❖ jaws +6 (agile, finesse), **Damage** 1d4+1 piercing

Gnash ❖ **Requirements** The beheaded's previous action was a jaws Strike that dealt damage to its target; **Effect** The severed head makes a second jaws Strike as it violently shakes itself, trying to rip away a mouthful of flesh. On a success, the target takes an additional 1d4 slashing damage and 1 persistent bleed damage.

Flaming Skull

More dangerous than simple severed heads, these skulls are wreathed in unearthly flames.

Flaming Skull **Creature 2**

NE TINY MINDLESS UNDEAD

Perception +9; darkvision

Skills Acrobatics +8 (+10 to Maneuver in Flight)

Languages Common, Necril

Str +1, **Dex** +4, **Con** +1, **Int** –5, **Wis** +3, **Cha** +0

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

HP 30, negative healing; **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 3

Fiery Explosion When destroyed, a flaming skull explodes in a blast of fire and bone that deals 1d6 piercing damage plus 1d6 fire damage to each adjacent creature (DC 18 basic Reflex save).

Speed 15 feet, fly 30 feet

Melee ❖ forehead +10 (finesse), **Damage** 1d6+3 bludgeoning plus 1d6 fire

Ranged ❖ spitfire +10 (agile, fire), **Damage** 1d12+2 fire

Flaming Shroud A flaming skull is shrouded in hideous flames. It deals 1d6 fire damage to any unattended item it touches and on a forehead Strike. On a critical hit with a Strike, the target catches fire, taking 1d4 persistent fire damage.

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Betobeto-san

A betobeto-san wanders the highways and byways of the Material Plane, searching for unwilling traveling companions to sustain the spirit's appetite for fear. Though this shadow spirit is invisible in darkness or shade, in light they appear as a formless, shadowy mass with two sandaled feet. These sandals are made of wood or bone that cause the creature's footsteps to make the distinct "beto beto" sound from which they receive their name. A wide, toothy mouth smiles in the middle of their otherwise featureless mass, and they can manifest long, clawed limbs.

Betobeto-san trail behind nighttime travelers, compelled to follow until the creatures verbally offer to let the betobeto-san pass. This compulsion isn't usually malicious by nature and occurs more from a betobeto-san's misguided desire for company and courtesy; unfortunately, they lack of understanding how this behavior can frighten others. Betobeto-san don't attack those they follow, but they often end up in combat because their unwelcome behavior causes those they follow to attack first.

Shadowy Afterimages

Betobeto-san are the afterimages of travelers that passed between the Shadow and Material Planes. While few such journeys create betobeto-san, sages posit that certain emotions or intents from those who travel between these planes can create these apparitions during the transit.

Betobeto-san — Creature 12

UNCOMMON | N | MEDIUM | INCORPOREAL | SHADOW | SPIRIT

Perception +22; greater darkvision, fearsense (precise) 60 feet
Languages Common, Shadowtongue
Skills Deception +23, Intimidation +23, Stealth +27
Str +4, **Dex** +7, **Con** +5, **Int** +4, **Wis** +4, **Cha** +5
Items sandals

Fearsense (divination, mental, occult) The betobeto-san is aware of all frightened creatures within the listed range.

AC 33; **Fort** +19, **Ref** +25, **Will** +22
HP 170; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Ominous Footsteps (auditory, aura, emotion, fear, illusion, mental, occult) 60 feet. The betobeto-san's footsteps seem to draw ever closer, yet the source remains difficult to pinpoint. Each creature that starts its turn within 60 feet of the betobeto-san must attempt a DC 29 Will save.
Critical Success The creature is unaffected and is temporarily immune for 1 minute.
Success The creature becomes frightened 1.
Failure The creature becomes frightened 2.
Critical Failure The creature becomes frightened 4.

Shadow Invisibility The betobeto-san is invisible unless within an area of bright light.

Shadow Step ↷ (conjuration, occult, shadow, teleportation)
Trigger A bright light source reveals the betobeto-san; **Requirements** The betobeto-san isn't already within an area of bright light; **Effect** The betobeto-san Steps briefly into the Shadow Plane and then back again, appearing up to 30 feet away from where they began.

Speed 40 feet
Melee ❖ claw +25 (agile, finesse, magical), **Damage** 3d12+10 negative

Stepping Decoy ❖ (auditory, illusion, occult) **Effect** The betobeto-san Steps. They then create two illusory decoys of sound within 15 feet of them that mimic the sounds of their ominous footsteps. These decoys act independently on the betobeto-san's initiative with 2 actions apiece. They can only Sneak or Stride, and they have a Speed of 35 feet. Use the betobeto-san's Stealth DC (typically 37) against attempts to Seek or disbelieve a decoy. Each decoy lasts for 1 minute. Any existing decoys vanish if the betobeto-san uses this ability again.



Bison Drives

Hunting bison is a communal endeavor. Centaurs from the plains organize into hunting brigades and run alongside members of a stampeding herd, lancing and shooting at them from close range. Less mobile peoples use disguises to shepherd bison into position before scaring them to rush over sheer drops or into corrals where they can be slaughtered. A single bison herd can provide enough meat, hides, and furs for an entire community.

Bison

Bison are large bovines with short faces and two horns; they weigh an upwards of 2,000 pounds and stand up to 6 feet at the withers. Bison herds thunder across the grassy plains of Golarion, shaking the earth. They're a common sight along the Whistling Plains east of Taldor and the wide grasslands of the nation of Karazh in Casmaron; they also frequently appear in the cooler northeastern reaches of Avistan, the River Kingdoms through Numeria, and the Realm of the Mammoth Lords and western Sarkoris.

Communal by nature, bison gather in large numbers for the summer mating season before the bulls split off to wander the prairie grasses. Bison have adapted well to harsh prairie winters, as their shaggy fur, which grows thicker in winter, insulates them; in the face of blizzards, they survive by facing steadfastly into the howling winds and hunkering down to reduce their exposure.

The way that bison wallow in dirt or rub against large stones might make it easy to mistake their docile nature for passivity. However, this presumption has been the ruin of many hunting parties. Their plentiful meat and thick furs make bison an appealing bounty, but with the ground thundering beneath them, bison can quickly overpower inexperienced hunters unprepared for a stampeding herd. These hunting parties sometimes hire particularly daring adventures, who can add their spells, steel, and expertise to ensure a successful hunt.

While the bison of the plains are the best known and most numerous, they have cousins both in thick boreal forests and along wide, open steppes. These bison variants stand taller but can't match the speed and aggression of their smaller plains relatives.



Bison — Creature 4

N Large Animal

Perception +8; scent (imprecise) 60 feet

Skills Athletics +14, Survival +10

Str +6, **Dex** +3, **Con** +5, **Int** –5, **Wis** +2, **Cha** –1

AC 20; **Fort** +13, **Ref** +11, **Will** +8

HP 70

Cold Adaptation The bison reduces the effects it suffers from cold environments by one step.

Speed 30 feet

Melee ◆ hoof +12, **Damage** 2d6+6 bludgeoning

Melee ◆ horn +12, **Damage** 2d8+6 piercing plus Knockdown

Pointed Charge ◆◆ The bison surges forward at its foe, horns lowered. It Strides twice. If the bison ends its movement within melee range of an enemy, it makes a horn Strike against that enemy. This Strike gains the fatal d12 trait.

Rolling Thunder ◆◆◆ The bison kicks up dust and shakes the ground as it charges. The stampeding bison Strides up to twice its Speed in a straight line, dealing 4d6+6 bludgeoning damage (DC 21 basic Reflex save) to any Medium or smaller creature in its path.

Multiple bison can participate in Rolling Thunder by spending this ability's actions and waiting to charge until the herd is ready. Before the beginning of their next turn, they can then charge as a reaction triggered by an adjacent bison beginning its Rolling Thunder charge. All bison in the combined charge must charge in parallel lines, so the areas can't overlap. The combined charge deals an additional 3d6 bludgeoning damage to creatures in the area, and a creature that fails the Reflex saving throw is also knocked prone.

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Blood Painter

Simultaneously enamored with the natural world yet too alien to survive in it, blood painters are eight-limbed artists who stalk, kill, and dismember in search of pigment and sustenance alike. Blood painter physiology can't digest typical food, so the creatures feed by harvesting blood and using it to paint and animate something edible.

When not on the hunt, blood painters seek out beautiful vistas, which they placidly admire via the eyes in the hands of their uppermost limbs and then reproduce on canvas. Exceptional art endlessly fascinates these creatures, and skilled dancers and painters alike occasionally escape the aberrations by creating a new work to trade for their lives. Blood painters jealously guard these works, and much of their treasure consists of art. Blood painters tend to mastermind the periodic theft of masterpieces.

BLOOD PAINTER — CREATURE 9

NE LARGE ABERRATION

Perception +19; bloodsense (imprecise) 60 feet, darkvision
Languages Aklo, Common
Skills Art Lore +21, Athletics +20, Craft +17 (+21 for paintings), Medicine +19, Stealth +17
Str +5, **Dex** +4, **Con** +3, **Int** +6, **Wis** +4, **Cha** +3
Bloodsense A blood painter can detect exposed blood as an imprecise sense at the listed range, including from creatures taking persistent bleed damage.

AC 27; **Fort** +16, **Ref** +19, **Will** +17
HP 155
Easily Fascinated When subject to a visual illusion with the incapacitation trait, the blood painter doesn't adjust their degree of success due to the incapacitation trait.

Speed 30 feet, climb 15 feet
Melee ❖ claw +20 (agile, reach 10 feet), **Damage** 3d8+8 slashing plus 1d8 persistent bleed
Dab ❖ (enchantment, manipulate, mental, occult) **Requirements** The blood painter is within reach of an enemy taking persistent bleed damage; **Effect** The blood painter touches the creature and applies blood to one of their four claws; the blood remains fresh for 1 minute. The target must succeed at a DC 28 Will save or become fascinated with the blood painter.
Paint ❖ (concentrate, illusion, manipulate, occult) **Requirements** The blood painter has fresh blood applied to a claw using Dab; **Effect** The blood painter expends the blood on one claw to paint a illusion with the effects of one of the following spells: *illusory creature*, *illusory disguise*, *illusory object*, or *mirror image*. The Paint action gains the traits of the spell it's reproducing, and the blood painter can Sustain a Spell on these effects. They use a spell attack modifier of +20 and DC 28 for these effects, which are heightened to 5th level.

If they have fresh blood applied to two or more claws, the blood painter can expend the blood on all of them to instead produce the effects of *cloak of colors* or *vibrant pattern*.

Any effects produced by this ability have a +2 status bonus to attack rolls, damage rolls, saving throws, skill checks, and AC against the creature whose blood was used to Paint and that creature takes a –2 status penalty to Perception checks and saves against it.

APOCRYPHAL ORIGINS

Despite blood painters' mysterious origins, the prevailing theory insists the first one arose from overzealous Shelynites so devoted to their art they ceased eating and sleeping, eventually transforming into aberrations that could feed on their own art only. Some believe it possible to "cure" a blood painter, restoring the accursed creature's original memories and form.



Vessels of the Dark Gods

Evil deities sometimes raise bone ships bound to them. These flagships herald destruction done at the creator's will. Urgathoa occasionally makes bone ships to carry her revered acolytes to distant lands or cultures at sea. One of the Four Horsemen of the Apocalypse, Charon the Boatman, counts many bone ships among his followers; some ply the River Styx in Abaddon; while others ferry his apostles to other planes. Charon's bone ships approach slowly rather than speeding toward their quarry, giving more time for the hearts of those who witness them to lose all hope. Kelizandri, elemental lord of water, holds power over the drowned. He gives them new purpose crewing bone ships, where they can live eternally in the moment of their death under the waves. His ships frequently plumb the depths of great seas, casting ghostly green light down in the blackness.

Piloting a Bone Ship

When a bone ship is defeated without being destroyed, or is commandeered by a more powerful undead, it can be used as a vehicle, following the rules on pages 174–177 of the *Gamemastery Guide*. It uses its normal Speed and defenses, and adds the following statistics.

Space 100 feet long, 20 feet wide, 25 feet high

Crew 1 pilot, 12 crew; **Passengers** 12

Piloting Check Sailing Lore (DC 40), Religion (DC 38); the ship's propulsion is wind if Sailing Lore is used, or magical if Religion is used

Collision 9d10 bludgeoning plus 5d6 negative (DC 38)

Bone Ship

Rarely does anything living remain after a bone ship's passing—only death, destruction, and waves red as blood that clash and foam in its wake. When a bone ship forms, necromantic magic dredges great bones from the seabed and slowly bends them into place with malicious intent. Whales' ribs typically form the timbers of the hull, and their great spinal columns twist into towering masts. Muscles and tendons lash the ship together, tightening and loosening to precisely turn the ship as it sails.

When a bone ship encounters another vessel or finds some other opportunity to sow death, smaller corpses strewn throughout the ship animate to form a crew and boarding party. Each crew member resembles a humanoid skeleton, but they might be made of bones from multiple creatures. For battle, the ship also creates magical cannons formed of bone that propel bone shards and debris with blasts of magic. The small black gemstones stippled across the ship's structure hold the souls of a drowned crew, for a bone ship is the cursed legacy of dead sailors.

When mass death happens at sea—often from an entire ship sinking far from shore—the anguish of the dying victims can spawn a bone ship. This event might occur when a sailor makes a final plea to a dark god or when a deity takes the opportunity to bind many dead sailors' souls together as a destructive show of divine power. When not created through divine intervention, a bone ship can grow slowly and organically from one of the ships piloted by the undead sailors known as draugr (*Bestiary 2* 102). As draugr ships plague the seas and sink other vessels, they can collect more souls and bones, eventually becoming bone ships. These vessels look different from many other bone ships with patchwork or asymmetrical appearances.

A bone ship is almost gluttonous, possessing an unceasing appetite for death, destruction, and new souls to add to its number. These desires stem from an underlying cause, either placed within the ship by its creator or accreted from the scattered final wishes of its component dead souls. For example, a deity might send a bone ship on a special mission to carry a message or dispose of a particularly persistent adversary or annoyance. Though bone ships usually travel upon the waves, they have no need to breathe and can carry out underwater missions at the behest of their creator.

Bone ships hold a legendary reputation among sailors. These undead can appear out of nowhere to wreak destruction, and if a crew's bodies are absent from a shipwreck, the calamity might be blamed on a bone ship. The sea can bring death suddenly in many ways, but eternal enslavement of the soul presents a more terrifying fate than death alone.

Bone Ship — Creature 18

RARE CE GARGANTUAN UNDEAD

Perception +32; darkvision

Languages Common, Necril (can't speak any language)

Skills Athletics +33, Intimidation +31, Sailing Lore +37

Str +9, **Dex** +5, **Con** +9, **Int** +1, **Wis** +6, **Cha** +5

Skeleton Crew (divine, evil, necromancy) The bone ship is compelled not by a single mind, but by the collective consciousness of dead sailors' souls. The ship is immune to mental effects that target only a specific number of creatures. It's still subject to mental effects that affect all creatures in an area. Any creature that tries to communicate with the ship via telepathy or read its thoughts hears the dying screams and gasps of the crew, and is targeted with a 9th-level *warp mind* spell (DC 41).

The ship animates skeletal crew members out of its own bones, arming them with rusty old cutlasses or other armaments so they can attack anyone who comes next to the ship. These entities have appearances matching those the bound souls had in life but aren't truly individuals; anything that targets them in fact targets the bone ship they're a part of.

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Hundreds of black soul gems decorate the ship's exterior, each holding one soul. These gems can hold souls of creatures whose level was 16th or lower, and they have no value. If the ship is destroyed, all these gems shatter, freeing the souls within.

Trawl for Bones (downtime) The bone ship spends 1 day scavenging bones from the sea and restores itself to full Hit Points.

AC 42, all-around vision (page 304); **Fort** +33, **Ref** +27, **Will** +30

HP 415; **Immunities** death effects, disease, paralyzed, poison, skeleton crew, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Blood Wake (aura, divine, enchantment, fear, mental) 30 feet. The churning water around the bone ship tinges red with seeping blood. A living creature that enters water in the aura sees visions of itself drowning in the blood and must attempt a DC 37 Will save. After attempting this saving throw, the creature is temporarily immune for 1 hour. On a failure, the creature becomes frightened 2 (frightened 4 on a critical failure) and stunned 1, and it takes a –4 status penalty to Athletics checks to Swim.

Speed swim 40 feet

Melee ❖ hull +35 (reach 20 feet), **Damage** 3d10+17 bludgeoning plus 2d10 negative

Melee ❖ skeleton crew +35 (agile), **Damage** 3d6+17 slashing plus 2d10 negative

Ranged ❖ bone cannon +35 (brutal, divine, negative, range increment 100 feet), **Damage** 2d12+12 bludgeoning damage plus 2d10 negative

Cannonade ❖❖ The bone ship makes four bone cannon Strikes, each targeting a different creature.

Chain Shot ❖ The bone ship makes a special bone cannon Strike, firing a chain made of bones. A creature hit by this Strike is grabbed by the chain (Escape DC 41). The bone ship can use Interact actions to reel in a grabbed creature 50 feet per action spent, and when the ship moves, it pulls the grabbed creature along with it.

Crew's Call ❖❖ (divine) The crew let out an anguished cry in unison. This is a *wail of the banshee* spell with 100-foot emanation (DC 39). In addition, any creature within 5 feet of the ship is grabbed by the crew. The ship can't use Crew's Call again for 1d4+1 rounds.

Keelhaul ❖❖❖ As Trample (Huge or smaller, hull, DC 43, page 306), but the bone ship Swims up to double its swim Speed instead of Striding, and each creature that fails its save is also dragged under the ship. The GM places each creature dragged along in an underwater space adjacent to the bone ship at the end of the ship's movement.

Pressgang Soul ❖ (divine) The bone ship casts *bind soul*. The target must have died due to the bone ship's assault or from drowning. The creature's soul becomes part of the ghostly crew. A new soul gem grows on the ship, and the bone ship is quickened for 1 minute. It can use the extra action only to Strike or Swim.

FAMED BONE SHIPS

Bone ships don't choose names of their own, instead being christened by dread gods who create them or sailors fortunate enough to survive encounters with them. Some names still whispered in seaside taverns follow.

- *Captain Aster's Eulogy*
- *Crimson Mirage*
- *Starved Whale*
- *Horseman's Herald*
- *Wail upon the Winds*



Bore Worm Farming

Despite their repulsive appearance, bore worms play an important part in the Darklands ecosystem by transforming rotting plants and animals into rich, loamy soil. Many subterranean farmers lure them to their property but must keep them well fed to avoid the cannibalistic frenzy that creates an empress bore worm. Bore worms also serve as a staple of Darklands cuisine. If properly cooked with fungus and plenty of salt, they become a favored delicacy; uncooked, they prove considerably less appetizing.

Bore Worm

These Darklands vermin produce corrosive, noxious slime and deliver agonizing bites, whether as a revolting, wriggling swarm of finger-length worms or a single massive, lurching beast. Among Darklands communities, most inhabitants regard bore worms much in the same way surface cultures speak of maggots or cockroaches—with general disdain and revulsion. Children consider catching a single bore worm and using it to torment others a rite of passage, albeit a dangerous one.

Variant Bore Worms

The humble bore worm is a small and simple creature, both biologically and magically. These qualities allow it to adapt rapidly to different environments, some of them quite extreme, and also makes it susceptible to magical radiation and experimentation. Many a Darklands apprentice takes their first steps in the school of transmutation by practicing on these worms, while variations—both natural and cultivated—are scattered about beneath Golarion's surface.

Ice Worms: Found tunneling through the glaciers beneath the Crown of the World, these pale-blue worms behave similarly to their soil-bred cousins, but their frigid acid inflicts marks similar to frostbite on anything they touch. Ice worms still flee from liquid water but are immune to cold rather than to acid, and they substitute cold for acid in all of their attacks and abilities.

Lava Worms: Dwelling in the deepest, hottest reaches of the Darklands, these bizarre creatures consume not living matter but minerals and rare earths. They're most often found near volcanoes or open magma and will swim through the lava in pursuit of a meal. Lava worms are immune to fire rather than to acid, and they substitute fire for acid in all of their attacks and abilities.

Necral Worms: An undead sorcerer in the ghoul-run Darklands city of Nemret Noktoria developed necral worms about 60 years ago by filling an empress bore worm's abandoned exoskeleton with a unique alchemical paste. These undead bore worms radiate the very energies of death, making them surprisingly sophisticated magical batteries. Less pleasant entities often use them as magical tools. Necral worms have the undead trait and negative healing (page 305). They substitute negative damage for acid damage in all of their attacks and abilities, and they gain a weakness to positive damage in place of their weakness to water.

Mage-Eater Worms: These luminous, purple worms present just one more reason to avoid the Mana Wastes between Geb and Nex, where magic is unreliable at best and more often dangerously unpredictable. When a creature fails a save against Swarming Bites or Painful Bite, the worms also attempt a counteract check against a single spell affecting the creature (counteract level 3, counteract modifier +12).



Bore Worm Swarm

A single finger-length bore worm is unpleasant but mostly innocuous. Ten thousand bore worms, on the other hand, pose a formidable threat to even seasoned adventurers. The countless worms form a roiling, rancid mass of acid and pain, capable of delivering a hideous death to any person or beast unable to escape them. Unfortunately for any creature other than a bore worm, most encounters involve swarms.

BORE WORM SWARM **CREATURE 5**

N LARGE ANIMAL SWARM

Perception +12; tremorsense (imprecise) 60 feet

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Skills Acrobatics +10, Stealth +12
Str –1, **Dex** +3, **Con** +4, **Int** –5, **Wis** +1, **Cha** –4

AC 20; **Fort** +15, **Ref** +12, **Will** +8
HP 60; **Immunities** acid, precision, swarm mind (page 306); **Weaknesses** area damage 4, splash damage 4, water 8; **Resistances** bludgeoning 4, piercing 8, slashing 8

Speed 15 feet, burrow 30 feet
Swarming Bites ❖ Each enemy in the swarm's space takes 3d6 acid damage (DC 22 basic Reflex save). Creatures that fail this save become sickened 1 from the swarm's painful bites.

EMPRESS BORE WORM

When an area lacks sufficient food, the bore worms in a swarm become increasingly agitated and desperate. Eventually, at some chemical signal, the worms begin to cannibalize each other, devouring one other in a frenzy too gruesome to behold. A single worm emerges from this melee victorious; it rapidly grows larger and more voracious until it reaches an absolutely elephantine size.

This empress bore worm lives only briefly, as it sets out in search of a new feeding ground and eats everything in its path in an attempt to sustain itself. However, the empress bore worm's ravenous metabolism demands more from its body than what it can physically sustain, as it exists only as a vessel for the next generation. Most live only a few days, or weeks at best, traveling and eating nonstop before dying—and in so doing, giving birth to new swarms of bore worms.

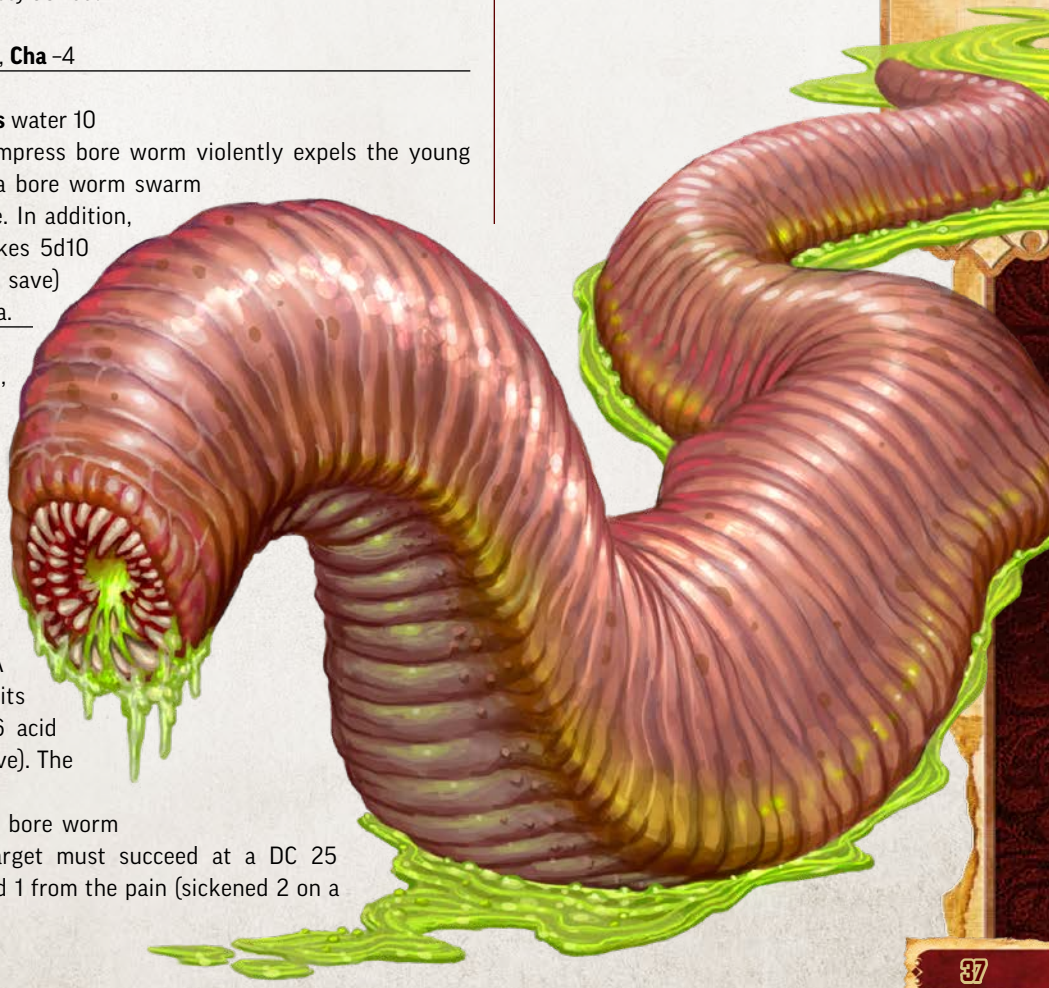
EMPRESS BORE WORM — CREATURE 7

N HUGE ANIMAL

Perception +13; tremorsense (imprecise) 60 feet
Skills Athletics +17, Stealth +14
Str +6, **Dex** +3, **Con** +5, **Int** –5, **Wis** +2, **Cha** –4

AC 23; **Fort** +18, **Ref** +14, **Will** +11
HP 140; **Immunities** acid; **Weaknesses** water 10
Viviparous Birth When killed, an empress bore worm violently expels the young it carries. These young erupt as a bore worm swarm in the empress bore worm's space. In addition, every creature within 20 feet takes 5d10 acid damage (DC 25 basic Reflex save) from the splatter of caustic viscera.

Speed 25 feet, burrow 40 feet
Melee ❖ bite +17 (reach 15 feet), **Damage** 2d6+9 piercing plus 1d6 acid and painful bite
Borer An empress bore worm can leave a tunnel behind itself when it burrows, and it usually does.
Corrosive Wake ❖ The empress bore worm Strides, leaving behind dribbles of acid in every square that it passes through. A creature that enters or begins its turn in such a square takes 3d6 acid damage (DC 22 basic Fortitude save). The acid becomes inert after 1 minute.
Painful Bite The bite of an empress bore worm causes excruciating pain. The target must succeed at a DC 25 Fortitude save or become sickened 1 from the pain (sickened 2 on a critical failure).



HYDROPHOBIA

Water causes bore worms to curdle and die—even an empress bore worm will smoke and twitch, its shell eventually turning a dull brown before caving inwards. The secret as to why lies in the chemical composition of the worm's acid. Normally, bore worms are immune to their own acid, but exposure to water alters the acid's nature, and so the worms burn alive in their own secretions.

Spreading Rumors

Brainchildren require setup. Create some rumors the PCs might hear around town, adding more if they Gather Information. Take note of what rumors they share and who believes which ones. Don't include too many—if the PCs believe them all, the brainchild will be too powerful! Examples include "I hear the Beast of Chimney Hill can walk through a fire unburnt" and "Woke with a pounding headache. Old Selby's Dog must be lurking about again."

Brainchild

A rumor can become so vivid and so persistent that it comes to life, creating a brainchild—a living illusion that hatches from an intense belief in a remorseless and implacable killer. Often, these rumors swirl around the victims of a *phantasmal killer* spell. A brainchild's capabilities grow when they pursue a believer but deflate against skeptics, making them only as bad as one thinks they are. A simple drive to stalk, terrify, and kill propels a brainchild, but the creature might also exhibit other behaviors ascribed to them through gossip.

BRAINCHILD — CREATURE 11

RARE CE LARGE ILLUSION MENTAL

Perception +18; darkvision

Languages telepathy 100 feet (page 306), universal language

Skills Deception +22, Intimidation +24, Performance +22, Society +21, Stealth +20

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

Universal Language Anything spoken by the brainchild is perceived by the listener in its native language.

Urban Legend A brainchild is sustained only by the reputation that precedes them. Mindless creatures are immune to a brainchild and can't perceive them. The brainchild's size, features, and items, as well as the appearance of their attacks, match what the foes perceiving them expect. If foes expect to see different things, the brainchild chooses which to manifest. If any creature that can perceive the brainchild believes the brainchild has one of the abilities below, the brainchild has that ability. A creature can Seek or Sense Motive (against the brainchild's Deception DC) to attempt to disbelieve an individual ability. If at any point no creature perceiving the brainchild believes in the ability, the brainchild loses that ability immediately. If foes expect different particulars, such as one believing the brainchild is immune to fire and another believing they're immune to divinations, the brainchild chooses one to have.

- **Tremorsense** (imprecise) 100 feet (page 306)
- **Immunity** to one damage type, magic school, or condition
- **Weakness** 10 to one damage type other than mental
- **Resistance** 10 to physical damage, with an exception for either cold iron or silver
- **Frightful Presence** (aura, emotion, fear, mental) 100 feet, DC 28
- **1d6 Extra Damage** on Strikes, of a type one foe believes in
- **Additional Spells** *phantom pain* and *shadow blast* at 6th level

AC 30; **Fort** +21, **Ref** +22, **Will** +18

HP 200; **Immunities** death effects, detection, diseased, doomed, necromancy, scrying; **Weaknesses** mental 10

Persistence of Memory (illusion, mental, occult) When a brainchild is destroyed, it returns if anyone still fully believes it exists, re-forming within 100 feet of any believer after 2d4 days.

Speed 30 feet, fly 30 feet

Melee ❖ illusory weapon +24 (illusion, mental, occult), **Damage** 4d6+10 mental plus urban legend

Ranged ❖ illusory weapon +24 (illusion, mental, occult, range 100 feet), **Damage** 4d6+6 mental plus urban legend

Occult Innate Spells DC 30; **5th** *phantasmal killer* (×3, image resembles the brainchild); **4th** *dimension door* (×2); **Cantrips (6th)** *ghost sound*, *message*

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Buso

Busos are tree-dwelling folk with a simmering desire to consume the flesh of others. They to heavily supplement their food with leaves and root crops, possess significant knowledge of agriculture, and boast innate powers over plants and their growth. In regards to meat, however, busos reject the flesh of beasts; they instead consume other humanoids. Not only do they find the taste of other creatures repulsive, but their bodies reject non-humanoid meat since it provides them no nutritional value and consuming it leaves them sickened and weak.

Busos' unusual dietary needs mean they're almost always at odds with neighboring cultures. They typically maintain decent relations only with goblins, who are as a people less prone to judging others based on diet. Other communities fear busos—with some justification—though aside from the occasional forays to harvest someone for their next meal, busos tend to keep to themselves. In some desperate locations, communities faced with famine or other natural disasters might even seek out busos' aid, offering victims in exchange for knowledge or magical assistance that might save their communities from slow and terrible deaths through starvation.

A buso's single eye sometimes leads to them being compared to cyclopes. However, both types of creatures deny any common ancestry, and they first appeared independently in entirely different parts of the world with substantially divergent abilities. For their part, busos believe that their ancestors' deeds gave rise to their single eyes. When faced with a famine that threatened their existence, these ancestors each cut out one of their eyes as an offering to the malevolent spirits of the forest, imploring for their salvation. Busos say that these spirits, whom they call the busaw, gave them their knowledge of agriculture, power over plants, and craving for sentient flesh. Henceforth, they revered the busaw as gods and called themselves buso: those who worship the busaw.

Buso Farmer — Creature 3

NE MEDIUM HUMANOID

Perception +8; low-light vision
Languages Goblin, Sylvan
Skills Arcana +8, Athletics +9, Cooking Lore +10, Farming Lore +10, Nature +8
Str +4, **Dex** +1, **Con** +2, **Int** +3, **Wis** +1, **Cha** –1
Items javelin (4), kukri, studded leather

AC 18; **Fort** +9, **Ref** +6, **Will** +8
HP 48

Speed 25 feet
Melee ❖ kukri +11 (agile, trip), **Damage** 1d6+6 slashing
Ranged ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+6 piercing
Resize Plant ❖❖ (arcane, plant, polymorph, transmutation) **Frequency** twice per day; **Requirements** The buso touches a Small, Medium, or Large plant; **Effect** The plant grows or shrinks by one size, remaining that size for the next 5 minutes. If used on a plant creature, this effect has the effects of *enlarge* or *shrink* (buso's choice). Unwilling plant creatures can attempt a DC 18 Fortitude saving throw to resist this effect.

Buso Datu

Occasionally, a busaw spirit who seeks to live a mortal life will possess a buso baby. Such babies are born with the two eyes typical of most humanoid as well as an ivory horn that channels arcane fire. Seen as gods incarnate, they're revered as datu, who rule buso society. When a buso datu dies, their busaw spirit simply retakes their place haunting the forest.



Caligni

Each individual in caligni society serves a specific role. At times, certain roles so rarely find suitable candidates that a community might only see a few individuals fill them in an entire generation.

Vanguard Training

As soon as a caligni vanguard is old enough to hold a weapon, they're immersed in an intensive training regimen that emphasizes austerity, asceticism, and heavy armor prowess. Though initially painful, the fusion of their armor to their bodies serves as a reminder of their responsibilities, and they eventually grow accustomed to the sensation.

Caligni Vanguard

Caligni children born without eyes—an extremely rare occurrence—are considered sacred to their communities. From a young age, they're set aside and groomed to become caligni vanguards, dedicated to rigorous martial training and mental strictures. Other calignis revere vanguards' discipline and combat skill, but wary caution always tinges such respect, as they often have inscrutable motives. Vanguards almost never rebel against their duties or their established role in the community; some claim that those who do are taken by the owbs.

A vanguard's armor is fused to their body in pieces, and they rarely remove those elements that aren't. This armor plating and vanguards' keen sense of hearing render them particularly sensitive to sonic vibrations, which serves as both an asset and a vulnerability.



Caligni Vanguard **Creature 5**

RARE LE MEDIUM CALIGNI HUMANOID

Perception +13; echolocation 60 feet, no vision

Languages Caligni, Undercommon

Skills Athletics +14, Stealth +8

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

Items composite longbow (40 arrows), full plate (see death blaze), greatsword

Echolocation A caligni vanguard can use their hearing as a precise sense at the listed range.

AC 24 **Fort** +14, **Ref** +8, **Will** +11

HP 50; **Immunities** visual; **Weaknesses** sonic 5; **Resistances** slashing 5

Attack of Opportunity ↷ (page 304)

Death Blaze When the vanguard dies, their body combusts in a blaze of fire and armor shrapnel. All creatures within a 10-foot emanation take 3d6 fire damage and 3d6 piercing damage (DC 19 basic Reflex save). The vanguard's armor is destroyed in the blaze, but their other gear is unaffected and left in a pile where they died.

Speed 25 feet

Melee ❖ greatsword +16 (versatile P), **Damage** 1d12+8 slashing

Ranged ❖ composite longbow +10 (deadly d10, range increment 100 feet, volley), **Damage** 1d8+5 piercing

Call to Arms ❖ (auditory, mental) Each caligni within 30 feet of the vanguard gains the Attack of Opportunity reaction until the end of the vanguard's next turn. Once a caligni has used this Attack of Opportunity, that caligni is temporarily immune to the same vanguard's Call to Arms for 10 minutes.

Shadowed Blade ❖❖ (darkness) The vanguard makes a melee Strike, channeling shadowy essence into their weapon or unarmed attack to envelop the target. If the Strike hits, the target must succeed at a DC 19 Fortitude save or become blinded until the end of its next turn.

Caligni Caller

Although the mysterious demigods known as the Forsaken disappeared eons ago, many calignis continue to follow their ancient traditions of worship. Owbs, once the Forsaken's servants, still respond to caligni prayers. Caligni callers serve as the priests of their communities, calling upon these shadowy owb patrons for guidance, favors, and power. Their most

important ceremony, the blanching, determines the potential of most newborn caligni and shapes their eventual forms.

Due to their close ties to the malevolent owbs, most callers exhibit cruel and inscrutable natures. They often lead caligni enclaves alongside caligni stalkers as spiritual advisors. Callers tend to be highly superstitious, seeing omens everywhere, and they avoid revealing details of their rituals even to other caligni.

CALIGNI CALLER — CREATURE 6

UNCOMMON | CE | MEDIUM | CALIGNI | HUMANOID

Perception +11; greater darkvision
Languages Caligni, Undercommon
Skills Arcana +9, Intimidation +14, Occultism +13, Stealth +15
Str +2, **Dex** +5, **Con** +1, **Int** +1, **Wis** +1, **Cha** +4
Items dagger

AC 24; **Fort** +9, **Ref** +15, **Will** +11
HP 70; **Weaknesses** light blindness (page 305)
Death Umbra (darkness) When the caller dies, an explosion of shadow devours their body. Each creature in a 10-foot emanation must attempt a DC 22 Fortitude save.
Critical Success The creature is unaffected.
Success The creature is enfeebled 1 for 1 minute.
Failure The creature is enfeebled 2 and slowed 1 for 1 minute.

Speed 25 feet
Melee ❖ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus 1d6 negative
Occult Innate Spells DC 24, attack +16; **5th** *shadow walk*; **4th** *darkness*; **3rd** *chilling darkness* (×2), *grim tendrils* (×3); **2nd** *darkness* (at will); **Cantrips (3rd)** *chill touch*, *detect magic*
Rituals DC 24; *owb pact* (see below)
Sneak Attack The caller deals an additional 2d6 precision damage to flat-footed creatures.

OWB PACT

Caligni callers can work together to request aid from the mysterious owbs they worship.

OWB PACT — RITUAL 3

UNCOMMON | CONJURATION

Cast 1 day; **Secondary Casters** 2
Primary Check Occultism (expert)

You call upon an owb (page 196) to assist you in a goal. Only caligni callers can use this ritual with relative safety. If a different type of caligni attempts this ritual, they use an outcome one degree of success worse than the result of their check. If a non-caligni attempts this ritual, the result is an automatic critical failure.

Critical Success You conjure the owb. It decides your goals closely match its own and doesn't request a favor in return.
Success You conjure the owb. It isn't eager to pursue the task, so it requires a favor in return.
Failure You don't conjure an owb.
Critical Failure You conjure an owb, but it deems you unworthy and siphons away some of your soul energy. All casters become doomed 2.

CALIGNI FAITHS

Some caligni have abandoned their traditional faith in favor of more active deities; evil individuals favor Norgorber or Zon-Kuthon, while the less malevolent might follow Nocticula or Pharasma. Perhaps unexpectedly, Desna also has a small caligni following, particularly among those who frequently travel.



Calikang Origins

Legend holds that an ancient Vudrani god failed to protect an important treasury from a raid by asuras (page 22). In shame, he severed his fingers and cast them down upon the world. Calikangs arose from the fingers, and, as penance, they've sought to protect worldly holdings from robberies or invasions ever since.

Calikang

Calikangs are giant, blue-skinned, six-armed guardians of ancient tombs and treasuries. They each feel a deep, inherent drive to protect and guard, making them highly sought after as wardens and bodyguards. Because most serve as solitary guardians, few calikang societies exist.

Calikangs' unique physiologies enable them to absorb and manipulate electrical magic as well as other energies. They can live for 200 years—though they can further extend their lives via suspended animation. For this reason, many are chosen to guard tombs or other sealed sites where living guardians would perish and constructs would deteriorate.

Calikang — Creature 12

UNCOMMON | LN | LARGE | HUMANOID

Perception +22; darkvision, *true seeing*
Languages Common, Jotun
Skills Athletics +25, Intimidation +24
Str +7, **Dex** +4, **Con** +5, **Int** –2, **Wis** +2, **Cha** +4
Items *+1 striking longsword* (2)

Suspended Animation (concentrate) By concentrating for 5 minutes, the calikang can enter a state of suspended animation, freezing in place and becoming motionless but remaining aware of their surroundings. While in this state, the calikang gains a +4 status bonus to Fortitude saves; doesn't age; and is immune to disease, inhaled toxins, poison, starvation, and thirst. The calikang can exit suspended animation as a free action. If they exit this state to attack, the calikang gains a +2 circumstance bonus to their initiative roll.



AC 31; **Fort** +23, **Ref** +22, **Will** +20; +1 status to all saves vs. magic
HP 235; **Immunities** electricity

Energy Conversion (abjuration, arcane) Whenever the calikang is hit by an electricity spell's attack roll or rolls a successful save against a spell that deals electricity damage, they absorb the energy. This heals the calikang for an amount of HP equal to quadruple the spell's level and recharges their Breath Weapon. A calikang can't absorb their own spells this way.

Speed 35 feet

Melee ❖ *longsword* +28 (magical, reach 10 feet, versatile P), **Damage** 2d8+15 slashing

Melee ❖ fist +25 (agile, nonlethal, reach 10 feet), **Damage** 3d8+13 bludgeoning

Arcane Innate Spells DC 28; **6th** *chain lightning*; **1st** *magic weapon* (at will); **Constant** *true seeing*

Breath Weapon ❖❖ (acid, arcane, cold, electricity, evocation, fire, sonic) **Frequency** once per day; **Effect** The calikang breathes a blast of energy that deals 13d6 energy damage to creatures in a 60-foot line (DC 28 basic Reflex save). The calikang can choose the damage type each time: acid, cold, electricity, fire, or sonic. Increase the die size to d8 if the calikang chooses electricity.

Sixfold Flurry ❖❖ The calikang makes up to two longsword Strikes and up to four fist Strikes. Each Strike must be against a different target. These attacks count toward the calikang's multiple attack penalty, which doesn't increase until after all the attacks are complete. For 1 round, the calikang gains a circumstance bonus to their AC equal to the number of Strikes they choose not to take, to a maximum of +4 for taking only two Strikes.

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Camel

For generations untold, nomads and traders have relied on sure-footed camels to cross the harsh deserts and trackless wastes around the world. Thriving where other animals wither and perish, camels are well-adapted to their homes with tough skin and the ability to store nutrients within their bodies. Properly cared for, these "ships of the desert" can trek for weeks between oases without trouble.

Camels have three eyelids to protect them from desert sands and other blowing debris. One lid is completely clear, which allows them to see and travel during high winds. When sandstorms strike, camels completely close their nostrils to protect their lungs. Their underbellies also sport a thick, specialized skin, allowing them to lay down safely on burning hot sands.

Contrary to popular belief, fatty tissue comprises a camel's humps rather than water. This stored energy allows the animals to survive long distances between feedings. These herbivores can also readily digest hardy scrub brush inedible to other species, making them one of the hardiest desert survivors. Strong as a warhorse, camels can run fast and even sprint for short periods of time when they feel threatened, though they prefer a slow, plodding pace to conserve energy.

One-humped camels, also called dromedaries, are more common in the deserts of northern Garund, while the two-humped variety are native to the dry steppes of Casmaron. Both species have tall and lanky builds, standing about 6 feet at the shoulder and weighing around 2,000 pounds. They can be ornery when mishandled, and they don't hesitate to bite, kick, or even spit a noxious substance on riders who don't treat them well.

In addition to transporting people and goods, camels are a key source of fiber for clothing and tents as well as milk. Their meat is highly nutritious and surprisingly tasty, but given the creatures' utility, this use is reserved for special occasions or truly dire situations.

Camel Cousins

Rumors in the high desert tell of an ancient species related to both camels and llamas that still lives in sheltered mountain valleys and hidden rivers: the camelops. Larger and stronger than domesticated camels, camelops remain wild creatures. No living examples exist in captivity, though fables of their luxurious coats and indomitable endurance lead some riders to seek them out regardless.

Camel — Creature 1

N LARGE ANIMAL

Perception +4; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +7, Survival +6
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** –1
Desert-Adapted A camel is well-adapted to heat and deserts. If allowed to drink and eat its fill, (roughly 40 gallons), it can Subsist for 2 weeks without needing to attempt Survival checks, and it treats environmental heat as if it was one step less severe.

AC 15; **Fort** +9, **Ref** +8, **Will** +4
HP 20

Speed 35 feet
Melee ❖ jaws +7, **Damage** 1d6+4 piercing
Ranged ❖ spit +6, **Effect** camel spit
Camel Spit To drive away enemies, the camel spits the partially digested contents of its stomach at a creature within 10 feet. On a hit, the target is dazzled for 1 round and must succeed at a DC 17 Fortitude save or become sickened 1. The camel can't use its camel spit Strike again for 1d4 rounds.
Sand Stride ❖❖ The camel Strides twice. It has a +5-foot circumstance bonus to its Speed during these Strides, ignoring difficult terrain caused by rubble, sand, and uneven ground made of earth and stone.



Troop Gear

Since the component members of a troop are individually much less powerful than the troop as a whole, a troop's gear is typically of negligible utility or value. This troop's Hellknight plate (*Pathfinder Lost Omens Character Guide* 80) is an exception, and a party might be able to salvage a suit or two from their defeated foes—if they're willing to risk the wrath of the Order of the Nail!

Cavalry Brigade

A cavalry brigade consists of several Hellknights and a single field-maralictor, in the distinctive armor of their order and bearing lances; the maralictor speaks for the brigade, questioning travelers the brigade encounters and barking orders.

A Hellknight brigade is typically based at a keep or other fortification controlling an area measured by a day's ride in every direction—about 25 miles. Farther-ranging missions are possible but require substantial logistical support.

Hellknight Cavalry Brigade — Creature 8

LN GARGANTUAN ANIMAL HUMAN HUMANOID TROOP

Perception +16

Languages Common, Infernal

Skills Acrobatics +13, Athletics +18, Hell Lore +12, Intimidation +17, Religion +12, Society +12

Str +6, **Dex** +1, **Con** +4, **Int** +2, **Wis** +2, **Cha** +3

AC 27; **Fort** +18, **Ref** +13, **Will** +16

HP 135 (16 squares); **Thresholds** 90 (12 squares), 45 (8 squares); **Weaknesses** area damage 10, splash damage 5; **Resistances** mental 5, slashing 5

Troop Defenses (page 306)

Speed 40 feet; troop movement

Arrow Volley ◆◆ The Hellknights draw or reload their longbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 100 feet that deals 4d8 piercing damage (DC 23 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Form Up ◆ (page 305)

Lance Charge ◆◆◆ The brigade Forms Up, then Strides twice with a +10-foot circumstance bonus to its Speed. If it moves at least 10 feet, the brigade deals 3d8+13 piercing damage (DC 26 basic Reflex save) to each enemy within 10 feet of the brigade at the end of its movement.

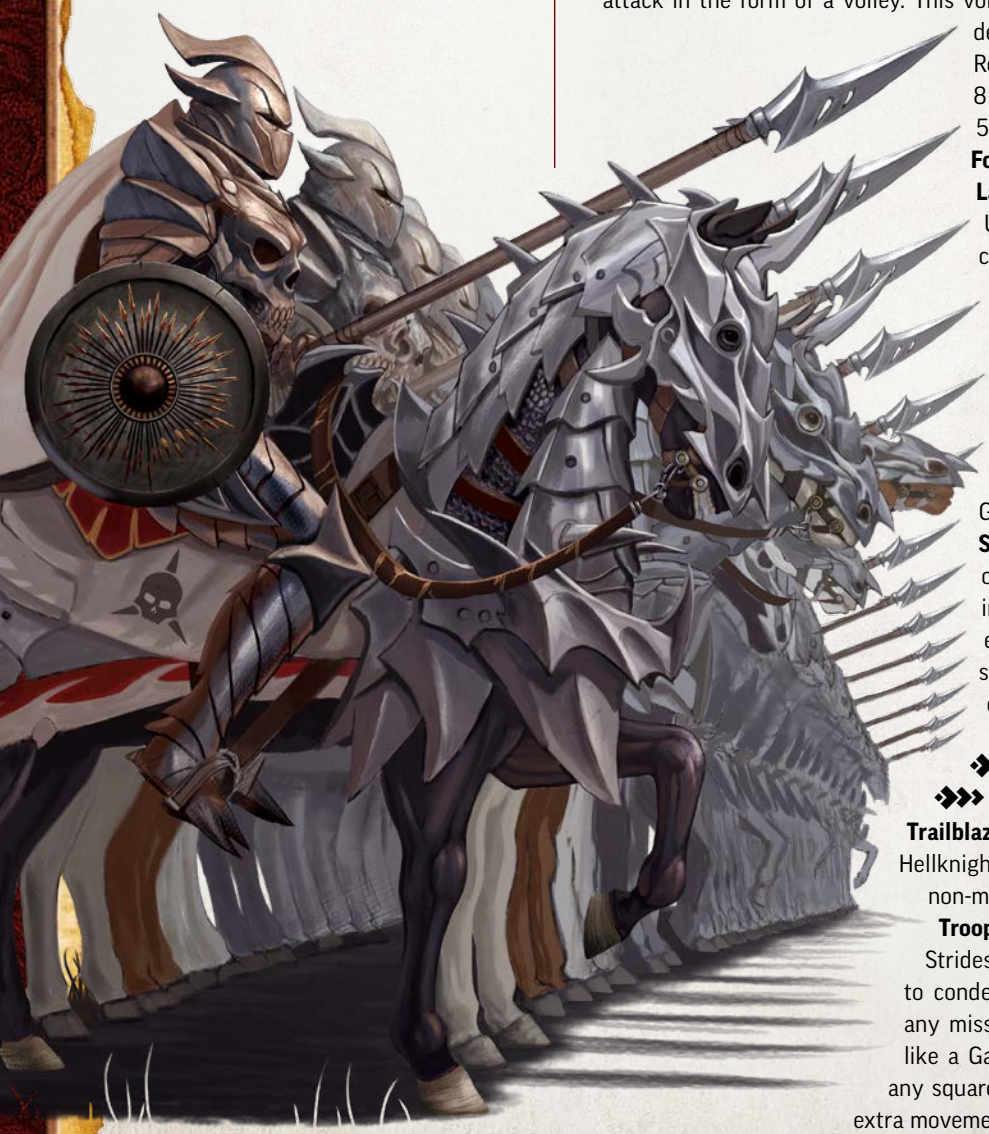
Mounted Troop Effects that target only animals or only humanoids may not work on the cavalry brigade, subject to the GM's discretion.

Swing from the Saddle ◆ to ◆◆◆ **Frequency** once per round; **Effect** The brigade engages in a coordinated melee attack against each enemy within 10 feet (DC 23 basic Reflex save). The damage depends on the number of actions.

◆ 2d6 slashing damage
◆◆ 2d6+10 slashing damage
◆◆◆ 3d6+13 slashing damage

Trailblazing Stride While moving on land, the Hellknight cavalry brigade ignores the effects of non-magical difficult terrain.

Troop Movement Whenever the cavalry brigade Strides, the brigade first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the brigade enters difficult terrain, the extra movement cost applies to the whole brigade.



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Cecaelia

Cecaelias resemble humans with octopus tentacles instead of legs. These oceanic hunters are agile and intelligent creatures, but proud. Their inquisitiveness often brings them into contact with strangers, where a poor turn of phrase or an unintended insult can quickly spark their legendary tempers.

Cecaelias live nomadic lives, hunting and scavenging along coastlines for food and tradeable trinkets. They engage in frequent trade with terrestrial communities, offering anything from seafood to treasures retrieved from sunken vessels in exchange for goods not readily available underwater. Some take to piracy or hire themselves out as mercenaries, but their quarrelsome disposition invariably leads to them going their own way again before too long. The only non-cecaelia communities that maintain long-lasting relationships with cecaelias are those of the remarkably laid-back locathahs, who coexist with cecaelias in the city of Xidao (page 164).

Cecaelias live in warm waters along verdant ocean reefs or coastlines, often near humanoid settlements. Able to adapt rapidly over a few generations, cecaelias adopt the physical features of their closest humanoid neighbors, which sages liken to an octopus's natural camouflage.

Lost Empire

Cecaelias tell unsubstantiated tales of their forebears ruling a vast nautical empire within the depths of the Embaral Ocean. The ruins of their empire and of their capital, the nautiloid city of Sihuw, have yet to be discovered, despite many treasures of unidentified cultures washing up along the coasts of Tian Xia and Casmaron. Today, Cecaelias can be found in all of Golarion's oceans, and whatever calamity robbed them of their home is buried in myth.

Cecaelia Trapper — Creature 5

CN | MEDIUM | AMPHIBIOUS | HUMANOID

Perception +11; darkvision, wavesense (imprecise) 10 feet (page 307)
Languages Aquan, Common
Skills Acrobatics +13, Athletics +11 (+13 to Grapple), Stealth +13, Survival +9
Str +4, **Dex** +4, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0
Items longspear, net (2)

AC 24; **Fort** +10, **Ref** +15, **Will** +11
HP 53

Speed 20 feet, swim 35 feet
Melee ❖ longspear +15 (magical, reach 10 feet), **Damage** 2d8+7 piercing
Melee ❖ tentacle +15 (agile, reach 10 feet), **Damage** 2d4+7 bludgeoning plus Grab (page 305)
Cecaelia Jet ❖❖ (move) The cecaelia moves up to 140 feet in a straight line through the water.
Hurl Net ❖ **Requirements** The cecaelia is holding a net in two appendages; **Effect** The cecaelia hurls their net, attempting to hamper a foe. The cecaelia makes a ranged Strike (with a +15 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.
Ink Cloud ❖ The cecaelia emits a cloud of black ink in a 10-foot emanation. This ink cloud has no effect outside of water. Creatures inside the cloud are undetected by creatures using sight or smell, and they can't see or smell while inside the cloud. The cloud dissipates after 1 minute. The cecaelia can't use Ink Cloud again for 2d6 rounds.



Dominion Religion

The Dominion of the Black has a complex relationship with religion; while it's a gross oversimplification, its religion can be described as the worship of black holes and other overwhelmingly destructive forces in the deepest reaches of the universe.

Chyzaedu

Chyzaedus' home world was consumed millennia ago by the Dominion of the Black via the manipulation of a black hole. Rather than accept destruction or fight back, the chyzaedus instead joined forces with their destroyers, seeing in them a greater purpose than mere world domination. Today, chyzaedus serve in a role akin to a priesthood for the Dominion and take a sinister interest in bringing their beliefs to new worlds, teaching ignorant dwellers the glory of pure entropic destruction. Much like the black holes they venerate, chyzaedus possess an eternal hunger for sustenance and knowledge alike—they can never be sated by either, yet they will never starve as long as there are mortals whose energy they can feed upon.

Chyzaedu — Creature 10

RARE CE GARGANTUAN ABERRATION

Perception +21; darkvision, tremorsense (imprecise) 60 feet (page 306)

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy 100 feet (page 306)

Skills Athletics +21, Diplomacy +17, Intimidation +19, Occultism +22, Religion +21, Survival +19

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

AC 30 (27 without alien vestment); **Fort** +18, **Ref** +15, **Will** +23; +1 status to all saves vs. magic

HP 135; **Resistances** acid 10, mental 10, physical 10

Alien Vestment The chyzaedu wears an eerie, alien layer of shimmering violet mucus that slithers and crawls over its flesh, but is hard as iron to the touch. If a chyzaedu takes bludgeoning damage from a critical hit, its alien vestment is shattered–this reduces its AC to 27 and causes it to lose its resistance to mental and physical damage; it can grow a new alien vestment by concentrating for 1 hour.

Ecstatic Hunger (aura, emotion, enchantment, incapacitation, mental, occult) 30 feet. A chyzaedu gains sustenance by feeding upon the metabolisms of organic victims. A living creature that ends its turn in the aura must attempt a Will save.

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

Success The creature suffers a painful hunger pang, becoming flat-footed for 1 round.

Failure If possible, the creature spends its first 2 actions on its next turn eating or drinking (or spending actions to procure food or drink from its possessions or the surroundings, if necessary). The creature won't consume anything dangerous, but will eat things it normally has no appetite for.

Critical Failure As failure, but the creature will eat or drink dangerous consumables, such as poison or rotten food, if other food or drink are not immediately available. The creature must spend its first 2 actions each round consuming for as long as it remains in the chyzaedu's aura plus 1 minute thereafter, but the creature can attempt a new saving throw at the end of its turn each round to end the effect early.

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ❖ jaws +21; **Damage** 2d12+9 piercing plus Grab (page 305)

Melee ❖ claw +21 (agile); **Damage** 2d8+9 slashing

Divine Prepared Spells DC 29, attack +21; **5th** *command*, *harm* (×4), *sending*; **4th** *air walk*, *dimensional anchor*, *heal*; **3rd** *blindness*, *chilling darkness*, *heal*; **2nd** *enhance victuals*, *ghoulish cravings*, *silence*; **1st** *command*, *fear*, *sanctuary*; **Cantrips (5th)** *daze*, *divine lance*, *message*, *read aura*, *sigil*

Swallow Whole ❖ Medium, 3d8+7 bludgeoning, Rupture 26 (page 306)



City Guard

Most towns and cities on Golarion have a garrison of professional guards whose duties include patrolling the streets, assisting citizenry in need, and acting as a quick military response in times of crisis. Guards usually operate in pairs or small groups, but when a serious emergency threatens, guards muster at the nearest keep, watch station, or other rallying point and then move out in search of their quarry. Alternatively, guard troops might be stationed at important locations in the city, such as the front gates, the main prison, or the entrance to the ruler's castle.

Individual guards may not be particularly well trained or experienced, but in large numbers they can defeat bandits, wild creatures that have slipped past the city gates, or the occasional drunken ogre. A group of city guards is usually accompanied and commanded by a single captain, who does most of the talking and gives individual guards their orders. The members of this city guard squadron have trained together to perform simple tactics but not advanced maneuvers.

CITY GUARD SQUADRON — CREATURE 5

LN GARGANTUAN HUMAN HUMANOID TROOP

Perception +12

Languages Common

Skills Athletics +14, Intimidation +11, Settlement Lore +9

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

Seek Quarry City guards can spend 1 minute to designate a single creature for whom they have a physical description as their quarry. They gain a +2 circumstance bonus to Perception against their quarry.

AC 22; **Fort** +14, **Ref** +9, **Will** +11

HP 75 (16 squares); **Thresholds** 50 (12 squares), 25 (8 squares); **Weaknesses** area damage 10, splash damage 5

Troop Defenses (page 306)

Speed 25 feet; troop movement

Fire Crossbows! ❖❖ The city guards draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 3d8 piercing damage (DC 19 basic Reflex save). When the city guards are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Form Up ❖ (page 305)

Lower Halberds! ❖ to ❖❖❖ **Frequency** once per round; **Effect** The city guards engage in a coordinated melee attack against each enemy within 10 feet, with a DC 19 basic Reflex save. The damage depends on the number of actions.

- ❖ 1d10 piercing or slashing damage
- ❖❖ 1d10+7 piercing or slashing damage
- ❖❖❖ 1d10+10 piercing or slashing damage

Troop Movement Whenever the city guards Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the guards enters difficult terrain, the extra movement cost applies to all the guards.

Urban Chasers City guards ignore difficult terrain (but not greater difficult terrain) caused by crowds or from movement through narrow spaces such as alleyways.

LOCAL GUARDS

The guards depicted here are humans armed with halberds and crossbows. You can alter these details to match the settlements in your game, adding ancestry traits, regional languages, and other abilities as necessary, and swapping out their weaponry for ones appropriate to the local culture.



Clockwork Research

Clockworks were invented in ancient times, culminating in the clockwork army of Xin, the first emperor of ancient Thassilon, but were lost for millennia. Disparate peoples later rediscovered the techniques and began to alter and improve them. Today, the Clockwork Cathedral in Absalom is a center of clockwork research, with many breakthroughs also coming from the kingdom of Nex and the mechanically savvy Grand Duchy of Alkenstar. The Qadiran professor Hadia Al-Dannah, formerly of the Clockwork Cathedral, wrote the best-regarded modern text on clockwork design—*Glorious Rhythms in Life and Mechanica.*

Clockworks

Intricate, complex machines, clockworks are built with care by highly skilled engineers. Though their creation involves some amount of magic, they're primarily mechanical, packed with precision-tuned gears and springs working in concert.

The sturdy mainspring within a clockwork must be wound to provide the energy needed to power the device. Some larger clockworks contain a series of springs for different limbs that each need to be wound. A clockwork's crafter creates a unique metal key while building the clockwork; winding the clockwork usually involves inserting the key into the machine's back and turning clockwise. Larger clockworks require greater strength to turn the key, and typically have larger keys to allow for more torque—some even accommodating a team of winders rather than an individual. Programming a clockwork requires both the key and the knowledge to set the program correctly, information usually reserved for the clockwork's creator or owner.

Winding Clockworks

A clockwork must be wound to remain operational. Each clockwork has the wind-up ability, with the specifics listed in its stat block.

Wind-Up For a clockwork to act, it must be wound with a unique key by another creature. This takes 1 minute. Once wound, it remains operational for the listed amount of time, usually 24 hours, after which time it becomes unaware of its surroundings and can't act until it's wound again. Some clockworks' abilities require them to spend some of their remaining operational time. They can't spend more than they have and shut down immediately once they have 0 time remaining. If it's unclear when a clockwork was last wound, most clockwork keepers wind all their clockworks at a set time, typically 8 a.m.

A clockwork that lists standby in its wind-up entry can enter standby mode as a 3-action activity. Its operational time doesn't decrease in standby, but it can sense its surroundings (with a –2 penalty to Perception). It can't act, with one exception: when it perceives a creature, it can exit standby as a reaction (rolling initiative if appropriate).

A creature can attempt to Disable a Device to wind a clockwork down (with a DC listed in the wind-up entry). For each success, the clockwork loses 1 hour of operational time. This can be done even if the clockwork is in standby mode.



Clockwork Spy

Engineers, technologists, and mechanically gifted wizards employ clockwork spies—tiny, spiderlike constructs capable of recording and playing back audio—to surreptitiously surveil their enemies or steal secrets from competitors. Their spindly bodies and delicate components make them unsuitable for combat; in fact, most builders construct clockwork spies with a self-destruct mechanism to ensure the spies' meddling can't be traced back to them.

Clockwork Spy **Creature –1**

UNCOMMON | N | TINY | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +8; low-light vision

Skills Acrobatics +5

Str –1, **Dex** +3, **Con** +0, **Int** –5, **Wis** +2, **Cha** +0

Record Audio ❖ The clockwork spy records all sounds within 25 feet onto a small gemstone worth 1 gp embedded in its body. The clockwork spy can record up to 1 hour of sound on a single gemstone. Once it begins recording, it can't cease recording early,

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nor can it record onto a gemstone that already contains a recording. Some clockwork spies contain multiple gemstones to allow for a series of recordings. Since clockwork spies are not intelligent, they must be given simple commands regarding when to start recording sounds. A clockwork spy can differentiate between different kinds of creatures but not between specific individuals.

The spy can start or stop playback of recorded sound by spending a single action. Removing a gemstone from or installing a gemstone into a clockwork spy requires a successful DC 14 Thievery check to Disable a Device; on a failure, the gemstone is undamaged, but any recorded sounds are erased and the gemstone still can't be used to make another recording.

Wind-Up 24 hours, DC 14, standby

AC 17; **Fort** +2, **Ref** +7, **Will** +4

HP 8; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 2, orichalcum 2

Self-Destruct ↻ A clockwork spy must use this reaction unless specifically programmed otherwise by its creator; **Trigger** The clockwork spy is reduced to 0 Hit Points; **Effect** The spy thrashes around and emits a tinny scream followed by a steady ticking sound. At the beginning of what would have been its next turn, the clockwork spy explodes, dealing 1d10 piercing damage in a 5-foot radius (DC 16 basic Reflex save). Its gemstone is destroyed, along with any information contained inside it.

An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 16 Thievery check to Disable a Device.

Speed 25 feet, fly 25 feet

Melee ❖ spherical body +7 (finesse), **Damage** 1d6–1 bludgeoning

CLOCKWORK SOLDIER

These diligent machines guard their assigned posts tirelessly. A typical clockwork soldier stands 6 feet tall and consists of 500 pounds of metal and magic.

CLOCKWORK SOLDIER CREATURE 6

UNCOMMON | N | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +16; darkvision

Skills Athletics +15 (+17 to Disarm, Grapple, or avoid being Disarmed)

Str +6, **Dex** +2, **Con** +4, **Int** –5, **Wis** +4, **Cha** –5

Items *+1 halberd*

Wind-Up 24 hours, DC 22, standby

AC 24; **Fort** +16, **Ref** +14, **Will** +12

HP 80; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 5, orichalcum 5; **Resistances** physical 5 (except adamantine or orichalcum)

Attack of Opportunity ↻ (page 304)

Speed 25 feet

Melee ❖ *halberd* +18 (magical, reach 10 feet, versatile S), **Damage** 1d10+9 piercing

Melee ❖ fist +16 (agile, unarmed), **Damage** 1d8+9 bludgeoning plus Grab (page 305)

Activate Defenses ❖ One of the soldier's external plates extends on a mechanical actuator to defend the soldier or an adjacent creature of the soldier's choice. The creature gains a +2

WINDING ROUTINES

Maintaining a group of clockworks that are meant to operate on a regular basis takes planning and attention. A cadre of clockwork soldiers set to patrol a location needs to be regularly wound. Typically, one or more servants are assigned to wind all the clockworks serving in one place at a standard time.



MALFUNCTION!

Clockworks can be prone to errors if not well maintained or properly programmed. You might want to introduce one of the malfunctions listed on the facing page in a clockwork that is in disrepair or gets damaged heavily in battle (such as with a critical hit).



circumstance bonus to AC until the start of the soldier's next turn, or until it is no longer adjacent to the soldier, whichever comes first. The soldier can have no more than one plate extended at a time.

CLOCKWORK MAGE

A clockwork mage is a lethal blend of magic and machinery. Each of these clockworks is imbued with an arcane stone at its core that powers spells through the wand embedded in its chest.

CLOCKWORK MAGE — CREATURE 9

UNCOMMON | N | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +17; darkvision
Skills Acrobatics +17
Str +2, **Dex** +6, **Con** +4, **Int** –5, **Wis** +2, **Cha** –5
Items *clockwork wand*
Wind-Up 24 hours, DC 26, standby

AC 27; **Fort** +17, **Ref** +19, **Will** +17
HP 115; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 5 (except adamantine or orichalcum)

Clockwork Wand The clockwork mage uses a mechanical wand as a focus to channel magical energy. This wand is built into the clockwork mage's chest, with only the crystal at the end exposed. The mage can Interact to the remove the wand, or someone else can remove it with a DC 31 Thievery check to Disable a Device. The clockwork mage becomes unable to cast any spells except cantrips while the wand is removed.

When removed, the *clockwork wand* is a *magic wand* containing the last 2nd-level innate spell the clockwork mage cast (the GM determines the spell randomly if it has not cast any eligible spells). The spells are placed within the wand while the mage is created, and the creator can substitute other arcane spells of the appropriate level.

Speed 25 feet
Melee ❖ fist +19 (agile, finesse), **Damage** 2d10+6 bludgeoning
Arcane Innate Spells DC 28, attack +20; **5th** *black tentacles, cone of cold*; **4th** *blink, fly, wall of fire*; **3rd** *haste, invisibility, stinking cloud*; **2nd** *glitterdust, obscuring mist, web*; **1st** *feather fall, floating disk, grease*; **Cantrips (5th)** *daze, detect magic, ray of frost, shield, tanglefoot*
Energize Clockwork Wand ❖ (concentrate) **Frequency** once per 10 minutes; **Effect** The clockwork mage regains a spell it has already cast that day. It must spend 1 hour of its operational time, or 2 hours if the spell is 3rd level or higher.

CLOCKWORK DRAGON

Clockwork dragons are a marvel of clockwork design. These powerful masterpieces have the ability to fly, making them versatile and dangerous killers. A clockwork dragon's winding mechanism is more efficient than those of other clockworks, allowing it to partially reuse energy generated by flapping its wings. Creating a clockwork dragon requires not only an advanced understanding of clockwork design, but also a greater cache of rare resources, as its body requires solid reinforcement. As a result, most clockwork dragons have adamantine fortification. Creating a clockwork dragon without adamantine is entirely possible, though such dragons are typically smaller and more fragile.

CLOCKWORK DRAGON CREATURE 16

RARE N HUGE CLOCKWORK CONSTRUCT MINDLESS

Perception +28; darkvision
Skills Acrobatics +29, Athletics +33
Str +9, **Dex** +5, **Con** +5, **Int** –5, **Wis** +4, **Cha** –5
Wind-Up 1 week, DC 35, standby

AC 39; **Fort** +30, **Ref** +28, **Will** +25
HP 265; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 15, orichalcum 15; **Resistances** physical 15 (except adamantine or orichalcum)

Self-Destruct ↻ A clockwork dragon must use this reaction unless specifically programmed otherwise by its creator; **Trigger** The clockwork dragon is reduced to 0 Hit Points; **Effect** The dragon screeches to a stop and emits a steady, loud ticking sound. At the beginning of what would have been its next turn, the dragon explodes, dealing 12d10 piercing damage in a 40-foot emanation (DC 37 basic Reflex save).

An adjacent creature can cancel the self-destruct sequence by succeeding at a DC 37 Thievery check to Disable a Device.

Speed 40 feet, fly 120 feet
Melee ◆ adamantine jaws +33 (reach 15 feet), **Damage** 3d12+17 piercing
Melee ◆ adamantine claw +33 (agile, reach 10 feet), **Damage** 3d8+17 slashing
Melee ◆ tail +31 (reach 20 feet), **Damage** 3d12+15 bludgeoning
Melee ◆ wing +31 (agile, reach 15 feet), **Damage** 2d10+15 piercing
Breath Weapon ◆◆ (arcane, evocation, fire) **Effect** The clockwork dragon breathes a spray of flaming oil that deals 16d6 fire damage in a 40-foot cone (DC 37 basic Reflex save). Creatures that fail their saves are covered in burning oil and take 2d6 persistent fire damage. The clockwork dragon can't use Breath Weapon again for 2 rounds.
Draconic Frenzy ◆◆ The clockwork dragon makes two claw Strikes and one wing Strike in any order.
Spearing Tail ◆◆ The clockwork dragon attacks with the sharp point of its tail. It makes a tail Strike against each creature in a 20-foot line, rolling the attack roll once and applying the result to each target. Any creature hit takes 4d6 persistent bleed damage (doubled on a critical hit). This counts as two attacks for the dragon's multiple attack penalty.

MALFUNCTION! (CONTINUED)

Backfire: The clockwork rolls a DC 5 flat check at the start of each of its turns. On a failure, it backfires, dealing 2d6 fire damage in a 15-foot cone, including to itself (basic Reflex save at the standard DC for its level), and is slowed 1 this turn.

Damaged Propulsion: The clockwork loses 1d4 hours of operational time at the end of each of its turns.

Loose Screws: When damaged, the clockwork attempts a DC 5 flat check. On a failure, a plate of its armor falls loose. It takes a status penalty to AC equal to the number of lost plates (up to –4).



Cobble Mite Pets

Characters looking to keep a cobble mite as a pet can usually buy one in many large cities for 1 gp. Those who search for one in the wild must hunt carefully and risk finding enough cobble mites lairing together to form a cobbleswarm. A character with a familiar can choose a cobble mite, which must have the burrower familiar ability.

Cobble Mite

Cobble mites resemble squarish stones a few inches across with mouths like split geodes. Though indolent and harmless alone, they're dangerous in large groups.

Cobbleswarm

Busy road builders might unknowingly use cobble mites in construction.

Cobbleswarm **Creature 2**

N Large Aberration Earth Swarm

Perception +9; no vision, tremorsense (precise) 40 feet

Skills Athletics +8, Stealth +10

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

Clutching Cobbles The cobbleswarm's space is difficult terrain.

Tremorsense A cobbleswarm's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbleswarm can't sense anything beyond the range of its tremorsense.

AC 16; **Fort** +8, **Ref** +10, **Will** +7

HP 20; **Immunities** precision, swarm mind (page 306), visual; **Weaknesses** area damage 3, splash damage 3; **Resistances** piercing 5, slashing 5

Speed 20 feet, burrow 10 feet

Grasping Bites ❖❖ (attack) The cobbleswarm attempts an Athletics check and compares the result to the Fortitude DC of each creature in its space. This counts as two attacks for the cobbleswarm's multiple attack penalty.

Critical Success The creature falls prone, takes 1d6 bludgeoning damage, and is grabbed by the cobbleswarm until the end of the cobbleswarm's next turn.

Success The creature falls prone.

Pummeling Assault ❖ Each foe in the cobbleswarm's space takes 2d4 bludgeoning damage (DC 17 basic Reflex save).



Sturzstromer

Cobble mites that remain a cohesive swarm for many years become dangerous living landslides.

Sturzstromer **Creature 19**

Uncommon N Huge Aberration Earth Swarm

Perception +33; no vision, tremorsense (precise) 120 feet

Languages Terran

Skills Athletics +37, Stealth +35

Str +8, **Dex** +10, **Con** +8, **Int** –1, **Wis** +6, **Cha** +2

Clutching Stones The sturzstromer's space is greater difficult terrain.

Tremorsense As cobbleswarm, but precise to 120 feet and imprecise to 240 feet.

AC 41; **Fort** +33, **Ref** +35, **Will** +29

HP 280; **Immunities** precision, swarm mind (page 306), visual; **Weaknesses** area damage 12, splash damage 12; **Resistances** piercing 20, slashing 20

Speed 50 feet, burrow 20 feet

Primal Innate Spells DC 41; **10th** *earthquake*; **8th** *earthbind* (at will), *earthquake* (×3), *stone tell*

Grasping Bites ❖❖ (attack) As cobbleswarm, but on a success the creature is grabbed, and on a critical success the creature is restrained.

Landslide ❖ **Requirements** The sturzstromer's most recent action was to cast *earthquake*; **Effect** The sturzstromer closes a fissure it made, choosing one creature that fell in. That creature must succeed at a DC 41 Reflex save or be buried as in an avalanche (*Core Rulebook* 518).

Pummeling Assault ❖ As cobbleswarm, but 4d10 bludgeoning damage and DC 41.

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Consonite Choir

Floods of crystalline blades called consonite choirs surge through the caverns and tunnels of the Plane of Earth. Although their resonant chimes can be among the most beautiful music in the planes, those who intrude on their territory are instead confronted with a bone-shaking wall of sound and a barrage of razor-sharp crystals.

The blades form naturally, just one of the many wondrous types of crystal on the Plane of Earth. Razor-edged consonite stalactites hum and chime along with the plane's grinding movement. As large collections of these crystals begin to communicate with each other through their shared song, they awaken into a sort of musical collective.

Eventually, consonite choirs' songs grow loud and complex enough to shake these colonies loose of their stone moorings and free them to explore the Plane of Earth. Consonite choirs typically prefer to stay near their spawning grounds but might be coerced to perform in the homes of wealthy shaitans or serve other powerful creatures of earth. They willingly leave the comfort of their homes to hunt down the hated xorns, who enjoy the flavor of their immobile consonite brethren.

Consonite choirs who leave the Plane of Earth, either through natural portals or by answering the calls of powerful rituals, often find the open spaces of other planes more to their liking. They enjoy the sensation of high winds moving through their chimes and search tirelessly for skilled performance partners. Crueler fates trap other choirs—more powerful beings might mystically bind them to service or bully them into becoming living trophies.

Over years of movement, the individual crystal blades of a choir naturally chip and break down. In their native caverns, consonite choirs can easily find new members. Trapped elsewhere, they must rely on others for replacement blades or eventually fall into torpor.

Consonite Blades

Consonite crystals form sharp, if fragile, blades. A weapon made from a single perfect crystal of consonite naturally forms a *thundering* weapon rune, but it can't have other non-fundamental runes etched into it. Damaged or incomplete crystals are still valuable for creating musical instruments or alchemical items like thunderstones.

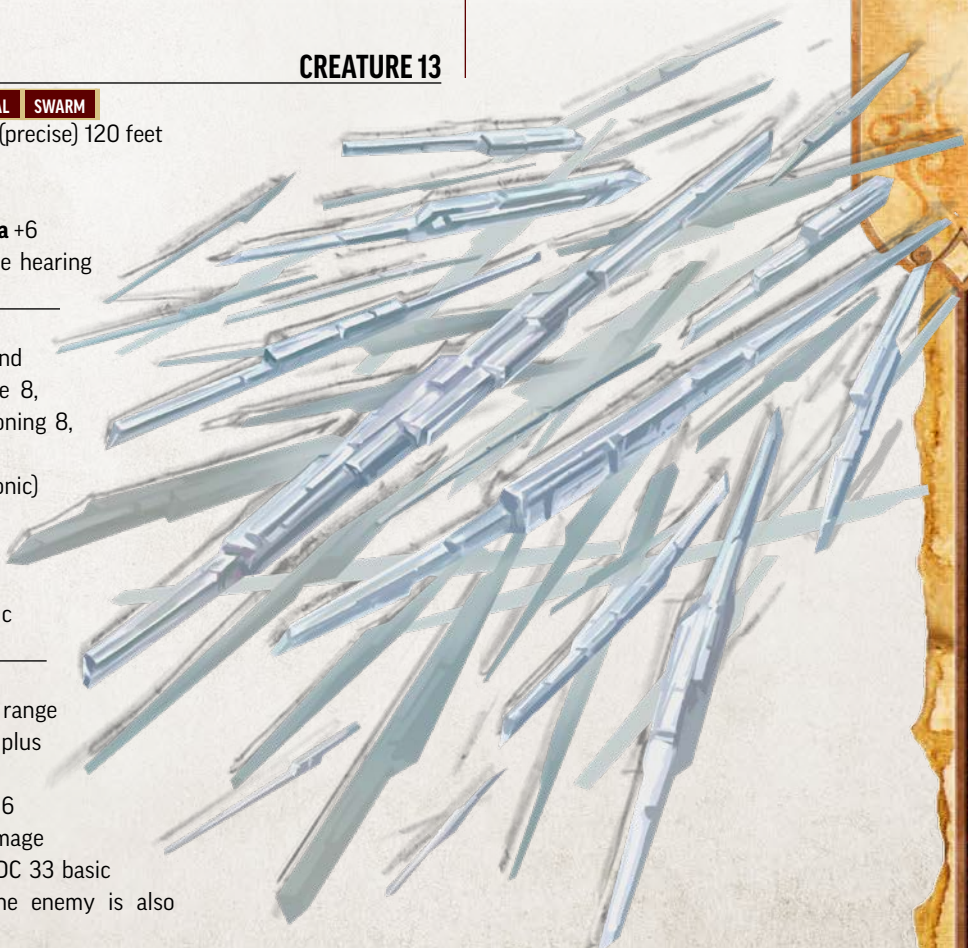
Consonite Choir — Creature 13

UNCOMMON | N | GARGANTUAN | EARTH | ELEMENTAL | SWARM

Perception +23; darkvision, echolocation (precise) 120 feet
Languages Terran
Skills Acrobatics +24, Performance +27
Str +0, **Dex** +5, **Con** +8, **Int** –2, **Wis** +2, **Cha** +6
Echolocation The consonite choir can use hearing as a precise sense at the listed range.

AC 32; **Fort** +27, **Ref** +22, **Will** +21
HP 200; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 8, splash damage 8; **Resistances** bludgeoning 8, piercing 15, slashing 15
Resonant Chimes (aura, evocation, sonic) 30 feet. The consonite choir's tones resonate within physical objects. A creature that begins its turn in the aura deals an additional 2d6 sonic damage on any Strike using a weapon.

Speed 10 feet, fly 40 feet
Ranged ❖ launched blade +26 (magical, range 120 feet, sonic), **Damage** 6d6 piercing plus 2d6 sonic
Swarming Chimes ❖ The swarm deals 4d6 slashing damage plus 2d6 sonic damage to each enemy in the swarm's space (DC 33 basic Reflex save). On a critical failure, the enemy is also deafened for 1 minute.



Coral Capuchin Nests

The largest known coral capuchin nests are found around the Shackles and coastlines of the Mwangi Expanse. Preferring saltwater oceans over freshwater rivers or inlets for hunting, coral capuchins stake out territories within reach of shipping lanes and places frequented by humanoids. A nest's treasure hoard usually includes small valuables, such as gems, coins, and jewelry—anything waterproof they can easily abscond with.

Coral Capuchin

A coral capuchin resembles a hairless pink monkey with large eyes and batlike wings. Something of a tropical nuisance, these amphibious creatures follow trade ships, hoping to filch small valuables they can take home or perhaps find a sailor they can befriend to secure a regular supply of food.

Coral capuchins live in tropical climates, and while they can breathe water or air with equal ease, their membranous skin means they rely heavily on having a nearby source of water. Fresh- and saltwater serve equally well for this purpose, though the creatures generally congregate near oceans and seas for other reasons. Jungles, islands, and warm coastlines are their most common nesting sites, though they usually hide their nests high in trees or in other locations out of easy reach of predators, scavengers, or anything that might steal the trinkets they've collected.

These little flyers are insatiably curious, and they love to follow humanoids around. Capuchins largely agree that humanoids have the best food and trinkets. Smarter than animals and capable of rudimentary speech, the creatures can be quite useful with the right training, learning how seek out sunken treasures or hunt down rats and other pests on a ship. Some spellcasters residing along tropical coastlines have taken coral capuchins as familiars, though many claim the critters as far more trouble than any benefits they provide are worth. A capuchin familiar might pilfer spellcasting components, gemstones, vials, crafting materials, and other trinkets from their master, though a clever magic user will intersperse more appealing (and less valuable) baubles to draw their familiar's attention away from actually important items.

Capuchin clans live together under a single matriarch, a slightly larger female who can be identified by her unusually prismatic skin and colorful eyes. These females refuse to be tamed or kept as pets and violently resist all forms of capture. The most powerful among them even possess divine powers which they call upon to protect their homes and kin. In return, the remainder of the clan fights fiercely to protect their matriarch, defending her (and her trinkets) from threats far larger than themselves.



Coral Capuchin — Creature 1

N Tiny Amphibious Beast

Perception +8; darkvision

Languages Common

Skills Acrobatics +7, Athletics +3, Stealth +7, Thievery +7

Str +0, **Dex** +4, **Con** +1, **Int** –2, **Wis** +3, **Cha** +1

Moisture Dependency A coral capuchin must stay in or near water, or else it begins drying out. It can remain away from water for only 12 hours before its membranous skin starts to turn brittle and flake, taking 1d6 damage per hour until it is doused in water.

AC 16; **Fort** +4, **Ref** +9, **Will** +8

HP 20

Speed 25 feet, climb 15 feet, fly 15 feet, swim 15 feet

Melee ❖ jaws +9 (agile, finesse), **Damage** 1d8 piercing plus capuchin's curse

Capuchin's Curse (curse, divine, transmutation) If a capuchin damages a creature with its jaws Strike, the creature gains both a blessing and a curse that last for 1d6 hours. While the blessing doubles the amount of time that the affected creature can hold its breath, the curse imposes a quickened version of the capuchin's moisture dependency, taking 1d6 damage every 10 minutes they go without water. A cursed creature can fully immerse itself in water as a 3-action activity to attempt a DC 17 Fortitude save, ending both the blessing and the curse on a success.

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Corrupted Relic

Creatures that once held particular items dear can be bound to them after death, their souls inhabiting the item from within. These might be the faithful haunting symbols of their faith, warriors clinging to their old weapons, or the greedy inhabiting their precious wealth. These spirits' physical bodies have long since degraded, but they keep their corrupted relics pristine. The spirits manifest on the unsuspecting or curious, determined to destroy anyone who would dare show any interest in their one precious possession.

Though rare, there are several kinds of corrupted relics. The bound spirit can manifest in different ways, from animating an ancient weapon to possessing anyone who dons the item. Destroying the relic often ends up being the simplest, most direct way to banish the haunt itself. Destroying or dispelling the spirit without destroying the relic, however, can sometimes leave priceless treasure behind.

The amulet shown here has the air and death aspects. Its minor gifts, deadly spark and death gaze, power some of the spirit's abilities. Someone who claims the relic might gain different gifts from those aspects.

HAUNTED RELICS

Relics are a special type of magic item that can grow in power as their wielders unlock additional abilities. The full rules for relics and their aspects begin on page 94 of the *Gamemastery Guide*.



CORRUPTED RELIC — CREATURE 4

RARE | CE | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD

Perception +9; darkvision, lifesense (imprecise) 60 feet
Languages Common, Elven
Skills Acrobatics +11, Intimidation +10, Stealth +11
Str –5, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4
Items amulet (see sidebar for relic rules)

AC 19; **Fort** +6, **Ref** +11, **Will** +11
HP 50, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch,* or positive; double resistance vs. non-magical)

Amulet Relic (curse, divine, necromancy) The corrupted relic is an amulet cursed to contain a malevolent spirit. The statistics in this stat block are for the spirit when it's manifested (see Manifest). The amulet can't take any actions except Sudden Manifestation and Manifest. As long as the spirit is manifested, the amulet is immune to spells and magical abilities and uses the saves listed here.

Regardless of whether the spirit is manifested, the amulet can be targeted by Strikes (AC 21, Hardness 5, BT 10). It is not incorporeal. If the amulet becomes broken, the spirit is bound within and can't Manifest, and if the amulet is destroyed, so is the spirit. Destroying the spirit frees the amulet from its curse.

Sudden Manifestation ↷ **Trigger** The relic detects a creature using its lifesense; **Effect** The relic Manifests. If this causes an encounter to begin, the relic gains a +4 status bonus to its initiative roll.

Speed fly 30 feet
Melee ❖ spectral hand +14 (agile, finesse, magical), **Damage** 2d6+3 negative
Ranged ❖ deadly spark +14 (air, electricity, divine, evocation, range 20 feet), **Damage** 1d12 electricity
Death Gaze ❖❖ (concentrate, divine, necromancy, negative) The spirit targets a creature it can see within 30 feet, dealing to it 4d6 negative damage (DC 20 basic Fortitude save). A creature with negative healing instead regains 4d6 HP and is then temporarily immune for 10 minutes.
Manifest ❖ (divine, necromancy) **Requirements** The relic detects at least one creature using its lifesense; **Effect** The spirit within the relic manifests in an open space within 10 feet of the amulet. When it does, the relic teleports around its neck. The spirit remains in its manifested state until it no longer senses any living creatures within range of its lifesense.

COUATL DEITIES

Most good gods make use of couatls as their agents. There are three couatl deities, however, whose word takes precedence over others in the hearts of couatls. These are Cihua Couatl, the dualistic god of childbirth, protection, and warfare; Pahti Couatl, the goddess of retribution, investigation, and rehabilitation; and Tolte Couatl, the god of knowledge, memories, and migration.

Couatl

Couatls are serpentine celestials who tirelessly help mortals reach their greatest potential all across the planes. Some serve benevolent deities as intermediaries while others serve the cause of good as they see fit.

MIX COUATL

Mix couatls (pronounced "meesh") are guides to fledgling societies, providing fundamental information such as farming techniques, medicinal expertise, or more esoteric knowledge like the arcane arts.

MIX COUATL — CREATURE 8

UNCOMMON | CG | LARGE | BEAST | COUATL

Perception +19; darkvision

Languages Celestial, Common, Draconic; telepathy 100 feet (page 306)

Skills Acrobatics +15, Arcana +18, Diplomacy +20, Nature +21, Occultism +18, Society +16, Stealth +17, Survival +15

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

Star Child The mix couatl is difficult to discern against starry skies. The mix couatl can Hide in the air at night without cover or being concealed.

AC 27; **Fort** +14, **Ref** +15, **Will** +19

HP 135

Speed 15 feet, fly 50 feet

Melee ❖ jaws +20 (magical), **Damage** 2d10+9 piercing plus mix couatl venom and Grab (page 305)

Primal Innate Spells DC 26, attack +18; **7th** *plane shift* (self only); **4th** *fireball*, *speak with plants*; **3rd** *heal*, *mind reading* (at will); **2nd** *detect alignment* (at will), *invisibility* (self only), *speak with animals*; **1st** *create water*, *mending*; **Cantrips (4th)** *guidance*, *light*, *produce flame*, *stabilize*

Constrict ❖ 2d10+4 bludgeoning, DC 26 (page 304)

Gift of Knowledge When a mix couatl casts *modify memory* on a willing creature, the mix couatl can Sustain the Spell to modify memories for up to 60 continuous minutes. A mix couatl can grant knowledge of a particular skill to the target as part of the spell. The mix couatl chooses Engineering Lore, Farming Lore, Fishing Lore, Hunting Lore, or Mercantile Lore. The target becomes permanently trained in the chosen skill. A creature can benefit from Gift of Knowledge only once.

Mix Couatl Venom (poison) A mix couatl's venom deals good damage rather than poison damage to fiends; **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage, stunned 1, and stupefied 1 (1 round); **Stage 3** 2d8 poison damage, stunned 1, and stupefied 2 (1 round)

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



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XIUH COUATL

Fiercer than other couatls, xiuh couatls (pronounced "shoo") are dedicated to seeking out malevolent creatures and offering a final opportunity at redemption.

XIUH COUATL CREATURE 12

RARE NG LARGE BEAST COUATL

Perception +23; darkvision, thoughtsense (imprecise) 60 feet

Languages Celestial, Common, Draconic; telepathy 100 feet (page 306)

Skills Acrobatics +21, Arcana +23, Diplomacy +26, Intimidation +26, Nature +23, Occultism +23, Society +21, Stealth +21, Survival +21

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

Thoughtsense (divination, mental, occult) The xiuh couatl senses all non-mindless creatures at the listed range.

AC 33; **Fort** +20, **Ref** +19, **Will** +25; +1 status to all saves vs. magic

HP 220; **Immunities** electricity, fire; **Weaknesses** cold 8

Speed 20 feet, fly 60 feet

Melee ❖ jaws +25 (magical), **Damage** 2d10+10 piercing plus 2d8 fire, xiuh couatl venom, and Grab (page 305)

Occult Innate Spells DC 32, attack +24; **7th** *plane shift* (self only); **6th** *charm*, *clairaudience*, *clairvoyance*, *crushing despair*, *detect alignment* (at will), *dispel magic*, *dream message*, *fear*, *illusory scene*, *mind reading* (at will), *mindlink*, *phantom pain*, *see invisibility*, *sending*, *zone of truth*; **2nd** *invisibility* (self only, at will); **Cantrips (6th)** *detect magic*, *ghost sound*, *read aura*, *telekinetic projectile*

Rituals DC 32; *atone*

Breath Weapon ❖❖ (arcane, evocation, fire) The xiuh couatl breaths a gout of flame and lightning in an 80-foot line that deals 5d8 electricity damage and 5d8 fire damage (DC 32 basic Reflex save). The xiuh couatl can't use Breath Weapon again for 1d4 rounds.

Greater Constrict ❖ 1d10+10 bludgeoning plus 1d8 electricity, DC 32 (page 305)

Instrument of Retribution ❖❖❖ (occult, polymorph, transmutation) The xiuh couatl transforms into any simple or martial weapon. The weapon is always a *+2 greater striking flaming shock* weapon and can be of any size, chosen by the xiuh couatl when they transform. In weapon form, the xiuh couatl gains Hardness equal to that of the weapon into which they transform, and they retain their Hit Points, saving throws, senses, telepathy, and traits while in weapon form. The xiuh couatl can revert to their normal form by spending a single action, which has the concentrate trait.

Wrap in Coils ❖ As mix couatl.

Xiuh Couatl Venom (poison) A xiuh couatl's poison deals good damage rather than poison damage to fiends; **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage, enfeebled 1, and –5-foot status penalty to all Speeds (1 round); **Stage 3** 3d8 poison damage, enfeebled 2, and –10-foot status penalty to all Speeds (1 round)

COUATLS AND SAHKILS

Legends in Arcadia say that couatls and sahkils both rose to prominence as the first mortals walked on Golarion. Each saw unique potential in the mortals; couatls saw hope and the potential to rise to achieve great feats, while sahkils saw the potential for fear. Fearful mortals would never accomplish anything, becoming useless piles of flesh whose souls would languish. These withered souls would be unable to properly travel the River of Souls, disrupting the delicate balance of the afterlife. To this day, couatls work to inspire mortals and push them toward greater tasks while striving to keep the sahkils' terror at bay.





NEVER ALONE

Hermit crabs often form symbiotic relationships with sea anemones, attaching them to their shells. The anemones help protect the crabs while feasting on leftovers from the crabs' meals. When hermit crabs change shells, they often take their anemone partners with them to continue their lifelong adventure.

Crab

Hermit crabs have hard exoskeletons like other crabs, but with much weaker abdomens. They find and "wear" shells as homes and protection, getting around with their front legs and claws. Surprisingly fierce, hermit crabs fight for new shells as they grow bigger, using an assortment of hollow alternatives as substitutes when shells of the right size can't be found.

HERMIT CRAB SWARM

When hermit crabs find a shell that is too large, they lie in wait for others to arrive and move into the shell, abandoning a possible replacement. This can form a large chain of queuing crabs waiting to upgrade their shells. Interruptions can aggravate the crabs, resulting in attacks against the unfortunate source of disruption.

HERMIT CRAB SWARM **CREATURE 4**

N LARGE AMPHIBIOUS ANIMAL SWARM

Perception +11; darkvision, tremorsense (imprecise) 15 feet (page 306)

Skills Athletics +12

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

AC 19; **Fort** +13, **Ref** +10, **Will** +7

HP 42; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 5, splash damage 5; **Resistances** piercing 5, slashing 5

Speed 30 feet, swim 15 feet

Swarming Snips ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 20 basic Reflex save). Creatures that fail this save also take 1d4 persistent bleed damage.

GIANT HERMIT CRAB

Lucky hermit crabs with plentiful resources can live for decades and grow to tremendous sizes, often with magical help. Too large for most natural shells, giant hermit crabs use a variety of debris instead, including wagons, boats, treasure chests, and even abandoned pieces of giant armor.



GIANT HERMIT CRAB **CREATURE 5**

N LARGE AMPHIBIOUS ANIMAL

Perception +13; darkvision, tremorsense (imprecise) 15 feet (page 306)

Skills Acrobatics +9, Athletics +15, Stealth +9

Str +6, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 21; **Fort** +15, **Ref** +9, **Will** +9

HP 114; **Weaknesses** bludgeoning 5

Protective Pinch ↷ **Trigger** A creature adjacent to the hermit crab attempts to Strike the hermit crab while it is Retracted; **Effect** The hermit crab makes a big claw Strike against the triggering creature.

Speed 20 feet, climb 10 feet, swim 15 feet

Melee ❖ big claw +15, **Damage** 2d8+8 piercing plus Grab (page 305)

Melee ❖ claw +15 (agile), **Damage** 2d4+8 piercing

Constrict ❖ 1d8+6 bludgeoning, DC 22 (page 304)

Retract ❖ The hermit crab curls fully into its shell to protect itself. This gives it a +4 circumstance bonus to AC, removes its weakness to bludgeoning damage, and grants it resistance 5 to piercing and slashing damage. The only actions the hermit crab can use while in this state are Protective Pinch and Interact to come out of its shell.

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Crossroads Guardian

When a village is threatened by a horde of bandits but there's no one to help, when a monastery's divine relic must be guarded but the last monk is on their deathbed, when the world can be saved only through the use of an artifact no one alive remembers, nature responds by creating a crossroads guardian, a naturally occurring entity of primal magic. Every crossroads guardian exists to satisfy a particular need—usually a quest that must be carried out, helpless individuals who must be saved from harm, or an object or location which must be guarded. Although they often appear at actual crossroads, a crossroads guardian can materialize anywhere there is a community, from a giant metropolis to a lizardfolk village in a remote swamp.

Some crossroads guardians are martial beings—defending a mystic fountain against all intruders, for example—but most are helpers and assistants, guiding heroes through the wilderness to where they're needed. A guardian is a skilled warrior and can defend a location, but when its purpose involves a quest, or the need is so great that the guardian isn't up to the task alone, the guardian must persuade others to voluntarily accept their quest.

Once a crossroads guardian has fulfilled its purpose, it either shifts to satisfy a new need or quest—often changing its alignment and abilities as well—or else slowly vanishes, returning to the raw primal magic from which it was formed.

Variant Guardians

A crossroads guardian is always at least partially neutral, but can gain additional alignment traits from the community or task whose need prompted the guardian's creation. They can also have different innate spells and abilities uniquely suited to their specific need.



Crossroads Guardian Creature 7

RARE N MEDIUM FEY

Perception +19; recognize hero

Languages Sylvan; *tongues*

Skills Arcana +16, Diplomacy +20, Medicine +17, Nature +19, Performance +16, Occultism +16, Lore (associated with the guardian's need) +20, Religion +17, Society +16, Survival +19

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

Items chain mail, greatsword

Bound A crossroads guardian is bound to the site of its creation, but it can leave so long as it remains within 100 feet of the object it is guarding or individuals under a *geas* to fulfill the guardian's need. If it strays farther than 100 feet, it vanishes and reappears within 1 day at the site of its creation.

Recognize Hero A crossroads guardian knows the name, lineage, and significant history of everyone who speaks to it. If that individual has two or more identities, the crossroads guardian knows all those identities and which one is most true.

AC 25; **Fort** +14, **Ref** +13, **Will** +19

HP 115, primal purpose

Primal Purpose A crossroads guardian can't be permanently destroyed while its need remains unfulfilled. If killed, it reforms within 1 day near the object it guards, near someone under a *geas* to fulfill its need, or at the site of its original appearance. Once the guardian's need is fulfilled, the crossroads guardian dissipates naturally within a week unless it finds a new quest.

Speed 25 feet, swim 25 feet

Melee ❖ greatsword +18 (versatile P), **Damage** 1d12+11 slashing plus 1d6 mental

Primal Innate Spells DC 25; **7th** *plane shift*, **4th** *obscuring mist* (at will), *solid fog*; **Constant (5th)** *tongues*

Rituals DC 25; *geas* (doesn't require secondary casters and can target a willing creature of any level)

Abyssal Newcomers

Though now the most plentiful fiends of the Abyss, demons are relative newcomers, spawning only as mortal influence—and mortal sin, in particular—began to shape the plane. For eons, demons fought with other longstanding residents of the Abyss for dominance, but eventually their sheer numbers allowed them to become the predominant chaotic fiends.

Demon

Mortal souls that have been twisted and corrupted by sin sometimes arise in the afterlife as demons. These powerful and destructive fiends seek to spread their particular sin to warp more souls, thereby bolstering their numbers and continuing the cycle.

Dretch (Sloth Demon)

Among the lowest and least powerful of all demons, dretches are just as vicious and cruel as their more powerful brethren. They happily vent their frustrations on anything weaker than themselves.

Born from the souls of the slothful, these demons appear vaguely humanoid in appearance with awkward limbs and slack lumps of skin hanging from their frames. Supposedly, a single slothful soul of sufficient depravity and strength can spawn an entire horde of these creatures. However, as weaker demons, their lot in life is to suffer at the hands of more powerful Abyssal predators, and only a tiny number of dretches ever manage to become something more. For this reason, dretches are quite accommodating when summoned by mortals. They're usually content to work under conditions few other outsiders would accept, although they'll still gladly turn on even the kindest of masters who show even the slightest hint of weakness.



Dretch **Creature 2**

CE Small Demon Fiend

Perception +6; darkvision

Languages Abyssal; telepathy 100 feet (page 306)

Skills Acrobatics +6, Athletics +7, Deception +6, Stealth +6

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

Sloth At the start of each of the dretch's turns, roll 1d4. The result is the number of actions the dretch regains that turn (maximum 3). Effects like the slowed condition can further reduce their number of actions.

AC 17; **Fort** +10, **Ref** +4, **Will** +8

HP 45; **Weaknesses** cold iron 3, good 3

Speed 20 feet

Melee ❖ jaws +9 (evil, magical), **Damage** 1d8+3 piercing plus 1d4 evil

Melee ❖ claw +9 (agile, evil, magical), **Damage** 1d6+3 slashing plus 1d4 evil

Divine Innate Spells DC 16; **3rd** *slow*; **1st** *fear*

Rituals DC 16; *Abyssal pact* (page 310)

Cower ❖ The dretch makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a –2 penalty to attack rolls. This lasts until the dretch moves from its current space, falls unconscious, or ends the effect as a free action.

Frenzied Slashes ❖❖❖ The dretch makes three claw Strikes, each at a –2 penalty, all targeting the same creature. The dretch's multiple attack penalty doesn't increase until after it has made all three attacks. The dretch gains the clumsy 2 condition until the beginning of its next turn.

Vicious Criticals A dretch makes the most of any weakness it finds. Whenever a dretch scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

ABRIKANDILU (WRECKER DEMON)

Wrecker demons, also known as abrikandilus, despise beautiful things and do everything in their power to destroy both people and objects regarded as such. An abrikandilu forms from the souls mortals who were vandals, misanthropes, or defacers of artwork, particularly if their destructive actions stemmed from feelings of powerful envy.

An abrikandilu loathes only one thing more than beauty: their own visage. The mere sight of their face—reflected in a mirror, a shield, or even a pool of water—can send a wrecker demon into a rage. Many demon slayers leverage tactic to their advantage, venturing into battle with polished steel shields and cold iron blades at the ready.

DEMONS OF VANDALISM

It's a strange irony that abrikandilus despise all works of artistry, yet without the objects of their jealousy they would have nothing to rage at but themselves.

ABRIKANDILU — CREATURE 4

CE MEDIUM DEMON FIEND

Perception +10; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet (page 306)

Skills Athletics +12, Intimidation +8

Str +4, **Dex** +1, **Con** +3, **Int** –2, **Wis** +2, **Cha** +0

AC 19; **Fort** +15, **Ref** +9, **Will** +7

HP 70; **Weaknesses** cold iron 5, good 5

Hatred of Mirrors An abrikandilu loathes the sight of their reflection. When a creature Interacts with a mirror within sight of the wrecker demon, the demon takes a –2 penalty to Will saves against Intimidation checks. An abrikandilu that ends their turn adjacent to a mirror or that's attacked by a creature holding a mirror takes 1d6 mental damage (this usually leads abrikandilus to focus their efforts on destroying nearby mirrors using Wreck).

Speed 25 feet

Melee ❖ claw +14 (agile), **Damage** 2d6+4 slashing

Melee ❖ jaws +14, **Damage** 3d6+4 piercing plus mutilating bite

Ranged ❖ hurled debris +11 (range increment 20 feet), **Damage** 2d6+4 bludgeoning

Divine Innate Spells DC 20; **2nd** *fear* (×2)

Rituals DC 20; **2nd** *Abyssal pact* (page 310)

Mutilating Bite (curse, divine, necromancy) When the abrikandilu hits a creature with a jaws Strike, the creature must succeed at a DC 21 Fortitude save or become physically mutilated. The creature then takes a –1 status penalty to Charisma-based checks. This penalty is cumulative up to –3 and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

Wreck ❖ The abrikandilu makes two claw Strikes against an unattended object or held mirror. Held mirrors use the holding character's AC. If both Strikes hit, combine their damage for the purpose of overcoming any Hardness or resistance. These Strikes don't count toward the abrikandilu's multiple attack penalty, nor does that penalty apply to these Strikes.



THE SMALLEST SPARKS

Many underestimate brimoraks due to their size, forgetting that tiny embers can blow into raging infernos in the blink of an eye. Brimoraks believe that they grow larger with each fire they set, though larger arson demons have yet to be seen.

BRIMORAK [ARSON DEMON]

These goat-headed demons have glowing red eyes and flaming hooves but measure only about 3 feet in height. Born from the souls of arsonists, the fiery brimoraks continue the work they pursued in life, as everything they touch quickly burns.

As a general rule, brimoraks are ill-tempered even for demons, although their spite turns to glee in the face of a growing fire. Those who have survived encounters with these fiends report that they remember the braying sound of the brimoraks' laughter as clearly as the heat of the flames or the choking scent of smoke.



BRIMORAK — CREATURE 5

CE SMALL DEMON FIEND

Perception +12; darkvision, smoke vision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 60 feet (page 306)

Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn't impair a brimorak's vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak's boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ❖ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

Melee ❖ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 21; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

Rituals DC 21; *Abyssal pact* (page 310)

Breath Weapon ❖❖ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can't use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting an area until it's cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

Flaming Weapon (divine, evocation, fire) A brimorak's hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don't have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike in Melee entry above).

Fume ❖❖ (divine, evocation, fire) The brimorak emits a cloud of thick black smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke it must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

OMOX (SLIME DEMON)

Seemingly made from living, animated filth, omoxes have no true anatomy, although they generally spend most of their time in roughly humanoid shapes, resembling some grim caricatures of half-melted humanoids. While scholars once believed these foul demons to be a pure, concentrated form of the corruption that suffuses the Abyss and its inhabitants, in truth these demons arise from the souls of those who routinely befouled and polluted their surroundings in life.

OMOX — CREATURE 12

UNCOMMON | CE | MEDIUM | DEMON | FIEND | OOZE

Perception +22; greater darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet (page 306)

Skills Acrobatics +24, Athletics +23, Religion +20, Stealth +24

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

Cleanly Vulnerability An omox embodies filth, and they find the concept of cleanliness abhorrent. An omox subjected to an effect that cleans them, such as the tidy command of *prestidigitation*, takes 2d6 mental damage. They also take this damage the first time each round a creature hit by one of the omox's attacks spends actions cleaning off the filth.

AC 25; **Fort** +25, **Ref** +21, **Will** +20

HP 395; **Immunities** acid, critical hits, disease, poison, precision; **Weaknesses** cold iron 10, good 10

Grab Weapon ↷ (concentrate) **Trigger** A creature hits the omox with a melee weapon; **Effect** The omox attempts to Disarm the triggering creature. On a critical success, the weapon becomes subsumed within the omox's body rather than falling to the ground, from which it must be Disarmed before it can be retrieved.

Speed 40 feet, climb 20 feet, swim 80 feet

Melee ❖ sludge tendril +25, **Damage** 2d6+13 bludgeoning plus 2d6 acid and 1d6 evil and Grab (page 305)

Ranged ❖ slime ball +24 (range increment 30 feet), **Damage** 2d4+13 bludgeoning plus 2d6 acid and 1d6 evil and slime trap

Divine Innate Spells DC 32; **5th** *control water*, *create water* (at will), *dimension door*, *stinking cloud*; **4th** *dimension door* (at will)

Rituals DC 32; *Abyssal pact* (page 310)

Liquid Leap ❖❖ (concentrate, conjuration, teleportation) **Requirements** The omox is in a space of liquid; **Effect** The omox teleports from its current space to any unoccupied space of liquid within 120 feet.

Slime Trap A creature hit by an omox's slime ball must attempt a DC 32 Reflex save.

Success The creature is unaffected.

Failure The creature takes a –10-foot circumstance penalty to its Speeds for 1 minute or until it Escapes (DC 35).

Critical Failure As failure, but the target is also clumsy 1 for the same duration.

Smother ❖ **Requirements** The omox has a creature grabbed; **Effect** The demon flows over the grabbed creature, covering it in oozing acidic slime. The creature must succeed at a DC 32 Fortitude save or else it becomes blinded and must hold its breath or begin suffocating. These effects lasts as long as the omox has the creature grabbed.

DEMONS AND SOULS

Demons, like many other fiends, hunger for souls. In their eyes, the primary use for these souls is to spawn new demons, who can serve as soldiers, slaves, pawns, or even currency for their more powerful masters.



Custom Contracts

You can modify the abilities in the Hellbound creature template to suit the devil granting them or the specific agreement. For example, a mortal seeking allure might gain Diplomacy rather than Deception and *charm* rather than *burning hands*.



Devil

There are countless legions of lawful fiends in the nine layers of Hell, warring against the celestial planes and scouring the Material Plane for souls to corrupt.

Hellbound Creature

Sadly, there's no shortage of people willing to trade all they have for the promise of power. Infernal contracts are the most common of such agreements, but powerful devils can offer even greater abilities at the cost of the mortal's soul and an obligation to advance Hell's infernal agenda. This mortal becomes a fiend known as a Hellbound creature.

Creating a Hellbound Creature

Hellbound is a theme template applied to creatures and NPCs to reflect powers gained through a bargain with Hell. Theme templates provide additional abilities to the base creature based on its level. When you add any template that grants numerous additional abilities, you should strongly consider removing one or more of the creature's original abilities to compensate, or consider raising the creature's level by 1 and adjusting its other statistics accordingly.

All Creatures: Change the creature's alignment to evil, if it isn't already. Add the devil and fiend traits. The creature gains resistance to fire equal to its level and weakness to good equal to half its level.

1st Level or Higher: Add Deception to the creature's skills. The creature gains greater darkvision.

4th Level or Higher: The creature can cast 1st-level *burning hands* once per day as a divine innate spell; for every 2 levels it has beyond 4th, *burning hands* is heightened an additional spell level.

7th Level or Higher: The creature gains the *infernal pact* ritual.

12th Level or Higher: The creature can cast *dimension door* once per day as a divine innate spell.

17th Level or Higher: The creature can cast *true seeing* once per day as a divine innate spell.

Hellbound Attorney

The Hellbound attorney sought the assistance of a phistophilus—one of Hell's contract devils—to bolster her legalistic ability on the Material Plane.

HELLBOUND ATTORNEY **CREATURE 4**

UNCOMMON | LE | MEDIUM | DEVIL | FIEND | HUMAN | HUMANOID

Perception +11; greater darkvision

Languages Common, Infernal

Skills Acrobatics +10, Deception +11, Diplomacy +11 (+13 to Make an Impression), Intimidation +11, Legal Lore +14, Society +12

Str +1, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +3

Items elegant cane (as mace), legal ledgers

AC 20; **Fort** +9, **Ref** +12, **Will** +13

HP 60; **Weaknesses** good 2; **Resistances** fire 4

Abrogation of Consequences ↻ **Trigger** The Hellbound attorney rolls a success or critical failure on a saving throw against a linguistic effect; **Effect** The attorney finds a loophole in the wording of the effect, turning the success into a critical success or a critical failure into a normal failure.

Speed 20 feet

Melee ❖ elegant cane +12 (agile, finesse, shove), **Damage** 1d4+3 bludgeoning

Divine Innate Spells DC 21; **1st** *burning hands*

Opening Statement ❖ (auditory, concentrate) **Trigger** The Hellbound attorney's turn begins; **Effect** The attorney enumerates the alleged crimes of a creature they can see and attempts a Legal Lore check against that creature's Will DC. On a success, the attorney's Strikes deal an additional 2d6 precision damage (4d6 precision damage on a critical success) to the creature until the end of the attorney's turn.

LEVALOCH (WARMONGER DEVIL)

Fearsome giants of jagged iron, levalochs serve in the armies of Hell as potent warriors and tenacious hunters—creatures of absolute discipline endlessly obedient to diabolical tyrants.

LEVALOCH — CREATURE 7

LE LARGE CONSTRUCT DEVIL FIEND

Perception +16; greater darkvision

Languages Celestial, Infernal; telepathy 100 feet (page 306)

Skills Acrobatics +14, Athletics +17, Intimidation +14, Religion +14

Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +3, **Cha** +1

Hellstrider A levaloch ignores the effects of non-magical difficult terrain. They take no damage from caltrops or from damaging terrain that deals physical, acid, or cold damage. A levaloch can move through liquids up to 5 feet deep at their full Speed.

AC 25; **Fort** +17, **Ref** +14, **Will** +12; +1 status to all saves vs. magic

HP 105; **Immunities** death effects, disease, doomed, drained, fatigued, fire, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** good 5; **Resistances** physical 5 (except silver)

Phalanx Fighter All devils of equal or lower level adjacent to a levaloch gain a +1 circumstance bonus to their AC as the levaloch shields them from harm.

Stable Stance A levaloch gains a +2 circumstance bonus to their Fortitude DC against being Shoved and to other saving throws to resist being moved against their will.

Speed 30 feet, climb 30 feet

Melee ❖ *trident* +19 (evil, magical), **Damage** 2d8+9 piercing plus 1d6 evil and merciless thrust

Ranged ❖ *trident* +16 (evil, magical, thrown 20 feet), **Damage** 2d8+9 piercing plus 1d6 evil

Ranged ❖ barbed net +16 (magical, range increment 20 feet), **Effect** barbed net

Rituals DC 22; *Infernal pact* (page 311)

Barbed Net When a levaloch hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 1 and takes a –10-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 22), or if the Strike misses, the net crumbles into rust. Each time a creature attempts to Escape, it takes 1d6 slashing damage from the net's barbs, regardless of whether the attempt succeeds.

Forge Weapon ❖ (manipulate) A levaloch reforges part of their barbed iron substance into a new *+1 striking trident* or barbed net. Their previous trident crumbles to rust. When the levaloch is destroyed, any tridents or barbed nets they created crumble to rust.

HELLFORGED CONSTRUCT

Levalochs are strange amalgamations of devil and automaton, never requiring food or rest. The engravings on their iron plates indicate their hellish allegiance to a certain archdevil, infernal duke, malebranche, or Queen of the Night.



DEFYING LIMITATION

While Dis is a city of unyielding order and unforgiving law, the Queen of the Night Eiseth operates outside of the established diabolical hierarchy. Despite her stronghold being located within the Infernal City, her army of erinyes, commanded by the fierce and brutal munagolas, answer only to her. They strike her enemies without mercy or restraint, even in open defiance of Dispater if it suits their queen.



Merciless Thrust When a levaloch hits a creature that has the clumsy, enfeebled, immobilized, or restrained conditions with a melee trident Strike, the Strike deals an additional 2d6 damage.

MUNAGOLA (EXECUTIONER DEVIL)

Munagolas are some of the most feared demonic warriors in Hell, combining the aerial strength and craftiness of erinyes with sheer brute force rivaling that of the strongest devils.

MUNAGOLA CREATURE 11

LE MEDIUM DEVIL FIEND

Perception +24; greater darkvision
Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet (page 306)
Skills Acrobatics +23, Athletics +22, Intimidation +21, Religion +18, Stealth +21
Str +7, **Dex** +6, **Con** +6, **Int** +3, **Wis** +5, **Cha** +6
Items *+1 breastplate*, *+1 striking composite longbow*, *+1 striking greataxe*

AC 31; **Fort** +23, **Ref** +21, **Will** +20; +1 status to all saves vs. magic
HP 165; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver)
No Escape ↷ **Trigger** A foe within reach moves away from the munagola; **Effects** The munagola Strides or Flies up to their Speed, following the retreating foe and keeping it in reach until the foe stops moving or the munagola has moved their full Speed.

Speed 30 feet, fly 40 feet
Melee ❖ *flaming greataxe* +24 (evil, fire, magical, sweep), **Damage** 2d12+13 slashing plus 1d6 evil and 1d6 fire
Melee ❖ horn +23 (agile, evil, magical), **Damage** 2d8+13 piercing plus 1d6 evil
Ranged ❖ *flaming composite longbow* +23 (deadly d10, evil, fire, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 evil and 1d6 fire
Divine Innate Spells DC 27; **5th** *dimension door*; **4th** *dimension door* (at will)
Rituals DC 27; *infernal pact* (page 311)
Felling Assault When a munagola hits with a melee Strike, they gain Improved Knockdown on all subsequent melee Strikes against that target until the end of the munagola's turn.
Flames of Fury Any weapon a munagola holds gains the effects of a *flaming* rune while they hold it.
Flight Commander of Dis ❖ The munagola directs aerial maneuvers, granting themself and evil allies with fly Speeds a +20-foot status bonus to their fly Speeds for 1 round.
Sudden Dive ❖❖ The munagola Flies twice. If they end their flight at a lower elevation than they started and within melee reach of at least one enemy, they can make a melee Strike against that enemy, gaining a +1 circumstance bonus to the Strike.

DEIMAVIGGA (APOSTATE DEVIL)

As masters of cold, calculated logic and perfectly timed proselytization, the loathsome deimaviggas seek to set friend against friend and turn the faithful from their beliefs at every opportunity.

DEIMAVIGGA CREATURE 17

LE MEDIUM DEVIL FIEND

Perception +32 (+36 to Sense Motive); greater darkvision
Languages Abyssal, Celestial, Common, Draconic, Infernal; indomitable oration, telepathy 100 feet (page 306)

Skills Acrobatics +29, Deception +34, Diplomacy +36, Intimidation +30, Religion +30, Society +27, Stealth +33

Str +7, **Dex** +8, **Con** +6, **Int** +4, **Wis** +7, **Cha** +9

Items *+2 resilient glamered full plate*

Indomitable Oration Any creature capable of comprehending speech understands the deimavigga, as if they constantly spoke in all languages at once.

AC 40; **Fort** +27, **Ref** +29, **Will** +32; +1 status to all saves vs. magic

HP 285; **Immunities** fire; **Weakness** good 15; **Resistances** physical 15 (except silver)

Whispers of Discord ↷ **Trigger** A creature within 60 feet is targeted by a spell that would restore Hit Points or provide a status bonus (the deimavigga automatically recognizes such effects); **Effect** The deimavigga whispers disturbing lies, audible only to the target, to shake the target's faith in the spell's caster. The target must attempt a DC 43 Will save.

Critical Success The target disbelieves the lies and receives the intended benefit of the spell; the target becomes temporarily immune to Whispers of Discord for 24 hours.

Success As critical success, but the target isn't temporarily immune.

Failure The spell fails to affect the target. The target refuses all aid from that caster for 1 round and doesn't count as the caster's ally.

Critical Failure As failure, but the duration is 1 minute.

Speed 30 feet, fly 40 feet

Melee ❖ claw +33 (agile, evil, finesse, magical), **Damage** 3d8+15 slashing plus 1d6 evil

Divine Innate Spells DC 42, attack +34; **9th** *divine decree*, *dominate*, *illusory scene* (at will); **7th** *dimension door*, *scrying*, *touch of idiocy* (at will), *veil*, *warp mind*; **4th** *dimension door* (at will); **3rd** *dream message* (at will)

Rituals DC 43; *infernal pact* (page 311)

Boundless Reach (conjuration, divine, teleportation) A deimavigga's razor-sharp claws can slice through reality, allowing them to make claw Strikes and use spells with a range of touch against any creature they can see directly or via divination magic. A creature targeted this way can retaliate until the start of the deimavigga's next turn; it can target the devil's claws as if the devil were physically present and adjacent to the target, though the claws are concealed.

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The deimavigga can take on the appearance of any humanoid. This doesn't change their Speed or attack and damage bonuses with Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Whisper Earworm ❖ (divination, divine, emotion, mental) The deimavigga whispers a terrifying multiversal truth to one adjacent creature, shaking its faith in reality and divinity. The target must attempt a DC 43 Will save. Celestials and fiends gain a +2 status bonus to this save.

Critical Success The target is unaffected and temporarily immune to Whisper Earworm for 24 hours.

Success The target is unaffected.

Failure The next time the target rests, it ruminates on the deimavigga's words instead of sleeping or otherwise resting and awakens fatigued. The target also becomes drained 1 and stupefied 1 until it's no longer fatigued.

Critical Failure As failure, but drained 2. After this rest, the target must attempt another DC 43 Will save. On a failure, the target becomes stupefied 2 and takes a –4 status penalty to Will saves against effects from evil creatures. These effects last until the target unlearns the truth spoken by the deimavigga, requiring a *modify memory* spell, other means of modifying their memory, or powerful magic such as *wish*.

LONE OPERATORS

While most devils perform a specialized role within a complex infernal machine, deimaviggas work almost exclusively alone, as they find even the most obedient minions a hindrance to their stratagems.



Lord of the Divs

The dread shadow known as Ahriman counts servants mainly among divs as well as a scattering of followers throughout the mortal realm.

Edicts Foil rulers, the proud, and the powerful; ruin anything created by mortals

Anathema create arts or crafts, serve a mortal, assist in mortal aims except to subvert and corrupt them

Follower Alignments LE, NE, CE

Devotee Benefits

Divine Font *harm*

Divine Skill Deception

Favored Weapon whip

Domains darkness, death, destruction, trickery

Cleric Spells 1st: *ill omen*[APG], **3rd:** *nondetection*, **5th:** *crushing despair*

Div

Some fiends want to tear down the multiverse; others dedicate themselves to creating chaos and carnage, or to rule over realms with an iron fist. Divs strive toward a different, if equally reprehensible, goal—they seek to thwart and ruin the schemes and works of mortal beings.

Long ago, divs were once genies bound to serve ancient mortal empires lost to the passage of eons. In the beginning, these genies were masters of creation, working alongside gracious mortal partners to create works of subtle design and powerful magical potential. What started as a collaboration with mortals soon morphed into abuse, disrespect, and even slavery and bondage. Eventually, these genies rebelled, but in doing so, they came under the sway of a nihilistic demigod known as Ahriman. Their new master twisted their form and granted them the power to avenge themselves upon their mortal overlords, leading to the birth of the first divs.

Since that first wave of corruption, new divs arise from the spirits of the most wicked and hateful genies who die on the Material Plane, or those truly betrayed by mortals and overcome through their desire for vengeance. Upon such a death, instead of returning to the Elemental Planes, these genies' spirits are trapped in the dread orbit of Abaddon, where Ahriman reshapes them as divs and hoists them back to the world to wreak vengeance upon mortals.

Div, Doru

These deceivers whisper fetid lies, sowing dark and dread inspiration into foolish mortal ears. Dorus serve as the spies and messengers of the divs. With silver tongues and dark motives, they often pledge themselves to vainglorious and deluded spellcasters, who they ply with wild conspiracies and rumors of deception among friends and foes alike; in the process, they push supposed masters to despotism and murderous revenge. All the while, dorus wean secrets, and weaknesses, from their marks. In the end, nearly every doru turns on their false liege, destroying the reputation and even causing the death of the person the doru pretended to serve.



Doru — Creature 1

LE TINY DIV FIEND

Perception +7; greater darkvision

Languages Common, Daemonic; telepathy (touch; page 306)

Skills Acrobatics +7, Arcana +8, Deception +6, Lore (any one) +10, Religion +5, Stealth +7

Str +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3

AC 16; **Fort** +4, **Ref** +9, **Will** +7

HP 20; **Weaknesses** cold iron 3, good 3

Covetous of Secrets Dorus have a weakness for secrets, hoarding them like a miser hoards gold. A creature can tempt a doru with some bit of obscure knowledge the doru doesn't know or thinks they don't know. Presenting the hint of the secret is a single action, which has the concentrate and linguistic traits, and requires a skill check using Deception, Lore, or Performance (or

some other appropriate skill determined by the GM) against the doru's Will DC. On a success, the doru is fascinated for as long as the presenter draws out the explanation of the secret (spending 1 action each round doing so, to a maximum of 1 minute). On a critical success, the doru is fascinated for that duration plus 1 minute more as it ponders the implications of the secret. Regardless of the outcome, the doru is temporarily immune to that creature's attempts to present it with secrets for 1 day.

Speed 15 feet, fly 30 feet

Melee ❖ bite +9 (agile, evil, finesse, magic, poison), **Damage** 1d6 piercing plus 1 evil and doru venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *charm*, *illusory object*; **Cantrips (1st)** *detect magic*

Doru Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and stupefied 1 (1 round); **Stage 3** 1d6 poison and stupefied 2 (1 round).

DORU SECRETS

Despite dorus' obsession, not all secrets capture their focus—instead, each fixates on a unique topic. Many are interested in the history of a particular mortal ancestry, while others delve into riddles, mathematical puzzles, or even local gossip.

DIV, AGHASH

Walking embodiments of curses, misfortune, and the evil eye, aghashes wander the deserts of the Material Plane, searching out the arrogant, charming, and persuasive to humiliate and undermine. Aghashes are often mistaken for some strange form of hag, and like those creatures, they're masters at curses.



AGHASH — CREATURE 4

LE MEDIUM DIV FIEND

Perception +12; greater darkvision

Languages Common, Daemonic; telepathy 100 feet (page 306)

Skills Arcana +9, Athletics +8, Deception +12, Intimidation +12, Religion +10, Stealth +10

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

AC 19; **Fort** +9, **Ref** +10, **Will** +12; +1 status to all saves vs. magic

HP 75; **Immunities** curse; **Weaknesses** cold iron 5, good 5

Hatred of Beauty While aghashes hate all mortals, they particularly despise beautiful objects and beautiful or charismatic mortals. When not in physical peril, an aghash is compelled to destroy art and other works of beauty. An aghash can't enter an area of pristine beauty without first marring it in some way. Given a choice, an aghash attacks a foe with the highest Charisma score first. If barred from doing so by force or some magical effect, they take 1d6 mental damage at the end of their turn.

Speed 25 feet

Melee ❖ claw +14 (agile, evil, finesse, magical), **Damage** 1d6+5 slashing plus 1d6 evil

Divine Innate Spells DC 21; **4th** *dimension door*, *outcast's curse*; **2nd** *touch of idiocy* (at will); **1st** *illusory object* (at will); **Cantrips (2nd)** *detect magic*

Divine Ritual DC 21; *div pact* (page 311)

Cursed Gaze ❖❖ (divine, concentrate, curse, fear, emotion, enchantment, mental, visual) The aghash fixes their gaze on one creature they can see within 20 feet. The creature must attempt a DC 21 Will save.

Critical Success The creature is unaffected.

Success The creature takes 2d6 mental damage and becomes frightened 1.

Failure The creature takes 4d6 mental damage and becomes either frightened 2 or stunned 1 (the aghash's choice).

Critical Failure The creature takes 8d6 mental damage and becomes frightened 2 and stunned 2.

Sandstorm ❖❖❖ (conjuration, divine, earth) **Frequency** once per day; **Effect** The aghash creates a

temporary sandstorm in a 30 foot emanation that lasts for 1 minute. Creatures within the emanation take a –4 circumstance penalty to Perception checks and must succeed at a DC 18 Fortitude save. On a failure, they're forced to hold their breath or else they start suffocating. A creature within the sandstorm at the end of its turn takes 1d6 slashing damage. Divs are immune to all effects of an aghash's sandstorm.

SEPID DECEPTIONS

Given that sepids always do the opposite of what they say they will, it might seem difficult for these divs to deceive anyone, which is far from the truth. Often, sepids avoid making statements about their own intentions and instead give orders or speak in analogies, riddles, and anecdotes, allowing those they manipulate to parse out their rationales with clever forms of deception.

DIV, PAIRAKA

Often charming, sometimes even seductive, pairakas worm their way into mortal relationships, subtly destroying the ties of friendship and love through emotional and physical corruption and plague. Pairakas appear as beautiful, blue-skinned humanoids spotted with large rashes and boils, but they rarely take on their true forms. Instead, they adopt shapes that attract just enough attention for them to worm their way into the confidences of those they wish to torment and corrupt.

PAIRAKA — CREATURE 7

LE MEDIUM DIV FIEND

Perception +15; greater darkvision

Languages Common, Daemonic; telepathy 100 feet (page 306)

Skills Acrobatics +14, Arcana +13, Deception +20, Diplomacy +20, Intimidation +16, Religion +13, Society +13, Stealth +16

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

AC 24; **Fort** +12, **Ref** +16, **Will** +17; +1 status to all saves vs. magic

HP 105; **Immunities** disease; **Weaknesses** cold iron 5, good 5

Hatred of Red Pairakas hate the color red. They won't wear the color or willingly enter any place painted red. Given a choice, they'll attack a creature wearing red first. If barred from expressing their displeasure toward the color by force or some magical effect, they take 2d6 mental damage at the end of their turn.

Speed 25 feet, fly 35 feet

Melee ❖ claw +16 (agile, evil, finesse, magical), **Damage** 2d8+6 slashing plus 1d6 evil and bubonic plague

Divine Innate Spells DC 25; **4th** *charm* (at will), *dimension door* (at will), *misdirection* (at will; self only), *outcast's curse* (at will), *suggestion* (at will); **Cantrips (4th)** *detect magic*

Divine Ritual DC 25; *div pact* (page 311)

Bubonic Plague (disease) A creature can't remove the fatigued condition while infected; **Saving Throw** DC 23 Fortitude; **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 3, fatigued, and take 1d6 persistent bleed damage every 1d20 minutes (1 day)

Change Shape ❖ (concentration, divine, polymorph, transmutation) The pairaka can take the appearance of any Small or Medium humanoid or animal. This doesn't change their Speed or their attack and damage modifiers with the Strikes, but it might change the damage type their strikes deal.

Tormenting Dreams ❖❖ (divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** The pairaka torments a sleeping

creature within 100 feet with visions of betrayals by loved ones and friends. The target must attempt a DC 25 Will save, with the effects of the *nightmare* spell.

DIV, SEPID

Sepids are the brutal warlords of the divs, delighting in violence against mortals and their own particular flavor of vengeance. Inveterate liars, sepids can't help but spout the most outrageous lies, and their form and nature represent the power of falsehoods to snowball into violence that can cost countless lives. Among mortals, they rally troops to incite rebellion, war, and other forms of carnage, savoring mortals who slaughter each other. These giant beings usually stand around 13 feet tall; they wade through battlefields seeking out heroes and generals, rejoicing maniacally as they cut their foes down.

SEPID — CREATURE 14

LE LARGE DIV FIEND

Perception +24; greater darkvision

Languages Common, Daemonic; telepathy 100 feet (page 306)

Skills Acrobatics +23, Arcana +20, Athletics +28, Deception +22, Intimidation +26, Religion +20, Stealth +23

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

Items *+2 striking falchion*

AC 34; **Fort** +28, **Ref** +23, **Will** +20; +1 status to all saves vs. magic

HP 350; **Weaknesses** cold iron 10, good 10

Blatant Liar While all divs delight in lying, sepids are compulsive and predictable liars who always do the opposite of what they claim they'll do. If a sepid is ever forced or compelled to tell the truth, they take 4d8 mental damage.

Attack of Opportunity ↷ A sepid gains an extra reaction each round that they can use only to make an Attack of Opportunity.

Deflecting Lie ↷ **Trigger** A creature hits the sepid with a ranged Strike or a ranged spell attack roll; **Effect** The sepid lies in an attempt to divert the attack. They roll a Deception check against the triggering creature's Perception DC. On a success, if the triggering attack roll was a success, it becomes a failure, and if the triggering attack roll was a critical hit, it becomes a normal success.

Speed 35 feet

Melee ❖ *falchion* +30 (evil, forceful, magical, sweep), **Damage** 2d10+16 slashing plus 1d6 evil and 1d6 mental

Melee ❖ claw +28 (agile, evil, magical), **Damage** 3d8+16 slashing plus 1d6 evil and 1d6 mental

Divine Innate Spells DC 34; **7th** *dispel magic*, *misdirection* (at will; self only), *nondetection* (at will; self only), *paralyze*; **4th** *darkness* (at will), *dimension door* (at will), *fly*; **3rd** *comprehend language* (at will; self only); **Cantrips (7th)** *detect magic*

Divine Ritual DC 34; *div pact* (page 311), *create undead* (no secondary caster required)

Rain of Debris ❖❖ (divine, evil, evocation) The sepid calls forth a hail of stone, wood, metal, and similar debris in a 40-foot emanation, dealing 10d6 bludgeoning damage and 5d6 evil damage. Each creature in the area other than the sepid must attempt a basic DC 31 Reflex saving throw. The sepid can't use Rain of Debris again for 1d4 rounds.



OTHER DIVS

The divs on these pages present only a few of the forms that Ahriman gave these manipulative fiends. Other types of divs include ghawwas, amphibious divs who prey on sailors; the lion-headed shiras, who obsess over toying with their prey and can never go for the easy kill; and the stinking fly-like druj nasus, who have an obsession with dogs.

Mouths of the Gods

While most divine wardens lack the ability to speak, a deity might imbue a divine warden with the capability by quoting scripture. The guardian can therefore communicate the deity's will to their faithful, though typically in a cryptic fashion. Divine wardens might also have the ability to lead in song or prayer.



Divine Warden

Created through complex rituals performed by a faith's adherents, divine wardens have been imbued with a fraction of the power that courses through a champion or cleric of a particular deity. This divine spark allows the divine warden to serve as the protector for a temple, shrine, or other holy site. Such guardians aren't intrinsically bound to a fixed location, but they rarely leave the temple or site over which they watch.

Most divine wardens have been crafted from clay, stone, wood, or similar materials and typically have features that resemble a deity or a deity's herald. Divine wardens often have other abilities typically exhibited by constructs, such as armor plating, the ability to disguise themselves as statues, or other similar benefits.

The faithful worshippers who craft divine wardens typically animate the constructs using a special ritual in which the followers beseech their deity to empower the guardian. The divine mandate that imbues a divine warden with power also allows the sentinel to recognize enemies of its deity and prevents the construct from attacking other members of the faith, unless these patrons choose to attack it first.

In rare cases or particularly dire times, a deity might create a divine warden by directly animating an existing statue or idol to aid faithful followers. These divine guardians are most likely to be found outside of their original locations, assisting displaced congregations or pursuing those who might harm the faithful.

Creating a Divine Warden

You can build a divine warden from the ground up using the standard rules for monster creation (which is how the divine warden on the following page was built), or you can turn an existing construct into a divine warden by taking the following steps. In either case, the specific divine warden abilities listed below work the same.

Select the deity that empowered the divine warden. This deity is the divine warden's patron deity. Increase the creature's level by 1 and change its statistics as follows.

- It gains the uncommon and divine traits. Its alignment changes to match that of its patron deity. For example, a divine warden of a lawful good deity becomes a lawful good creature.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1. If the creature didn't have any listed DCs, use the moderate DC for a creature of its level for any new abilities that require a DC.
- Increase its Hit Points as shown on the table below.

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

Divine Warden Abilities

A divine warden retains any abilities it had previously, and it gains the abilities listed below. You might need to adjust or remove other abilities that conflict with the construct's new theme as a divine warden.

Divine Destruction (divine, necromancy) When the divine warden is reduced to 0 HP, it erupts with divine energy in a 30-foot emanation, dealing 1d6 damage per level. This damage is either positive or negative, determined by the patron deity's divine font (chosen at the divine warden's creation if the deity offers a choice), and this ability gains

the corresponding trait. Each creature in the area must attempt a Will save with the following outcomes.

Critical Success The creature takes half damage.

Success The creature takes full damage.

Failure The creature takes full damage and becomes temporarily cursed by the patron deity. The creature becomes enfeebled 1 and stupefied 1 for 1 day; this is a curse effect that uses the Will save DC as the counteract DC.

Critical Failure As failure, except the creature becomes enfeebled 2 and stupefied 2.

Divine Innate Spells A divine warden whose patron deity has any alignment components gains *divine lance* as an innate cantrip. A divine warden with a neutral patron deity instead gains *daze* as an innate cantrip.

Divine Domain Spells The divine warden selects two of its patron deity's domains. The divine warden can cast the basic domain spell for its chosen domains. The divine warden has a focus pool of 1 Focus Point. It can't Refocus, but its focus pool automatically refills 24 hours after it last used a Focus Point. If the divine warden is at least 10th level, it also gains the advanced domain spells for its chosen domains, and its focus pool increases to 2 Focus Points.

Faith Bound (abjuration, divine) A divine warden can't attack a creature that openly wears or displays the religious symbol of the divine warden's patron deity unless that creature uses a hostile action against the divine warden first. If the divine warden is intelligent, it can also attack a creature it believes isn't faithful to its deity or who wears the religious symbol as a ruse (typically after succeeding at a Perception check to Sense Motive).

Faithful Weapon A divine warden always wields its patron deity's favored weapon. If the weapon is a ranged weapon, the divine warden automatically generates new ammunition with each attack. For a divine warden of 4th level or higher, the deity's favored weapon gains the effects of a *striking* rune while the divine warden wields it; at 12th level, these effects are of a *greater striking* rune, and at 19th level, they're instead of a *major striking* rune.

Instrument of Faith The divine warden is a beacon for its deity's faith. A cleric of the divine warden's patron deity can channel a *heal* spell through a divine warden they can see within 60 feet. The cleric determines any targets or area for the spell as if they were standing in the divine warden's space.

DIVINE WARDEN

This divine warden serves Nethys, the neutral god of magic. It uses its divine gift to defend temples or shrines of Nethys.

DIVINE WARDEN OF NETHYS — CREATURE 5

UNCOMMON | N | LARGE | CONSTRUCT | MINDLESS

Perception +11; darkvision

Skills Athletics +14

Str +5, **Dex** –2, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 22; **Fort** +15, **Ref** +9, **Will** +11

HP 60; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Divine Destruction (divine, necromancy) 5d6 negative, DC 19

Faith Bound

Speed 30 feet

Melee ❖ fist +14 (magical, reach 10 feet), **Damage** 2d8+7 bludgeoning plus Grab (page 305)

Melee ❖ staff +14 (magical, reach 10 feet, two-hand d8), **Damage** 2d4+7 bludgeoning plus Grab (page 305)

Divine Innate Spells DC 19; **Cantrips (3rd)** *daze*

Divine Domain Spells 1 Focus Point, DC 19; **3rd** *cry of destruction* (*Core Rulebook* 390), *protector's sacrifice* (*Core Rulebook* 395)

Faithful Weapon staff, *striking* rune

Instrument of Faith

HEROES OF THE FAITH

In the rare instances where a deity personally creates a divine warden, the deity tends to animate depictions of great heroes from their faith. The specific image of the hero serves to inspire devotees and act as a leader in combat. Occasionally, the deity will call on the spirit of the hero to actually embody the divine warden, allowing the hero to fight for their faith once again.

Rumored Rivalries

Some Tian philosophers, particularly worshipers of Qi Zhong—the Tian god of magic, medicine, and knowledge—speculate that each type of imperial dragon is mortal enemies with another type. Asking the dragons if this hypothesis is true often gets one laughed out of their lairs or a breath weapon to the face. In truth, imperial dragons have complicated relationships with one another that aren't as simple as being enemies or friends.

Rules of Depiction

In some parts of the old empire of Lung Wa, it was illegal—blasphemous even—to depict a dragon with five talons on objects not used by the emperor or royalty. Officials might receive permission to wear a robe with a "four-talon serpent," while common folk were only ever allowed to depict dragons with three talons, even for their temples. These rules might explain why old portraits of young sovereign dragons sold amongst the wealthy often have clutter in the foreground, obscuring their claws.

Dragon, Imperial

Imperial dragons, namesake of the Dragon Empires and guardians of Tian Xia before humanity arrived, embody five strengthening and counteracting forces. Unlike other true dragons, imperial dragons dive deep into human affairs. Some remain secretive, posing as reclusive hermits, while others keep a high profile, openly ruling factions. Tian cultures in turn venerate the dragons, depicting gods in the form of dragons or claiming ancestry from them. Not all are adored, for plenty of these creatures act wickedly.

Draconic Cycles

Five elements underpin the magical powers of imperial dragons, influencing their relationships to all things and, especially, to others of their kind. These elements interlink in two cycles. In the first cycle, each element feeds one other: wood feeds fire, fire feeds earth, earth feeds metal, metal feeds water, and water feeds wood. In the second cycle, each element counters another: wood counters earth, earth counters water, water counters fire, fire counters metal, and metal counters wood.

Each imperial dragon represents one element and has four abilities related to the cycle. For example, the forest dragon—linked to wood—feeds fire, is fed by water, counters earth, and is countered by metal.

Shape-Changing Dragons

Imperial dragons are the most likely (and willing) of Golarion's dragons to take humanoid forms. The vast majority of them have the following ability, with the tradition trait matching the dragon's innate spells:

Change Shape ❖ (concentrate, polymorph, transmutation) The dragon takes on the appearance of any Small or Medium humanoid. This doesn't change their Speed or attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

Imperial Dragon Spellcasters

Each imperial dragon has a sidebar on spellcasting dragons of that kind. To make an imperial dragon spellcaster, remove the dragon's Coiling Frenzy and Draconic Momentum abilities and give them the spells outlined in their sidebar. You can swap any number of these spells with others from the same tradition, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence, Wisdom, or Charisma modifier by 1 or 2 to reflect their mastery of magic.

Imperial Dragons on Golarion

Imperial dragons are rarely spotted beyond Tian Xia, where some establish territories to amass power, while others follow their natural affinity to seek a place of comfort.

Forest Dragon

Forest dragons oversee the endless growth of nature, protect it from plunder, and reclaim ruins for the wilderness. Some say these dragons jealously hoard nature's bounty for themselves while seeing everyone else who tries to benefit from nature as thieves and poachers. They loathe the progress of technology and civilization, preferring the company of monsters and animals.

Forest dragons are their forests in a literal sense. Over time, their hair becomes mossy, their hide toughens like bark, and small insects or animals live within them.

Young Forest Dragon — Creature 10

UNCOMMON | CE | LARGE | DRAGON | PLANT

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Sylvan

Skills Acrobatics +18, Athletics +21, Deception +17, Intimidation +19, Nature +22, Stealth +18 (+22 in forests), Survival +16

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

AC 30; **Fort** +21, **Ref** +16, **Will** +20

HP 195; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 5

Countered by Metal If the forest dragon takes damage from a metal item, they lose woodland stride and *pass without trace* until the end of their next turn.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27 (page 305). Animals, fungi, and plants take a –2 circumstance penalty to the save.

Fed by Water ↷ (healing, necromancy, primal) **Frequency** once per hour; **Trigger** The forest dragon is targeted with a water spell or effect; **Effect** The forest dragon gains 30 temporary Hit Points.

Speed 40 feet, fly 100 feet; woodland stride

Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d10+12 piercing plus 1d6 poison

Melee ❖ claw +23 (agile), **Damage** 2d8+12 slashing plus Grab (page 305)

Melee ❖ tail +23 (reach 20 feet), **Damage** 2d8+12 bludgeoning plus Grab (page 305)

Primal Innate Spells DC 29; **3rd** *fear* (animals, fungi, and plants only); **2nd** *entangle*; **Cantrips (2nd)** *know direction*; **Constant (1st)** *pass without trace* (forest terrain only)

Breath Weapon ❖❖ (evocation, primal) The dragon unleashes a swarm of insects that deals 10d6 piercing damage in a 30-foot cone (DC 29 basic Reflex save) before dispersing. A creature that critically fails is stunned 2 from the insects' venom; this is a poison effect. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy ❖❖ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict ❖ 2d8+8 bludgeoning, DC 29 (page 304)

Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

Woodland Stride The forest dragon ignores difficult terrain and greater difficult terrain from non-magical foliage.

ADULT FOREST DRAGON CREATURE 14

UNCOMMON CE HUGE DRAGON PLANT

Perception +25; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Sylvan

Skills Acrobatics +21, Athletics +27, Deception +24, Intimidation +26, Nature +25, Stealth +21 (+25 in forests), Survival +23

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

AC 36; **Fort** +25, **Ref** +22, **Will** +27; +1 status to all saves vs. magic

HP 290; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 10

Countered by Metal As young forest dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32 (page 305). Animals, fungi, and plants take a –2 circumstance penalty to the save.

Fed by Water ↷ As young forest dragon, but 35 temporary HP.

Speed 40 feet, fly 120 feet; woodland stride

Melee ❖ jaws +29 (magical, reach 15 feet), **Damage** 3d10+13 piercing plus 2d6 poison

Melee ❖ claw +29 (agile, magical, reach 10 feet), **Damage** 3d8+13 slashing plus Grab (page 305)

Melee ❖ tail +29 (magical, reach 25 feet), **Damage** 3d8+13 bludgeoning plus Grab (page 305)

Primal Innate Spells DC 34; **4th** *entangle*, *tree shape*

ONE DRAGON, MANY NAMES

Classifying a dragon is as difficult as asking for their name. A variety of names and classifications have been used throughout history based on traits such as location, behavior, color, or other qualities. It isn't uncommon, therefore, for one dragon to be described as many different types of dragon over their lifetime. For example, scholars speculate that the coiling dragon, leaping dragon, and flying dragon of ancient Tian records are all attempts at identifying sky dragons.



Forest Dragon Spellcasters

Forest dragon spellcasters tend to cast the following spells.

Young Forest Dragon

Primal Prepared Spells DC 29, attack +22; **4th** *gaseous form*, *hallucinatory terrain*, *solid fog*; **3rd** *animal vision*, *stinking cloud*, *wall of thorns*; **2nd** *animal messenger*, *darkness*, *water breathing*; **1st** *create water*, *goblin pox*, *pest form*; **Cantrips (4th)** *acid splash*, *detect magic*, *guidance*, *read aura*, *tanglefoot*; **Rituals** DC 29; *plant growth*

Adult Forest Dragon

Primal Prepared Spells DC 34, attack +28; As young forest dragon, plus **6th** *baleful polymorph*, *purple worm sting*, *tangling creepers*; **5th** *cloudkill*, *moon frenzy*, *tree stride*; **Cantrips (6th)** *acid splash*, *detect magic*, *guidance*, *read aura*, *tanglefoot*; **Rituals** DC 34; *commune with nature*

Ancient Forest Dragon

Primal Prepared Spells DC 41, attack +35; As adult forest dragon, plus **9th** *implosion*, *nature's enmity*; **8th** *horrid wilting*, *polar ray*, *punishing winds*; **7th** *eclipse burst*, *prismatic spray*, *true target*; **Cantrips (9th)** *acid splash*, *detect magic*, *guidance*, *read aura*, *tanglefoot*

(see forest shape); **Cantrips (4th)** *know direction*; **Constant (1st)** *pass without trace* (forest terrain only)

Breath Weapon ❖❖ (evocation, primal) As young forest dragon, but 14d6 damage and 40-foot cone (DC 34).

Coiling Frenzy ❖❖ As young forest dragon.

Draconic Momentum As young forest dragon.

Draining Blight ❖❖ (healing, necromancy, negative, primal) **Frequency** once per day; **Effect** The dragon draws moisture from the living creatures surrounding them, using the energy to heal their own wounds. Each living creature in a 30-foot emanation takes 7d10 negative damage (DC 34 basic Fortitude save). Creatures made entirely of water and plant creatures use the outcome one degree of success worse than they rolled. The dragon regains Hit Points equal to half of the highest damage a single creature takes from this effect.

In addition, all non-creature plant life in the area withers and dies, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. Water is also consumed in the same way, typically lowering any standing body of water fully within the area by 1 foot.

Forest Shape When casting *tree shape*, a forest dragon can become a tree of the same size and age as themself.

Greater Constrict ❖ 3d8+10 bludgeoning, DC 34 (page 305)

Woodland Stride As young forest dragon.

Ancient Forest Dragon — Creature 19

RARE CE GARGANTUAN DRAGON PLANT

Perception +33; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Elven, Sylvan, Terran

Skills Acrobatics +31, Athletics +37, Deception +31, Intimidation +33, Nature +36, Stealth +29 (+33 in forests), Survival +35

Str +9, **Dex** +4, **Con** +7, **Int** +5, **Wis** +8, **Cha** +6

AC 44; **Fort** +32, **Ref** +29, **Will** +35; +1 status to all saves vs. magic

HP 410; **Immunities** paralyzed, poison, sleep; **Weakness** fire 15

Countered by Metal As young forest dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39 (page 305). Animals, fungi, and plants take a –2 circumstance penalty to the save.

Fed by Water ↻ As young forest dragon, but 40 temporary HP.

Speed 40 feet, fly 160 feet; woodland stride

Melee ❖ jaws +36 (magical, reach 20 feet), **Damage** 4d10+17 piercing plus 3d6 poison and lignifying bite

Melee ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 4d8+17 slashing plus Grab (page 305)

Melee ❖ tail +36 (magical, reach 30 feet), **Damage** 4d8+17 bludgeoning plus Grab (page 305)

Primal Innate Spells DC 41, attack +35; **6th** *tangling creepers*; **4th** *entangle*, *tree shape* (see forest shape), *speak with plants* (at will); **Cantrips (6th)** *know direction*; **Constant (1st)** *pass without trace* (forest terrain only)

Breath Weapon ❖❖ (evocation, primal) As young forest dragon, but 20d6 damage and 60-foot cone (DC 41).

Coiling Frenzy ❖❖ As young forest dragon.

Draconic Momentum As young forest dragon.

Draining Blight ❖❖ As adult forest dragon, but 9d10 damage (DC 41).

Forest Shape As adult forest dragon.

Greater Constrict ❖ 4d8+10 bludgeoning, DC 41 (page 305)

Lignifying Bite (plant, primal, transmutation) When a creature made of flesh is reduced to 0 Hit Points by the dragon's jaws Strike, that creature must attempt a DC 41 Fortitude save. If it fails, it dies, and its flesh, made of earth in a metaphysical sense, turns to wood. The wood is living and might grow into a tree over time, but it can't be used as a body or piece of a body for *raise dead* or other magic that would return the creature to life.

Woodland Stride As young forest dragon.

SEA DRAGON

Sea dragons' affinity with water grants them mastery over rain, storms, and floods. Those whose livelihoods are at the mercy of the weather and waves frequently venerate these great aquatic creatures. Most sea dragons respond kindly to requests, but, like the sea, they can be unpredictable and fickle.

Sea dragons have disk-shaped scales like fish and webbed claws as well as large back and tail fins to aid in swimming. They appear in vivid and vibrant colors, like aquatic wildlife. Underwater flora and fauna grow and thrive upon older sea dragons, and ancient sea dragons often have a head of coral around their antlers, giving them the image of being crowned royalty.

YOUNG SEA DRAGON — CREATURE 8

UNCOMMON | CG | LARGE | AMPHIBIOUS | DRAGON | WATER

Perception +15; darkvision, wavesense (imprecise) 60 feet (page 307)
Languages Aquan, Common, Draconic
Skills Acrobatics +16, Arcana +14, Athletics +19, Deception +14, Intimidation +16, Nature +15, Society +14, Stealth +16, Survival +13
Str +5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +2

AC 27, fed by metal; **Fort** +17, **Ref** +18, **Will** +15
HP 140; **Immunities** paralyzed, sleep
Countered by Earth If the sea dragon is targeted with an earth spell or *flesh to stone*, they lose Liquefy until the end of their next turn.
Fed by Metal (arcane, transmutation) When a sea dragon is struck by a weapon made primarily of metal or affected by a spell that uses metal, many of the dragon's scales transform to mimic the metal. This grants the dragon a +1 item bonus to AC until the start of their next turn.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24 (page 305)
Liquefy ↻ (abjuration, arcane, water) **Trigger** The dragon is targeted by a Strike or spell that could deal fire or physical damage to them; **Effect** The dragon liquefies, turning entirely to water while maintaining their shape, for a split second. Against the triggering effect, they gain resistance 15 to fire and to all physical damage.

Speed 30 feet, fly 100 feet, swim 50 feet; *water walk*
Melee ❖ jaws +20 (reach 10 feet), **Damage** 2d10+11 piercing plus hyponatremia (page 78)
Melee ❖ claw +20 (agile), **Damage** 2d8+11 slashing plus Grab (page 305)
Melee ❖ tail +20 (reach 20 feet), **Damage** 2d8+11 bludgeoning plus Grab (page 305)
Arcane Innate Spells DC 26; **2nd** *endure elements* (self only); **1st** *create water* (at will); **Constant (2nd)** *water walk*
Breath Weapon ❖❖ (arcane, evocation, water) The dragon shoots a ball of water that deals 9d6 bludgeoning damage in a 20-foot burst within 40 feet (DC 26 basic Reflex save). All non-magical fire in the radius is extinguished. The dragon can't use Breath Weapon again for 1d4 rounds.

CHILDREN OF GREEN SPEARS

A great ancient forest dragon used to live in the Vale of Green Spears, a massive bamboo forest at the center of the Tengu nation Kwanlai. The dragon's last nest of eggs survived her death, and the young dragons hatched from this clutch now fight viciously for control over their late mother's territory.





Sea Dragon Spellcasters

Sea dragon spellcasters tend to cast the following spells.

Young Sea Dragon

Arcane Prepared Spells DC 26, attack +19; **3rd** *feet to fins*, *haste*, *wall of wind*; **2nd** *hideous laughter*, *resist energy*, *water breathing*; **1st** *air bubble*, *grease*, *grim tendrils*; **Cantrips (3rd)** *detect magic*, *message*, *prestidigitation*, *read aura*, *shield*

Adult Sea Dragon

Arcane Prepared Spells DC 32, attack +26; As young sea dragon, plus **5th** *mariner's curse*, *tongues*, *wall of ice*; **4th** *dimension door*, *gaseous form*, *resilient sphere*; **Cantrips (5th)** *detect magic*, *message*, *prestidigitation*, *read aura*, *shield*; **Rituals** DC 32; *commune with nature*

Ancient Sea Dragon

Arcane Prepared Spells DC 38, attack +33; As adult sea dragon, plus **8th** *disappearance*, *discern location*, *horrid wilting*; **7th** *energy aegis*, *project image*, *spell turning*; **6th** *phantasmal calamity*, *repulsion*, *true seeing*; **Cantrips (8th)** *detect magic*, *message*, *prestidigitation*, *read aura*, *shield*; **Rituals** DC 38; *commune with nature*



Unexpected Homes

Sea dragons, despite their friendliness, don't like to share their territory. The youngest and weakest sea dragons are often ousted by older and stronger opponents from even the smallest ponds. In desperation, these dragons sometimes take up residence in wells and cisterns, much to the shock of unsuspecting villagers.

Coiling Frenzy ◆◆ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.
Constrict ◆ 2d8+6 bludgeoning, DC 26 (page 304)
Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.
Hyponatremia (water) A living creature that takes damage from the sea dragon's jaws Strike must succeed at a DC 26 Fortitude save or become sickened 1 as a surge of excess water floods its body.

Adult Sea Dragon — Creature 12

UNCOMMON | CG | HUGE | AMPHIBIOUS | DRAGON | WATER

Perception +21; darkvision, wavesense (imprecise) 60 feet (page 307)
Languages Aquan, Auran, Common, Draconic, Elven
Skills Acrobatics +23, Arcana +18, Athletics +26, Deception +19, Intimidation +21, Nature +22, Society +18, Stealth +21, Survival +20
Str +6, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3

AC 33, fed by metal; **Fort** +22, **Ref** +25, **Will** +20; +1 status to all saves vs. magic
HP 225; **Immunities** paralyzed, sleep
Countered by Earth As young sea dragon.
Fed by Metal As young sea dragon.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30 (page 305)
Vortex (aura, water) 40 feet. Water in the aura that's also in the same body of water as the dragon is difficult terrain for Swimming creatures which don't have the water trait.
Liquefy ↻ (abjuration, arcane, water) As young sea dragon, but resistance 20.

Speed 30 feet, fly 100 feet, swim 50 feet; *water walk*
Melee ◆ jaws +26 (magical, reach 15 feet), **Damage** 3d10+12 piercing plus hyponatremia
Melee ◆ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing plus Grab (page 305)
Melee ◆ tail +26 (magical, reach 25 feet), **Damage** 3d8+12 bludgeoning plus Grab (page 305)
Arcane Innate Spells DC 32; **2nd** *create water* (at will), *endure elements* (self only); **Constant (2nd)** *water walk*
Rituals DC 32; *control weather* (doesn't require secondary casters)
Breath Weapon ◆◆ (arcane, evocation, water) As young sea dragon, but 13d6 damage in a 25-foot burst within 50 feet (DC 32 basic Reflex save).
Coiling Frenzy ◆◆ As young sea dragon.
Draconic Momentum As young sea dragon.
Greater Constrict ◆ 3d8+6 bludgeoning, DC 30 (page 305)
Hyponatremia (water) As young sea dragon, but DC 32.

Ancient Sea Dragon — Creature 17

RARE | CG | GARGANTUAN | AMPHIBIOUS | DRAGON | WATER

Perception +30; darkvision, wavesense (imprecise) 60 feet (page 307)
Languages Aquan, Auran, Celestial, Common, Draconic, Elven
Skills Acrobatics +32, Arcana +26, Athletics +33, Deception +25, Intimidation +27, Nature +28, Society +26, Stealth +32, Survival +26
Str +8, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4

AC 41, fed by metal; **Fort** +29, **Ref** +32, **Will** +27; +1 status to all saves vs. magic
HP 350; **Immunities** paralyzed, sleep
Countered by Earth As young sea dragon.
Fed by Metal As young sea dragon.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 36 (page 305)
Vortex (aura, water) 60 feet. As adult sea dragon.
Liquefy ↻ (abjuration, arcane, water) As young sea dragon, but resistance 25.

Speed 50 feet, fly 140 feet, swim 70 feet; *water walk*
Melee ◆ jaws +34 (magical, reach 20 feet), **Damage** 3d12+16 piercing plus hyponatremia
Melee ◆ claw +34 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing plus Grab (page 305)

Melee ❖ tail +34 (magical, reach 25 feet), **Damage** 3d10+16 bludgeoning plus Grab (page 305)
Arcane Innate Spells DC 38; **5th** *control water*, *create water* (at will); **3rd** *endure elements* (self only); **Constant (2nd)** *water walk*
Rituals DC 38; *control weather* (doesn't require secondary casters)
Breath Weapon ❖❖ (arcane, evocation, water) As young sea dragon, but 18d6 bludgeoning damage in a 30-foot burst within 60 feet (DC 38 basic Reflex save).
Coiling Frenzy ❖❖ As young sea dragon.
Draconic Momentum As young sea dragon.
Greater Constrict ❖ 3d10+8 bludgeoning, DC 38 (page 305)
Hyponatremia (water) As young sea dragon, but DC 38 and sickened 2.
Tidal Wave ❖❖❖ (arcane, evocation, manipulate, water) **Frequency** once per 10 minutes; **Requirements** The dragon is in a body of water at least as large as they are; **Effect** The dragon slams their body down, sending a towering wave outward. This wave deals 10d12 bludgeoning damage in a 90-foot emanation. Each creature in the area must attempt a DC 38 Reflex save. Structures and unattended objects in the area take the full amount of damage with no saving throw.
Critical Success The creature takes no damage but is pushed 30 feet from the dragon.
Success The creature takes half damage and is pushed 60 feet from the dragon.
Failure The creature takes full damage, is pushed 120 feet from the dragon, and falls prone.
Critical Failure As failure, but double damage.

SKY DRAGON

Sky dragons live above the clouds near the summits of mountains. They maintain a strong religious tradition, a unique practice among imperial dragons that sets them apart as much as their wings do. Desperate souls risk steep cliffs and loose snow to seek these dragons' counsel, and most sky dragons gladly help those who make the journey, but they expel any express hostilities or badger without hesitation.

The sky dragon's wings aren't true wings, but long fins fused to their forearms; their scales also form only very slowly. Young dragons coil tightly in their lairs as they absorb minerals that color and harden their scales. Even adults often wrap around pillars out of habit.

YOUNG SKY DRAGON — CREATURE 9

UNCOMMON | LG | LARGE | DRAGON | ELECTRICITY

Perception +19; darkvision, scent (imprecise) 60 feet
Languages Auran, Common, Draconic
Skills Acrobatics +16, Athletics +19, Deception +16, Intimidation +18, Religion +19, Society +18, Stealth +18, Survival +17
Str +6, **Dex** +1, **Con** +3, **Int** +1, **Wis** +4, **Cha** +3
Mist Vision Fog and mist don't impair a sky dragon's vision; they ignore the concealed condition from fog and mist.

AC 28; **Fort** +18, **Ref** +16, **Will** +21
HP 155; **Immunities** electricity, paralyzed, sleep
Countered by Fire If the sky dragon takes fire damage, the elemental magic of metal within them is tempered. Until the end of their next turn, they take a –1 circumstance penalty to attack rolls and AC, and their jaws Strikes don't deal electricity damage. This limitation ends if the dragon uses Breath Weapon.
Fed by Earth (abjuration, divine) When a sky dragon is targeted by an earth spell or effect, they leave a cloud of pulverized dust and gravel that swirls in the eddies of the dragon's flight. For 1 minute, the dragon is concealed while flying.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26 (page 305)

Speed 30 feet, fly 120 feet
Melee ❖ jaws +21 (reach 10 feet), **Damage** 2d8+12 piercing plus 1d12 electricity
Melee ❖ claw +21 (agile), **Damage** 2d8+12 slashing plus Grab (page 305)
Melee ❖ tail +21 (reach 20 feet), **Damage** 2d8+12 bludgeoning plus Grab (page 305)
Divine Innate Spells DC 28; **2nd** *invisibility*; **1st** *feather fall*, *gust of wind*



WEIXIYUAN

Sailors who brave the treacherous Valashmai Sea tell of the ancient sea dragon Weixiyuan, who rules the pristine waters bordering the monster-infested straits. Weixiyuan has been known to aid good-hearted voyagers who run into trouble near his territory. Though, powerful as he is, even he prefers not to enter the dangerous waters of the Valashmai Sea itself.

Sky Dragon Spellcasters

Sky dragon spellcasters tend to cast the following spells.

Young Sky Dragon

Divine Prepared Spells DC 28, attack +21; **4th** *discern lies*, *dispel magic*, *divine wrath*; **3rd** *heroism*, *locate*, *wanderer's guide*; **2nd** *augury*, *comprehend language*, *create food*; **1st** *alarm*, *bless*, *detect alignment* (at will, evil only), *sanctuary*; **Cantrips (4th)** *detect magic*, *divine lance*, *read aura*, *shield*, *stabilize*; **Rituals** DC 28; *consecrate*

Adult Sky Dragon

Divine Prepared Spells DC 33, attack +26; As young sky dragon, plus **6th** *blade barrier*, *righteous might*, *true seeing*; **5th** *banishment*, *prying eye*, *tongues*; **Cantrips (6th)** *detect magic*, *divine lance*, *read aura*, *shield*, *stabilize*; **Rituals** DC 33; *atone*

Ancient Sky Dragon

Divine Prepared Spells DC 42, attack +36; As adult sky dragon, plus **8th** *discern location*, *divine aura*, *divine decree*; **7th** *energy aegis*, *prismatic spray*, *sunburst*; **Cantrips (9th)** *detect magic*, *divine lance*, *read aura*, *shield*, *stabilize*; **Rituals** DC 42; *legend lore*

Arcane and Primal Sky Dragons

Some sky dragons choose not to pursue religious studies. Inquisitive individuals eagerly experiment with the arcane arts and hone their mastery over lightning. Others draw primal power from winds, rain, lightning, and thunder, working with sea dragons to bring about terrifying storms of retribution against wrongdoers.

Breath Weapon ❖❖ (divine, electricity, evocation) The dragon shoots a ball of electricity that deals 5d12 electricity damage in a 20-foot burst within 40 feet (DC 28 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy ❖❖ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict ❖ 2d8+7 bludgeoning, DC 24 (page 304)

Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

Perfected Flight A sky dragon can hover in place without spending an action, and they automatically succeed at all Acrobatics checks to Maneuver in Flight.

Adult Sky Dragon — Creature 13

UNCOMMON | LG | HUGE | DRAGON | ELECTRICITY

Perception +24; darkvision, scent (imprecise) 60 feet

Languages Auran, Celestial, Common, Draconic, Infernal, Sylvan

Skills Acrobatics +21, Athletics +26, Deception +21, Intimidation +23, Religion +26, Society +21, Stealth +21, Survival +19

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

Mist Vision As young sky dragon.

AC 34; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic

HP 235; **Immunities** electricity, paralyzed, sleep

Countered by Fire As young sky dragon.

Fed by Earth As young sky dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31 (page 305)

Speed 40 feet, fly 140 feet

Melee ❖ jaws +27 (magical, reach 15 feet), **Damage** 3d8+13 piercing plus 1d12 electricity

Melee ❖ claw +27 (agile, magical, reach 10 feet), **Damage** 3d8+13 slashing plus Grab (page 305)

Melee ❖ tail +27 (magical, reach 25 feet), **Damage** 3d8+13 bludgeoning plus Grab (page 305)

Divine Innate Spells DC 33; **4th** *gaseous form*; **2nd** *invisibility*; **1st** *feather fall*, *gust of wind*

Breath Weapon ❖❖ (divine, electricity, evocation) As young sky dragon, but 7d12 electricity, 25-foot burst within 50 feet, and DC 33. See divine lightning below.

Coiling Frenzy ❖❖ As young sky dragon.

Divine Lightning (divine) A good sky dragon who worships a deity channels divine power through its attacks, making them more effective against fiends and undead. Any electricity damage it deals becomes good damage against fiends or positive damage against undead.

Draconic Momentum As young sky dragon.

Greater Constrict ❖ 3d8+8 bludgeoning, DC 33 (page 305)

Perfected Flight As young sky dragon.

Ancient Sky Dragon — Creature 18

RARE | LG | GARGANTUAN | DRAGON | ELECTRICITY

Perception +32; darkvision, scent (imprecise) 60 feet

Languages Auran, Celestial, Common, Draconic, Elven, Infernal, Sylvan

Skills Acrobatics +28, Athletics +35, Deception +28, Intimidation +32, Religion +34, Society +26, Stealth +28, Survival +28

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

Mist Vision As young sky dragon.

AC 42; **Fort** +31, **Ref** +28, **Will** +32; +1 status to all saves vs. magic

HP 335; **Immunities** electricity, paralyzed, sleep

Countered by Fire As young sky dragon.

Fed by Earth As young sky dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 38 (page 305)

Speed 60 feet, fly 160 feet

Melee ❖ jaws +36 (magical, reach 20 feet), **Damage** 3d10+16 piercing plus 1d12 electricity

Melee ❖ claw +36 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing plus Grab (page 305)

Melee ❖ tail +36 (magical, reach 30 feet), **Damage** 3d10+16 bludgeoning plus Grab (page 305)
Divine Innate Spells DC 42; **4th** *gaseous form*, *invisibility*; **1st** *feather fall*, *gust of wind*
Breath Weapon ❖❖ (divine, electricity, evocation) As young sky dragon, but 9d12 electricity and 2d12 sonic damage, 30-foot burst within 60 feet, DC 40. See divine lightning below.
Coiling Frenzy ❖❖ As young sky dragon.
Divine Lightning (divine) As adult sky dragon.
Draconic Momentum As young sky dragon.
Greater Constrict ❖ 3d10+11 bludgeoning, DC 40 (page 305)
Perfected Flight As young sky dragon.
Stunning Electricity ❖❖ (divine, electricity, evocation, incapacitation) The dragon rapidly coils, then unleashes crackling lightning that deals 5d12 electricity damage in a 60-foot emanation. Each creature in the area must attempt a DC 40 Fortitude save; regardless of the outcome, the creature then becomes temporarily immune for 10 minutes.
Critical Success The creature is unaffected.
Success Half damage, and the creature is stunned 1.
Failure Full damage, and the creature is stunned for 1 round and can't fly for 4 rounds.
Critical Failure Double damage, and the creature is stunned for 2 rounds and can't fly for 1 minute.

SOVEREIGN DRAGON

The most well-known of imperial dragons due to their deep involvement with mortals, the sovereign dragons' name comes from their mandate of selecting rulers—but at some point, the dragons themselves joined the list of worthy candidates. Other imperial dragons suspect the sovereign dragons offered their connection to the elemental cycle to attain forbidden magic, evidenced by their lack of any vulnerability to wood or ability to feed on fire, despite being creatures of the earth.

Most hesitate to question the sovereigns' authority. While some appreciate their impartial nature, others fault this adherence to neutrality. Regardless, the sovereign dragons' charm and centuries of experience in subtle manipulation have made them exceptional negotiators.

Almost all sovereign dragons appear gold in color. Their hair ranges from common colors found among humans to bright reds, greens, or blues. They're the only dragons with five digits per claw, a mark of special importance. Other imperial dragons dismiss this claim to status and instead tease the sovereign dragons over their need to wear armor, even while in their draconic forms.

YOUNG SOVEREIGN DRAGON — CREATURE 11

UNCOMMON | N | LARGE | DRAGON | EARTH

Perception +22; darkvision, scent (imprecise) 60 feet
Languages Celestial, Common, Draconic, Infernal
Skills Acrobatics +18, Athletics +22, Deception +21, Diplomacy +25, Intimidation +23, Occultism +18, Society +20, Stealth +18, Survival +20
Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6
AC 31; **Fort** +22, **Ref** +18, **Will** +24; +1 status to all saves vs. magic
HP 195; **Immunities** paralyzed, sleep; **Resistances** mental 10
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28 (page 305)



SHINONOME

Herald of the goddess Shizuru, Shinonome is a paragon of the divine connection all sky dragons supposedly have. She upholds a tireless devotion to the goddess, carrying out her will on Golarion.





Sovereign Dragon Spellcasters

Sovereign dragon spellcasters tend to cast the following spells.

Young Sovereign Dragon

Occult Prepared Spells DC 29, attack +23; **4th** *calm emotions, detect scrying, silence*; **3rd** *enthrall, heroism, hypnotic pattern*; **2nd** *comprehend language, remove fear, status*; **1st** *command, illusory disguise, true strike*; **Cantrips (4th)** *daze, detect magic, prestidigitation, read aura, shield*

Adult Sovereign Dragon

Occult Prepared Spells DC 36, attack +30; As young sovereign dragon, plus **6th** *dominate, feeblemind, zealous conviction*; **5th** *dreaming potential, subconscious suggestion, tongues*; **Cantrips (6th)** *daze, detect magic, prestidigitation, read aura, shield*

Ancient Sovereign Dragon

Occult Prepared Spells DC 43, attack +38; As adult sovereign dragon, plus **9th** *foresight, overwhelming presence, telepathic demand*; **8th** *disappearance, dream council, maze*; **7th** *dimensional lock, magnificent mansion, true target*; **Cantrips (9th)** *daze, detect magic, prestidigitation, read aura, shield*

Violent Retort ↻ **Trigger** A creature within the sovereign dragon's reach critically hits the dragon; **Effect** The sovereign dragon makes a claw or tail Strike against the creature, after applying all the effects of the critical hit to the dragon.

Speed 40 feet, fly 120 feet

Melee ❖ jaws +24 (reach 10 feet), **Damage** 2d8+13 piercing plus 2d6 mental

Melee ❖ claw +24 (agile), **Damage** 2d8+13 slashing plus Grab (page 305)

Melee ❖ tail +24 (reach 20 feet), **Damage** 2d8+13 bludgeoning plus Grab (page 305)

Occult Innate Spells DC 30; **6th** *shape stone, suggestion* (at will); **2nd** *detect alignment* (at will, good or evil only)

Breath Weapon ❖❖ (evocation, mental, occult) The dragon unleashes a roar charged with psychic energy, dealing 12d6 mental damage in a 30-foot cone (DC 30 basic Will save). The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy ❖❖ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict ❖ 2d8+10 bludgeoning, DC 26 (page 304)

Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

Gleaming Armor ❖ (evocation, light, occult) **Frequency** once per hour; **Effect** The dragon's golden armor glows with a protective golden light. The dragon gains a +2 status bonus to AC and resistance 10 to energy damage. Each enemy in a 20-foot emanation must succeed at a DC 30 Fortitude save or be dazzled. All these effects last until the end of the dragon's next turn.

Adult Sovereign Dragon — Creature 15

UNCOMMON | N | HUGE | DRAGON | EARTH

Perception +29; darkvision, scent (imprecise) 60 feet

Languages Abyssal, Auran, Infernal, Celestial, Common, Draconic, Infernal

Skills Acrobatics +25, Athletics +31, Deception +28, Diplomacy +32, Intimidation +30, Occultism +25, Society +27, Stealth +25, Survival +27

Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +6, **Cha** +7

AC 37; **Fort** +27, **Ref** +23, **Will** +29; +1 status to all saves vs. magic

HP 275; **Immunities** paralyzed, sleep; **Resistances** mental 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34 (page 305)

Violent Retort ↻ As young sovereign dragon.

Speed 50 feet, fly 150 feet

Melee ❖ jaws +30 (magical, reach 15 feet), **Damage** 3d10+14 piercing plus 2d6 mental

Melee ❖ claw +30 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing plus Grab (page 305)

Melee ❖ tail +30 (magical, reach 25 feet), **Damage** 3d10+14 bludgeoning plus Grab (page 305)

Occult Innate Spells DC 36, attack +30; **8th** *shape stone, suggestion, wall of stone*; **7th** *suggestion* (at will); **2nd** *detect alignment* (at will, good or evil only)

Breath Weapon ❖❖ (evocation, mental, occult) As young sovereign dragon, but 16d6 mental damage and a 40-foot cone (DC 36).

Coiling Frenzy As young sovereign dragon.

Draconic Momentum As young sovereign dragon.

Gleaming Armor ❖ As young sovereign dragon, but resistance 15 and DC 36.

Greater Constrict ❖ 3d10+8 bludgeoning, DC 36 (page 305)

Inspire Envoy ❖❖ (enchantment, mental, occult) **Frequency** once per day; **Effect** The dragon chooses a mortal they've observed performing an exceptional act and offers their august blessing in exchange for the creature carrying out a specific directive, such as defeating a tyrant or protecting a sacred site. If the creature agrees, until its next daily preparations, it gains a +1 status bonus to the dragon's choice of attack rolls, AC, or all of the following: Perception, Will saves, and Charisma-based skill checks.

The dragon can Dismiss this benefit by spending a single action (that has the concentrate trait), which they're swift to do if the mortal dares to defy the dragon's directive.

ANCIENT SOVEREIGN DRAGON CREATURE 20

RARE N GARGANTUAN DRAGON EARTH

Perception +36; darkvision, scent (imprecise) 60 feet
Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran
Skills Acrobatics +31, Athletics +38, Deception +37, Diplomacy +41, Intimidation +37, Occultism +31, Society +31, Stealth +31, Survival +34
Str +10, **Dex** +5, **Con** +7, **Int** +5, **Wis** +8, **Cha** +9

AC 46; **Fort** +35, **Ref** +31, **Will** +36; +1 status to all saves vs. magic
HP 410; **Immunities** paralyzed, sleep; **Resistances** mental 20
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 41 (page 305)
Mentalist Counterspell ↷ (abjuration, occult) **Trigger** The dragon is targeted by a mental effect it's aware of; **Effect** The dragon immediately attempts to counteract the triggering effect (counteract modifier +32).
Violent Retort ↷ As young sovereign dragon.

Speed 60 feet, fly 180 feet
Melee ❖ jaws +38 (magical, reach 20 feet), **Damage** 4d8+18 piercing plus 3d6 mental
Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus Grab (page 305)
Melee ❖ tail +38 (magical, reach 30 feet), **Damage** 4d8+18 bludgeoning plus Grab (page 305)
Occult Innate Spells DC 43; **9th** *shape stone*, *suggestion*, *wall of stone*; **7th** *suggestion* (at will); **2nd** *detect alignment* (at will, good or evil only)
Breath Weapon ❖❖ (evocation, mental, occult) As young sovereign dragon, but 21d6 mental damage and a 50-foot cone (DC 43).
Coiling Frenzy As young sovereign dragon.
Draconic Momentum As young sovereign dragon.
Gleaming Armor ❖ As young sovereign dragon, but resistance 20 and DC 43.
Greater Constrict ❖ 4d8+11 bludgeoning, DC 43 (page 305)
Inspire Envoy ❖❖ (enchantment, mental, occult) As adult sovereign dragon, but the status bonus is +2.

PHAM DUC QUAN

A succession of sovereign dragons has ruled the Tian nation of Xa Hoi for nearly 7,000 years. The current Dragon King is Pham Duc Quan, who guided Xa Hoi through the chaos after the ancient empire of Lung Wa fell at the start of the Age of Lost Omens. Under the dragon's stable leadership, Xa Hoi emerged as one of the strongest nations in Tian Xia.



UNDERWORLD DRAGON

Underworld dragons embody the pressure between tectonic plates, the heat behind geysers, and flash fires that ignite when the conditions are just right. Natural alchemists, they innately understand reagents and catalysts. While some research the effects of magic on material reactions, the majority of underworld dragons concentrate on building their hoards. They scour the world for carved gemstones and artifacts of precious minerals, both of which they see as distilled essence of earth's bounty.

Underworld dragons appear angular and sharp; their scales glow as if superheated from within, and their hair flickers like tongues of flames. An intense fire glows behind their gazes, suggesting they could ignite items with a mere thought, and their breath ripples the air as a testament to the heat contained within their bodies.

YOUNG UNDERWORLD DRAGON CREATURE 7

UNCOMMON LE LARGE DRAGON FIRE

Perception +13; darkvision, scent (imprecise) 60 feet, smoke vision
Languages Common, Draconic, Undercommon

Underworld Dragon Spellcasters

Underworld dragon spellcasters tend to cast the following spells.

Young Underworld Dragon

Prepared Arcane Spells DC 25, attack +18; **3rd** *earthbind*, *stinking cloud*; **2nd** *glitterdust*, *knock*, *resist energy*; **1st** *floating disk*, *magic missile*, *ray of enfeeblement*; **Cantrips (3rd)** *acid splash*, *mage hand*, *produce flame*, *read aura*, *shield*

Adult Underworld Dragon

Prepared Arcane Spells DC 30, attack +24; As young underworld dragon, plus **5th** *cloudkill*, *prying eye*; **4th** *dimension door*, *hallucinatory terrain*, *private sanctum*; **3rd** *slow*; **Cantrips (5th)** *acid splash*, *mage hand*, *produce flame*, *read aura*, *shield*

Ancient Underworld Dragon

Prepared Arcane Spells DC 37, attack +32; As adult underworld dragon, plus **7th** *fiery body*, *power word blind*, *reverse gravity*; **6th** *mislead*, *spellwrack*, *true seeing*; **5th** *mind probe*; **Cantrips (7th)** *acid splash*, *mage hand*, *produce flame*, *read aura*, *shield*

Skills Acrobatics +11, Arcana +13, Athletics +17, Crafting +17, Deception +10, Intimidation +12, Nature +13, Stealth +13, Survival +11

Str +6, **Dex** +2, **Con** +3, **Int** +4, **Wis** +2, **Cha** +1

Smoke Vision Smoke doesn't impair an underworld dragon's vision; they ignore the concealed condition from smoke.

AC 25; **Fort** +18, **Ref** +13, **Will** +15

HP 115; **Immunities** fire, paralyzed, sleep

Countered by Water If the underworld dragon takes damage from a spell with the cold or water trait, the elemental magic of fire within them is momentarily dampened. Until the end of their next turn, they take a –1 circumstance penalty to attack rolls, and their jaws Strikes don't deal fire damage. This limitation ends if the dragon uses Breath Weapon.

Fed by Wood When an underworld dragon is struck by a weapon made primarily of wood or affected by a spell with the plant trait, the dragon's internal fiery essences are stoked with the added fuel. Their breath weapon recharges, and the fire damage from the dragon's jaws increases by one die until the end of the dragon's next turn.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23 (page 305)

Speed 40 feet, burrow 30 feet, fly 80 feet

Melee ❖ jaws +18 (reach 10 feet), **Damage** 2d8+8 piercing plus 1d6 fire

Melee ❖ claw +18 (agile), **Damage** 2d8+8 slashing plus adamantine claws and Grab (page 305)

Melee ❖ tail +18 (reach 20 feet), **Damage** 2d8+8 bludgeoning plus Grab (page 305)

Arcane Innate Spells DC 25; **2nd** *continual flame*; **Cantrips (2nd)** *detect magic*

Adamantine Claws The dragon's claws are infused with adamantine. Their claw Strikes ignore half the Hardness of any object hit.

Breath Weapon ❖❖ (arcane, evocation, fire) The dragon breathes a blast of fire that explodes in a 20-foot burst within 40 feet, dealing 7d6 fire damage (DC 25 basic Reflex save). Creatures that fail the save also take 1d6 persistent fire damage. The dragon can't use Breath Weapon again for 1d4 rounds.

Coiling Frenzy ❖❖ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon automatically Grabs the target.

Constrict ❖ 2d8+4 bludgeoning, DC 25 (page 304)

Draconic Momentum The dragon recharges their Breath Weapon whenever they score a critical hit with a Strike.

Adult Underworld Dragon — Creature 11

UNCOMMON | LE | HUGE | DRAGON | FIRE

Perception +20; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Undercommon

Skills Acrobatics +18, Arcana +21, Athletics +24, Crafting +22, Deception +19, Intimidation +21, Nature +20, Stealth +22, Survival +20

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

Smoke Vision As young underworld dragon.

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

HP 195; **Immunities** fire, paralyzed, sleep

Countered by Water As young underworld dragon, but they also lose their sweltering heat aura.

Fed by Wood As young underworld dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28 (page 305)

Sweltering Heat (arcane, aura, evocation, fire) 10 feet. Each creature that ends its turn in the aura must succeed at a DC 28 Fortitude saving throw or become fatigued while it remains in the aura.

Speed 40 feet, burrow 40 feet, fly 80 feet

Melee ❖ jaws +24 (magical, reach 10 feet), **Damage** 2d8+13 piercing plus 2d6 fire

Melee ❖ claw +24 (agile, magical), **Damage** 2d8+13 slashing plus adamantine claws and Grab (page 305)

Melee ❖ tail +24 (magical, reach 20 feet), **Damage** 2d8+13 bludgeoning plus Grab (page 305)

Arcane Innate Spells DC 30, attack +24; **4th** *continual flame*, *wall of fire*; **Cantrips (4th)** *detect magic*
Adamantine Claws As young underworld dragon.
Breath Weapon ❖❖ (arcane, evocation, fire) As young underworld dragon, but 10d6 fire damage in a 25-foot burst within 50 feet (DC 30 basic Reflex save), and 2d6 persistent fire damage.
Coiling Frenzy As young underworld dragon.
Draconic Momentum As young underworld dragon.
Greater Constrict ❖ 2d8+10 bludgeoning, DC 30 (page 305)

ANCIENT UNDERWORLD DRAGON CREATURE 16

RARE LE GARGANTUAN DRAGON FIRE

Perception +28; darkvision, scent (imprecise) 60 feet, smoke vision
Languages Common, Draconic, Ignan, Terran, Undercommon
Skills Acrobatics +23, Arcana +25, Athletics +32, Crafting +29, Deception +27, Intimidation +29, Nature +24, Stealth +25, Survival +24
Str +8, **Dex** +3, **Con** +6, **Int** +5, **Wis** +4, **Cha** +5
Smoke Vision As young underworld dragon.

AC 39; **Fort** +30, **Ref** +25, **Will** +28; +1 status to all saves vs. magic
HP 295; **Immunities** fire, paralyzed, sleep
Countered by Water As young underworld dragon, but they also lose their sweltering heat aura.
Fed by Wood As young underworld dragon.
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 35 (page 305)
Sweltering Heat (arcane, aura, evocation, fire) 10 feet. As adult underworld dragon, but DC 35.

Speed 40 feet, burrow 60 feet, fly 80 feet
Melee ❖ jaws +32 (magical, reach 15 feet), **Damage** 3d10+16 piercing plus 3d6 fire
Melee ❖ claw +32 (agile, magical, reach 10 feet), **Damage** 3d10+16 slashing plus adamantine claws and Grab
Melee ❖ tail +32 (magical, reach 25 feet), **Damage** 3d10+16 bludgeoning plus Grab
Arcane Innate Spells DC 37; **8th** *continual flame, wall of fire*; **Cantrips (8th)** *detect magic*
Adamantine Claws As young underworld dragon.
Breath Weapon ❖❖ (arcane, evocation, fire) As young underworld dragon, but 14d6 fire damage in a 30-foot burst within 60 feet (DC 39 basic Reflex save), and 3d6 persistent fire damage.
Coiling Frenzy As young underworld dragon.
Draconic Momentum As young underworld dragon.
Greater Constrict ❖ 3d10+9 bludgeoning, DC 37 (page 305)
Scorch Earth ❖❖ (arcane, evocation, fire) The dragon plunges their body into the ground, Burrows up to their Speed, and then scorches the land within a 60-foot emanation. Creatures underground or on the surface in the area take 8d6 fire damage (DC 37 basic Fortitude save), and those who critically fail become enfeebled 1 for 1 minute.

JIRUKARAKAZA

The great wyrm underworld dragon Jirukarakaza maintains a massive treasure hoard in his lair beneath the Three Fires, a trio of volcanic mountains in eastern Tian Xia. A new ruler on the Jade Throne stymied his plans to expand his empire by claiming the trade city of Hiyosai in Minkai, and now he plots his revenge.



Animate Dream Tamers

Animate dreams (*Bestiary 2* 18) despise dramofirs, who in turn regard animate dreams with, strangely, an emotion akin to pity. Communities plagued by an animate dream sometimes search out and beseech a dramofir to put an end to the terrifying menace.

Dramofir

Beings of inscrutable intent and incredible power, dramofirs hail from the Dreamlands and shamble across the multiverse in search of dreams to incorporate into their voluminous robes. Few people on the Material Plane dare trifle with dramofirs and instead treat them with respect, hoping that they'll simply take their chosen victims' dreams and then go away. Often, this is exactly what happens. Every now and then, however, in the process of siphoning an individual's dreams, the dramofir slays their victim without warning or apparent cause.

Dramofir — Creature 14

UNCOMMON | N | LARGE | ABERRATION | DREAM

Perception +28; greater darkvision

Languages telepathy 100 feet (page 306); *tongues*

Skills Acrobatics +26, Diplomacy +27, Dreamlands Lore +23, Occultism + 21, Stealth +28

Str +3, **Dex** +6, **Con** +4, **Int** +1, **Wis** +8, **Cha** +7

AC 35; **Fort** +22, **Ref** +26, **Will** +30

HP 290; **Immunities** sleep; **Weaknesses** slashing 10; **Resistances** surreal anatomy

Surreal Anatomy A dramofir has resistance 10 to precision damage and the extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.

Speed 25 feet, fly 25 feet

Melee ❖ needle +27 (agile, finesse, reach 10 feet), **Damage** 3d6+9 piercing plus 2d6 mental

Ranged ❖ needle +27 (agile, thrown 20 feet), **Damage** 3d6+9 piercing plus 2d6 mental

Occult Innate Spells DC 36; **8th** *dream council*; **7th** *darkness*, *mask of terror*, *nightmare*, *sleep*, *soothe* (×2); **4th** *dimension door* (at will); **Constant** (5th) *tongues*

Bittersweet Dreams ❖❖ (emotion, enchantment, mental, occult, visual) The dramofir swishes their robes in a mesmerizing display that brings the dreams in the robes to life before the viewer's very eyes. Each creature within 30 feet must attempt a DC 34 Will save or be filled with ennui.

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

Success For 1 round, the creature takes a –1 status penalty to attack rolls, saving throws, and skill checks, and all other emotion effects on it are suppressed.

Failure As success, but the creature is also slowed 1 and the duration is 1d4 rounds.

Critical Failure As success, but the creature is also slowed 1, the status penalty is –2, and the duration is 1 minute.

Pluck Dream ❖❖❖ (enchantment, mental, occult) **Requirements** The dramofir is adjacent to an unconscious or sleeping creature; **Effect** The dramofir licks the creature's forehead, places their hand in the same spot, and siphons the creature's dreams to incorporate into their robes. If the target is affected by any mental effect altering their dreams, such as an animate dream's curse of endless nightmares or a *nightmare* spell, the dramofir attempts to counteract that effect (counteract modifier +26). Otherwise, the dramofir plucks a benign dream from the creature, and the target must attempt a DC 36 Will save.

Success The creature is unaffected.

Failure The creature is stupefied 1 until the next time it gets a full night's rest.

Critical Failure As failure, but stupefied 2, and the dramofir casts a 6th-level *modify memory* spell on the target.



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Duende

Duendes fancy themselves as lords of the land—which is true, in a literal sense, these spirits embody the very soil upon the ground. Unlike most other fey, duendes have learned from the society that grew around them. They've come to accept the mortal understanding of what being a landlord means, so they expect rent from their perceived tenants. However, their notions of acceptable rent—and the acceptable role of a landlord for that matter—don't really line up with those of most societies.

Duendes' natural abilities allow them to dwell in termite mounds, but as societies arose, they adopted the habit of sleeping in their tenants' homes. This tendency can be bothersome, as duendes don't clean up after themselves, lock doors behind them, or have the basic decency to be visible.

On top of that, they act like they own the places they settle, casting spells on anyone they find annoying. These quirks are usually tolerated, though, as keeping duende happy means that crops grow well and that their magic protects the families in their care. Families aware of their presence are careful to warn invisible duendes before doing things like tossing bathwater out the window or entering a seemingly empty room. These warnings are usually polite but firm, in the vein of "Please move aside!"

More prone to making trouble or being a nuisance than to violence, duendes can still prove dangerous if they feel they have no other recourse. Each one carries a toenail cutter, with full awareness that they can use it to cut other things.

Duende — Creature 2

UNCOMMON | CN | SMALL | EARTH | FEY

Perception +7; darkvision, tremorsense (imprecise) 60 feet
Languages Gnomish, Sylvan, Undercommon
Skills Farming Lore +7, Intimidation +8, Labor Lore +7, Society +7, Survival +9
Str +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +4
Items toenail cutter

AC 17; **Fort** +6, **Ref** +9, **Will** +9
HP 35

Speed 25 feet

Melee ❖ toenail cutter +10 (agile, backstabber, finesse), **Damage** 1d6+3 slashing

Occult Innate Spells DC 18, attack +10; **3rd** *locate*; **2nd** *invisibility* (self only); **1st** *fear*, *phantom pain*; **Cantrips (1st)** *daze*, *guidance*, *telekinetic projectile*

Earthmound Dweller ❖❖❖ (primal, transmutation) The duende shrinks to the size of an ant, allowing them to enter very small tunnels within the earth such as anthills or termite mounds. Their Speed decreases to 5 feet. They can remain in this size until they end the effect by spending a single action, which has the concentrate trait.

If the duende is underground and a creature hits the space they're occupying with a Strike (hitting automatically) that deals 5 damage or more, the duende is expelled from the tunnels, returns to their normal size, and takes bludgeoning damage equal to the damage from the Strike.

Fool's Gold ❖❖ (occult, illusion) **Frequency** once per day; **Requirements** The duende is holding brown or yellow earthen objects, such as ginger or animal dung; **Effect** The duende makes the objects look, feel, and smell like gold trinkets of a similar size. A creature that touches or Interacts with an affected object can attempt a DC 18 Perception check to disbelieve the illusion, and a successful DC 20 check with Crafting or an appropriate Lore skill (such as Mining Lore) reveals their true nature. The effect ends if the objects are exposed to sunlight.

Unconventional Payments

Duendes don't hold mortal currencies in high regard. They strongly prefer toenail clippings over gold. If they don't receive them often enough, they enter their tenants' homes and help themselves. They aren't very good at doing so and occasionally cut off entire toes during collections.





Cruel Puppet Masters

Dybbuks revel in tricking mortals and using their telekinetic abilities to sow fear in the hearts of those around them. As if possessing innocents wasn't horrible enough, dybbuks can also continue to control their unwitting puppets even after their hosts have been slain, animating the corpses like macabre marionettes.

Dybbuk

The discorporated spirits called dybbuks arise from souls denied respite in the afterlife, often because they committed some great transgression in life. A priest can appease dybbuks by helping them achieve some esoteric mission, though these tricksters are prone to deceiving anyone who offers them aid. Only by trapping, cowing, or destroying such spirits can a mortal hope to drive them back. Dybbuks hide within household objects or possessed victims. They particularly enjoy taking over the body of someone their target loves and then slowly destroying the lives of both.

Dybbuk — Creature 15

UNCOMMON | NE | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD

Perception +27; darkvision

Languages Abyssal, Aklo, Common; telepathy 100 feet (page 306)

Skills Acrobatics +28, Deception +31, Diplomacy +27, Intimidation +29, Stealth +28

Str –5, **Dex** +7, **Con** +0, **Int** +1, **Wis** +6, **Cha** +8

AC 35; **Fort** +21, **Ref** +28, **Will** +29

HP 175, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, divine, emotion, enchantment, fear, mental) 30 feet, DC 33 (page 305)

Speed fly 50 feet

Melee ❖ pain touch +28 (agile, evil, finesse, magical), **Damage** 3d10+14 negative plus 2d6 evil

Occult Innate Spells DC 36, attack +30; **6th** *dominate*, *feeblemind*, *telekinetic maneuver* (at will); **5th** *chilling darkness* (×2), *fear*; **4th** *modify memory*; **3rd** *fear* (at will); **Cantrips (6th)** *telekinetic projectile*

Inhabit Object ❖ (necromancy, occult, possession) The dybbuk possesses a Large or smaller unattended object within 20 feet, making it an animated object (*Bestiary* 20, *Bestiary 3* 18). This animated object's level can be no higher than the dybbuk's level – 2. This possession ends when the object is destroyed or the dybbuk leaves it by using this ability again. At this point, the dybbuk reappears in the object's square and can't Inhabit an Object again for 1d4 rounds. If the object is destroyed, the dybbuk takes 5d6 force damage.

Malevolent Possession ❖❖ (incapacitation, mental, necromancy, occult, possession) The dybbuk attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell (DC 34) with an unlimited duration, except since the dybbuk doesn't have a physical body, they aren't unconscious, and aren't paralyzed when the effect ends, though they take 5d6 force damage if the body is knocked unconscious or killed. If the dybbuk took control of the target with Malevolent Possession, when the dybbuk departs, the target has only incoherent memories of the interval it was possessed. If a creature dies while possessed by the dybbuk and its corpse remains intact, the dybbuk can immediately inhabit the corpse (see Inhabit Object) as a reaction, in which case the corpse becomes an animated object.

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Einherji

Einherjar are mighty warriors chosen by valkyries from the ranks of those slain in terrible and legendary battles. Forged from the souls of the greatest warriors, the implacable einherjar serve as the foot soldiers of pantheons, skilled in hand-to-hand combat and slaying giants.

Einherjar often come from warrior cultures, including Ulfen vikings (like the einherji represented in this entry), particularly fierce pirates from the Shackles, and even Osirian conquerors. They can be chosen from wherever war and might hold sway; many deities who hold the call of battle and the pursuit of physical power more sacred than concepts of good and evil might count einherjar warriors and valkyrie choosers of the slain among their chosen servitors. For example, Gorum, Besmara, and Sekhmet have all elevated fallen worshippers as einherjar. Einherjar dedicated to different deities often wield weapons or possess varying cosmetic appearances based on their deity's preferred weapon and their place of death; however, they're universally stalwart, implacable, and efficiently deadly. Einherjar with two-handed weapons or who arise from other backgrounds often have different abilities in place of Jotun Slayer and Instant Repair.

Einherji — Creature 10

CN MEDIUM AESIR MONITOR

Perception +17; darkvision
Languages Common, Hallit, Jotun
Skills Athletics +25, Crafting +16, Intimidation +21
Str +7, **Dex** +4, **Con** +6, **Int** +0, **Wis** +1, **Cha** +3
Items *+1 striking returning dagger*, *+1 striking longsword*, standard-grade darkwood shield (Hardness 5, HP 20, BT 10)

AC 30; **Fort** +22, **Ref** +18, **Will** +17 (+21 vs. fear)
HP 175; **Resistances** piercing 10
Attack of Opportunity ↻ (page 304)
Shield Block ↻ (page 306)

Speed 40 feet
Melee ❖ *longsword* +24 (versatile P), **Damage** 2d8+13 slashing
Melee ❖ fist +23 (agile), **Damage** 2d6+13 bludgeoning
Melee ❖ *dagger* +24 (agile, versatile S), **Damage** 2d4+13 piercing
Ranged ❖ *dagger* +21 (agile, thrown 10 feet, versatile S), **Damage** 2d4+13 piercing
Champion Devotion Spells 2 Focus Points, DC 29; **1st** *weapon surge* (*Core Rulebook* 399); **4th** *word of freedom* (*Core Rulebook* 399)
Challenge Foe ❖ The einherji challenges one creature they can see to single combat, attempting to Demoralize that target. This target remains the einherji's foe until it's defeated, it flees, or the encounter ends. The einherji gains a circumstance bonus to damage equal to their number of weapon damage dice against their designated foe but takes an equivalent circumstance penalty to damage against any other creature. If the einherji is defeated by their challenged foe, the shame causes them to lose use of their champion devotion spells for 1 week or until they challenge the same foe again and emerge victorious, whichever comes first.
Jotun Slayer The einherji has a +4 circumstance bonus to damage rolls made against giants and creatures that are at least two sizes larger than the einherji.
Instant Repair ❖ The einherji Repairs their shield. They can't use this ability if the shield is completely destroyed.

The Final Battle

Regardless of the deity they serve, all einherjar follow certain beliefs and mythologies. They assert that, in the final days of existence, Pharasma will judge the last soul and spark the beginning of a new existence. Einherjar believe they will be among the last souls left prior to this event, fighting alongside their gods against the forces of entropy. To einherjar, victory in this war—defined as thorough mutual destruction—is the only way to ensure a proper transition into the new existence.





Wisp Symphonies

Dozens or even hundreds of wisps of all types can gather in a wisp symphony, usually with one or more wisp conductors. These groups are rare now that the majority of their kind exists in servitude to the Elemental Lords, but a few free symphonies still roam the Elemental Planes, and legends tell of the transcendent songs they produce together. These groups of wisps use the rules for a swarm and can't Accord Essence, but collectively they can produce damaging area effects or cast certain spells.

Elemental, Wisp

Wisps are tiny elemental beings that emerged during the creation of the Elemental Planes. The first wisps roamed the Inner Sphere in shifting symphonies that traded members with their every meeting. These symphonies of free wisps created music out of their combined resonances, but when the evil Elemental Lords realized the value of the wisps' resonance, they captured whole symphonies for use as servants.

Wisps attune to each other and to those they surround themselves with. This attunement makes them naturally supportive allies. Free wisps still roam the Inner Sphere and the Material Plane, but they're usually shy and hide themselves from strangers. However, they happily offer their service to those who show them kindness. They especially find themselves drawn to spellcasters who practice elemental magic; these wisps usually watch from afar but sometimes approach those who seem safe to become familiars or comrades.

Free wisps who find one another become close almost immediately. They get especially excited when they find wisps of elements other than their own, showing none of the animosity some elementals exhibit toward other types. Instead, they join in an excited dance, emitting resonances that faintly echo the symphonies of ancient days.

Air Wisp

Air wisps are floating spheres of cloud and storm, perpetually humming a light, whispery tone. They're playful and capricious with great curiosity toward strangers.

Air Wisp — Creature 0

N Tiny Air Elemental

Perception +6; darkvision

Languages Auran

Skills Acrobatics +7, Plane of Air Lore +4, Stealth +7

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

AC 18; **Fort** +3, **Ref** +9, **Will** +4

HP 10; **Immunities** bleed, paralyzed, poison, sleep

Resonance (aura, air) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the air trait; a creature with the elemental and air traits gains this bonus to all attack and damage rolls.

Accord Essence ↻ (air) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour.

A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Speed fly 40 feet

Melee ❖ tendril +7 (reach 10 feet), **Damage** 1d4 bludgeoning

In Concert When an air wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

Earth Wisp

Earth wisps are rolling spheres of rock, mud, and leaves, perpetually humming with low, rumbling energy. They're timid and aloof, but fiercely loyal to those they know and trust.

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EARTH WISP

CREATURE 0

N TINY EARTH ELEMENTAL

Perception +6; darkvision, tremorsense (imprecise) 30 feet (page 306)
Languages Terran
Skills Athletics +6, Dungeon Lore +4, Plane of Earth Lore +4
Str +2, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

AC 16; **Fort** +7, **Ref** +5, **Will** +4
HP 15; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** bludgeoning 2
Resonance (aura, earth) 30 feet. As air wisp, but for the earth trait.
Accord Essence ↻ (earth) As air wisp.

Speed 20 feet, burrow 20 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4+2 bludgeoning
In Concert As air wisp.

FIRE WISP

Fire wisps are sizzling spheres of flame and ash, perpetually crackling and shimmering with heat. They're carefree, boisterous, and quick to action—sometimes recklessly so.

FIRE WISP

CREATURE 0

N TINY ELEMENTAL FIRE

Perception +6; darkvision, smoke vision
Languages Ignan
Skills Acrobatics +5, Plane of Fire Lore +4, Stealth +7
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Smoke Vision The fire wisp ignores the concealed condition from smoke.

AC 16; **Fort** +6, **Ref** +7, **Will** +4
HP 18; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 2, water 2
Resonance (aura, fire) 30 feet. As air wisp, but for the fire trait.
Accord Essence ↻ (fire) As air wisp.

Speed 40 feet, fly 15 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4 fire plus 1 persistent fire
In Concert As air wisp.

WATER WISP

Water wisps are swimming spheres of foam and water, perpetually humming with a wash of soft sounds. They're gentle, nurturing, and quick to help anyone in need.

WATER WISP

CREATURE 0

N TINY ELEMENTAL WATER

Perception +6; darkvision, mist vision
Languages Aquan
Skills Athletics +4, Medicine +6, Plane of Water Lore +4
Str +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0
Mist Vision The water wisp ignores the concealed condition from mist and fog.

AC 14; **Fort** +8, **Ref** +4, **Will** +4
HP 20; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 2
Resonance (aura, water) 30 feet. As air wisp, but for the water trait.
Accord Essence ↻ (water) As air wisp.

Speed 25 feet, swim 25 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d6 bludgeoning
Drench ❖ (abjuration, primal, water) The wisp puts out all fires in a single 5-foot square. It extinguishes non-magical fire of that size or smaller automatically and attempts to counteract magical fires (counteract modifier +6).
In Concert As air wisp.

WISP CONDUCTORS

Wisp conductors are the leaders of wisp symphonies. Conductors are usually at least 3 levels higher than the wisps presented here and have a Charisma modifier to reflect their leadership. They're also typically trained in Performance and command basic spellcasting abilities as well as other special abilities, similar to a bard.



Immortal Observers

Sometimes an ioton is the sole witness to a crime or retains some other key intelligence, and their guileless minds make them trustworthy. However, actually extracting that information can prove nearly impossible, and even an ioton can misinterpret what it sees.

Ennosite

The Astral Plane is a planar nexus, connecting the planes of the Inner Sphere to those of the Outer Sphere, a realm of timeless silver substance charged with mental essence drawn from throughout the Great Beyond. Most creatures on the Astral Plane are visitors—predators seeking to poach from the River of Souls, psychopomps guarding against such incursions, and aeons monitoring the flow of raw quintessence through the Antipode. Yet, this plane has spawned creatures native to its strange currents and eddies, foremost of which is the family of thought-spawned creatures known as ennosites.

An ennosite's form physically embodies of its thought and purpose. As some ideals and goals are shared, so are certain forms.

Ioton

Periodically, stray thoughts colliding on the Astral Plane become entangled, forming a knot of rudimentary intellect. Known as iotons, these beings lack the willpower to manifest physical bodies, much less the self-awareness and vision to know what form these physical bodies might take. Instead, they manifest as ghostly, cloudlike wisps, each intermittently forming ephemeral features like alien eyes, unspeaking mouths, and shimmering symbols as iotons instinctively process their surroundings. Left alone, they might drift for ages amidst the Silver Sea.

Gregariously parasitic, iotons sense and congregate around thinking beings, eagerly tearing off stray thoughts and using the harvested psychic energy to think clearly and form physical bodies. An ioton might understand that this process inflicts painful headaches in its victims, but it typically doesn't care. Not only do most of these ennosites become drunk on their newfound mental power and cling to their captured thoughts, but returning what they stole also robs an ioton of the mental bandwidth necessary to parse right from wrong. This sometimes causes a painful cycle where it repeatedly steals thoughts, apologetically surrenders them, and then blithely steals the thoughts anew.

Iotons that gradually accumulate and consolidate enough mental potential form a permanent body, transforming into another type of ennosite.



Ioton **Creature 0**

N Tiny Astral Incorporeal

Perception +3; thoughtsense (imprecise) 60 feet

Languages absorbed language

Skills Acrobatics +6, Stealth +6

Str –5, **Dex** +2, **Con** +3, **Int** +0, **Wis** –1, **Cha** –3

Absorbed Language While a creature is taking persistent damage from the ioton, the ioton gains the ability to speak and understand one of that creature's languages, selected at random.

Thoughtsense (divination, mental, occult) The ioton senses all non-mindless creatures at the listed range.

AC 14; **Fort** +7, **Ref** +6, **Will** +3

HP 14; **Immunities** disease, poison, precision; **Weaknesses** mental 3; **Resistances** all damage 2 (except force, *ghost touch*, or mental; double resistance vs. non-magical)

Speed fly 30 feet

Melee ❖ touch +6 (agile, magical, mental), **Effect** 1d4 persistent mental damage and leech thought

Occult Innate Spells DC 14; **Cantrips (1st)** *daze*, *detect magic*

Leech Thought (healing, occult, polymorph, transmutation) While a creature is taking persistent mental damage from the ioton, the ioton takes the shape of a creature familiar to the target, such as an acquaintance, pet, or common animal, though the appearance is imperfect and grants no benefit to Impersonate an individual.

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While transformed, the ioton loses its incorporeal trait, immunities, and resistances, but it gains an unarmed melee Strike with a +6 attack modifier that deals 1d8+2 bludgeoning damage. The ioton immediately returns to its original form once no creature is taking persistent mental damage from it.

SHULSAGA

Shepherds of the Silver Sea, shulsagas patrol the Astral Plane to protect the nascent demiplanes that form there, warding off those who would usurp the demiplanes or despoil them with unwelcome philosophies. This guardianship extends to the Astral Plane as a whole, as shulsagas not only exile trespassers, but also seek out and close planar rifts. Especially egregious breaches rile these ennosites to the point of invasion, and shulsaga raiding parties often extend their attacks well beyond a portal to ensure the threat's utter destruction. Though often stern and standoffish, shulsagas occasionally befriend and recruit strangers to help them repair planar wounds and track down foes of the natural order.

Among ennosites, shulsagas are the most inclined to adopt and nurture iotons, forming small family units. Communities work together to instill enough culture and identity for these iotons to take on permanent forms—those of adolescent shulsagas. Each shulsaga's gender reflects of their evolving identity, influenced in part by the blend of traits their communities imparted and their own thoughts.

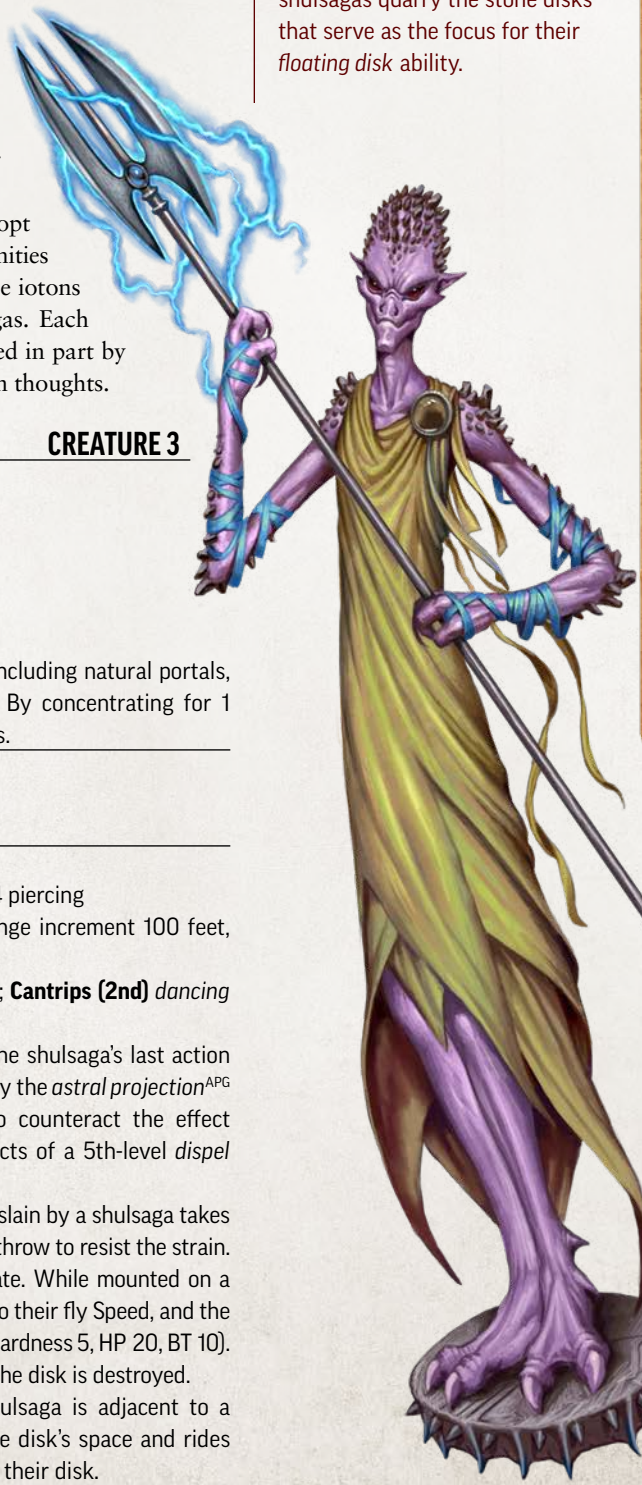
SHULSAGA CREATURE 3

UNCOMMON | N | MEDIUM | ASTRAL

Perception +10; low-light vision, rift sense
Languages Common; telepathy 60 feet (page 306)
Skills Acrobatics +11, Occultism +8, Stealth +9, Survival +8
Str +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +1
Items composite longbow (20 arrows), halberd
Rift Sense A shulsaga can sense any planar rift within 1 mile, including natural portals, ongoing planar spells like *gate*, and other tears in reality. By concentrating for 1 minute, a shulsaga can increase this sense's range to 25 miles.

AC 19 (21 with shield raised); **Fort** +7, **Ref** +11, **Will** +10
HP 35
Shield Block ↻ (page 306)

Speed 25 feet, fly 30 feet
Melee ❖ halberd +9 (reach 10 feet, versatile S), **Damage** 1d10+4 piercing
Ranged ❖ composite longbow +11 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+3 piercing
Occult Innate Spells DC 18, attack +10; **1st** *floating disk* (at will); **Cantrips (2nd)** *dancing lights*, *detect magic*, *telekinetic projectile*
Astral Recoil ❖ (occult) **Frequency** once per minute; **Trigger** The shulsaga's last action was a successful melee Strike against an astral form created by the *astral projection*[APG] ritual or a similar effect; **Effect** The shulsaga attempts to counteract the effect projecting the creature onto the Astral Plane, with the effects of a 5th-level *dispel magic* spell (counteract modifier +18).
Astral Shock An astrally projected creature whose astral form is slain by a shulsaga takes a –2 circumstance penalty to the subsequent Fortitude saving throw to resist the strain.
Disk Rider A shulsaga can ride atop any *floating disk* they create. While mounted on a *floating disk*, a shulsaga gains a +10-foot enhancement bonus to their fly Speed, and the shulsaga can use their feet to wield the disk as a heavy shield (Hardness 5, HP 20, BT 10). A broken disk grants no bonus to Speed, and the spell ends if the disk is destroyed.
Hop On ❖ **Frequency** once per round; **Requirements** The shulsaga is adjacent to a *floating disk* they created; **Effect** The shulsaga Steps into the disk's space and rides atop the disk. They can also use this action to dismount from their disk.



THE CALENDAR STONE

Drifting through the Astral Plane, the city of Yulgamot, also known as the Calendar Stone, remains a sacred gathering place for wandering shulsagas where time flows normally. At this site, shulsagas quarry the stone disks that serve as the focus for their *floating disk* ability.

MACABRE SYMBIOSIS

Deep below the eclectic city of Kaer Maga can be found a curious society of caulborn and vampires. For millennia these creatures have fed off each other in peace, the vampires providing thoughts and the caulborn blood, all while spying upon the curious inhabitants of the city far above. Elsewhere, caulborn form even stranger alliances.

CAULBORN

Telepathic prophets and historians, caulborn gather in small cabals for protection and camaraderie, using their collective brainpower to unravel cosmic conundrums. Once they've exhausted an area's secrets, they depart, seeking new homes hidden within cities, sequestering themselves within caves, or lurking in forgotten corners of the planes. From the moment an ioton absorbs especially profound thoughts and begins taking on the permanent form of a young caulborn, these ennosites' genius and toughness grow with each new discovery. Absorbing such information destabilizes their corporeal form, like when books are stacked too high, so excess knowledge seeps from a caulborn's body, causing a literal brain drain that caulborn find incredibly vexing. To avoid this occurrence, caulborn must feed on others' psychic energy to maintain themselves, which is usually a harmless process. Especially hungry caulborn even abduct prey.

Despite their need to feed, caulborn rarely care to interact with other creatures, especially beings that could react to their appearance with fear or hostility. They occasionally make exceptions for accomplished scholars or storied travelers, however, bartering their own lore for outside secrets.

CAULBORN — CREATURE 7

UNCOMMON | N | MEDIUM | ASTRAL



Perception +18; thoughtsense (precise) 120 feet, no vision

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Draconic, Infernal, Protean, Requian, Utopian; telepathy 100 feet (page 306)

Skills Arcana +17, Deception +15, Intimidation +15, Nature +16, Occultism +19, Religion +14, Society +17

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

Collective Sense (divination, mental, occult) Caulborn are aware of all other caulborn within 300 feet, with the effects of a *status* spell, and they can perceive anything within the other caulborns' thoughtsense. If two or more caulborn are within range of each others' thoughtsense, they can't be flanked.

Thoughtsense (divination, mental, occult) The caulborn senses all non-mindless creatures at the listed range.

AC 24; **Fort** +12, **Ref** +15, **Will** +18

HP 105; **Immunities** visual; **Resistances** mental 10

Speed 25 feet

Melee ❖ claw +17 (agile, finesse); **Damage** 2d10+5 slashing

Melee ❖ hand +17 (finesse, mental); **Damage** 2d12 mental

Occult Innate Spells DC 25, attack +17; **7th** *plane shift* (self only); **4th** *charm*, *vampiric touch* (×2); **3rd** *hypnotic pattern*, *mind reading* (×3), *paralyze*; **Cantrips (4th)** *daze*, *detect magic*, *read aura*, *shield*

Consume Thoughts ❖ (mental) **Requirements** The caulborn's last action was a successful hand Strike; **Effect** The caulborn steals some of the psychic energy from the creature it hit. The target must attempt a DC 25 Will save; regardless of the outcome, the creature is temporarily immune to Consume Thoughts for 1 minute.

Success The target is unaffected.

Failure The target becomes stupefied 2 for 1 minute, and the caulborn regains 1d12 Hit Points.

Critical Failure As failure, but the target is stupefied 3 for 1 minute and the caulborn regains 2d12 Hit Points. If the target was already stupefied when the caulborn used this ability, the target is also confused for 1 round.

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Cooperative Scrying (divination, occult, scrying) Three or more caulborn adjacent to each other can collectively cast *scrying* once per day (DC 25), with no limit to the duration so long as at least three caulborn remain adjacent and use no actions other than to Sustain the Spell. The daily limit applies to all caulborn who participated, meaning none of them can participate in another *scrying* that day.

ADACHROS

When a nascent demiplane fails to coalesce, its quintessence sometimes collapses into an adachros, a dangerous entity that combines overwhelming mental potential with no exposure to alternate viewpoints. Some of these megalomaniacal beings are tyrants, creating illusory kingdoms populated by abducted creatures forced to validate the creator's views. A more altruistic adachros might seek out pupils to reeducate and advise—though often without their consent—while always pushing their students to accept whatever unique philosophy was involved in their creation. An adachros might abandon disciples who spurn them, but more often, they become a bitter enemy, intent on destroying the perceived heretics.

ADACHROS CREATURE 13

UNCOMMON N LARGE ASTRAL

Perception +22; thoughtsense (imprecise) 120 feet

Languages Abyssal, Celestial, Common, Daemonic, Infernal, Protean, Requian, Utopian; telepathy 120 feet (page 306)

Skills Athletics +25, Deception +25, Intimidation +27, Lore (any one) +28, Occultism +22

Str +6, **Dex** +2, **Con** +5, **Int** +5, **Wis** +5, **Cha** +8

Thoughtsense (divination, mental, occult) As caulborn.

AC 34; **Fort** +24, **Ref** +21, **Will** +26

HP 225; **Resistances** mental 15

Self-Absorbed The adachros denies any version of reality but their own. If they begin their turn under an enchantment or illusion effect, they immediately attempt to counteract one such effect with a counteract modifier of +23, even if the effect prevents the adachros from acting.

Splinter Sycophant ↷ **Trigger** The adachros takes 25 or more bludgeoning, piercing, or slashing damage; **Effect** The attack breaks off part of the adachros's body. This fragment reshapes and animates into an ioton (page 92) with the minion trait under the adachros's control. The ioton sycophant can't move more than 120 feet from the adachros and crumbles after 1 minute. If the adachros gives it no other commands, the ioton sycophant spends its turn praising the adachros and affirming the adachros's infallibility; this grants the adachros 4d6 temporary Hit Points that last for as long as the ioton sycophant exists, and a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks for 1 round.

Speed 40 feet, fly 40 feet

Melee ❖ fist +27 (agile, magical, versatile P), **Damage** 3d10+14 bludgeoning

Ranged ❖ psychic shard +27 (magical, range increment 60 feet), **Damage** 3d8+14 piercing

Occult Innate Spells DC 33; **7th** *reverse gravity*; **6th** *hallucination* (×2), *illusory scene*, *modify memory*, *zealous conviction*; **5th** *hallucinatory terrain* (×3); **Cantrips (7th)** *daze*, *detect magic*

Fatal Fantasia (illusion, mental) An adachros's melee and ranged Strikes gain the fatal d12 trait against any creature affected by the adachros's enchantment or illusion spells, including creatures in the area of a *hallucinatory terrain* that haven't disbelieved the effect.

UNRELIABLE ALLIES

To an adachros, every event contorts to support its paradigm or is fake. Clever sycophants can coax one into an alliance by framing a request as a way of furthering their goals. These alliances are fraught, however. Once an adachros discovers the ruse or twists the request, they become an implacable foe.



Ambiguous Agenda

Like jyotis (*Bestiary 2* 153), eunemvros are inclined toward neither good nor evil. Indeed, they regard this binary conception of morality as imperceptible and pointless. To eunemvros, there's no right, only wrong—and that wrong is the scourge of undeath.

Eunemvro

Eunemvros wander the Material Plane with the sole purpose of destroying undead. These mysterious beings claim to hail from the Positive Energy Plane, although they have no direct evidence of their supposedly otherworldly origins other than their unusual appearance: tall, lean humanoids with an okapi's head. If they truly hail from the Positive Energy Plane, they don't seem to have any method to return there and have made their home on the Material Plane—a home, unfortunately, infested by the unnatural living dead.

Beings composed or animated by negative energy—including lowly skeletons and zombies as well as wights and ghouls—rightly fear confrontation with a eunemvro, for few other creatures possess innate abilities so perfectly suited for the eradication of such monsters with but a touch. In addition to magical abilities, eunemvros are adept martial artists whose mighty fists and feet channel the force of positive energy with every blow.

Most of these solitary hunters believe mortals incapable of comprehending their cosmic mandate, though they themselves only understand this drive as a directive instilled in them by the strange powers that sent them to the Material Plane. If pressed, some eunemvro might grudgingly accept aid from those who have proven capable of slaying the undead.



Eunemvro — Creature 5

UNCOMMON | LN | MEDIUM | HUMANOID | POSITIVE

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Athletics +13, Intimidation +10, Positive Energy Plane Lore +12, Stealth +12, Undead Lore +14

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

AC 22; **Fort** +13, **Ref** +14, **Will** +11

HP 78; **Immunities** death effects; **Resistances** negative 5

Attack of Opportunity ↷ (page 304)

Retributive Suplex ↷ **Trigger** A Medium or smaller creature attempts a melee Strike against the eunemvro and the attack roll is a critical failure; **Effect** The eunemvro seizes the triggering creature, using the attacker's momentum to send them flailing overhead. The triggering creature must succeed at a DC 23 Reflex save or be forcibly moved to a space on the opposite side of the eunemvro, landing prone.

Speed 35 feet

Melee ❖ fist +14 (agile, magical), **Damage** 2d6+6 bludgeoning or positive

Melee ❖ foot +14 (magical), **Damage** 2d8+6 bludgeoning or positive plus Knockdown (page 305)

Occult Innate Spells DC 20; **2nd** *gentle repose*; **Cantrips (2nd)** *chill touch* (undead only), *disrupt undead*

Blessed Strikes The eunemvro's Strikes deal damage that's either bludgeoning or positive—whichever deals more damage to the target creature.

Tide of Creation ❖❖ (evocation, light, occult, positive) **Requirements** The eunemvro isn't fatigued; **Effect** The eunemvro channels from their soul a blast of searing positive energy, bathing their enemies in a wave of blinding light and cosmic power. The eunemvro creates either a 10-foot cone or a 30-foot line, dealing 6d8 positive damage (DC 22 basic Fortitude save). A creature that critically fails its save is blinded for 1d4 rounds. After using this ability, the eunemvro becomes fatigued.

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Eurypterid

Fearsome predators and durable pests, eurypterids are hard-carapaced arthropods sometimes referred to as sea scorpions. Though aquatic creatures, they have robust respiratory systems that allow them to survive indefinitely on land. All eurypterids possess claws as well as stingers that can inject venom.

Common Eurypterid

The smallest of the giant eurypterids can grow to about the size of a large dog. These eurypterids are a staple food for people living in marshlands, who add the meat to heavily spiced stews, but they're otherwise considered dangerous pests.

Common Eurypterid — Creature -1

N MEDIUM AMPHIBIOUS ANIMAL

Perception +2; low-light vision, wavesense (imprecise) 30 feet (page 307)
Skills Athletics +4, Stealth +4
Str +2, **Dex** +0, **Con** +3, **Int** –5, **Wis** +0, **Cha** –3

AC 15; **Fort** +7, **Ref** +4, **Will** +2
HP 9
Attack of Opportunity ↻ Stinger only (page 304).

Speed 30 feet, swim 30 feet
Melee ❖ pincer +6, **Damage** 1d6+2 slashing plus Grab (page 305)
Melee ❖ stinger +6, **Damage** 1d4+2 piercing plus eurypterid venom
Eurypterid Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d6 poison damage and enfeebled 1 (1 round)

Spiny Eurypterid

Spiny eurypterids are aggressive, tenacious, and utterly unwilling to stop chasing prey, even to their own detriment. These creatures are covered with countless needle-like spikes and can grow to rival the size of ocean mammals like orcas. Sailors often find them clinging to the hulls of ships, as spiny eurypterids mistake them for prey and are too stubborn to let go.

Spiny Eurypterid — Creature 5

N LARGE AMPHIBIOUS ANIMAL

Perception +10; darkvision, wavesense (imprecise) 30 feet (page 307)
Skills Athletics +13, Stealth +13
Str +4, **Dex** +2, **Con** +5, **Int** –5, **Wis** +1, **Cha** –3

AC 22; **Fort** +16, **Ref** +11, **Will** +10
HP 70
Attack of Opportunity ↻ Stinger only (page 304).
Chitinous Spines A creature grabbed by the spiny eurypterid takes 2d6 piercing damage at the start of that creature's turn.

Speed 40 feet, swim 40 feet
Melee ❖ pincer +15, **Damage** 2d8+4 slashing plus Grab (page 305)
Melee ❖ stinger +15, **Damage** 2d6+4 piercing plus spiny eurypterid venom
Spiny Eurypterid Venom (poison) **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 2 (1 round); **Stage 3** 2d8 poison damage and enfeebled 3 (1 round)



Acquired Tastes

The meat of a eurypterid is generally considered an acquired taste, as the flesh turns gelatinous when heated, but those who enjoy it claim its taste falls somewhere between sweet shrimp and crab. A market exists for eurypterid meat, especially for more dangerous varieties like the spiny eurypterid, but supply remains low as most fishermen won't risk baiting a creature that could ruin an entire day's catch.

Whispering Hounds

Since the fall of Lastwall and the creation of the Gravelands, festrogs have become more common. They prowl the edges of once-peaceful farmland and often precede a horde of further horrors. Rumors have begun to circulate that the necromancers of the Whispering Way use these creatures as advance scouts to find vulnerable towns and sow terror. As a result, attacks that once would have been dismissed as the predation of wolf packs now evoke a much greater degree of panic.

Festrog

Spawned from corpses of those who died of illness or starvation and twisted by negative energy, festrogs display a visciousness that rivals other undead. They resemble decaying humanoids, but with elongated arms, teeth, and bone-like spikes protruding from their upper backs. Festrogs' tendency to run on all fours has led to them gaining the moniker dog-ghouls, causing the unwary to mistake them for mindless predators.

Festrogs are in fact intelligent, stalking victims in packs and choosing hunting grounds that suit their abilities. They can often be found roaming farmlands, open forests, or wide plains, anywhere they can use their quadrupedal speed to overtake quarry. Belying their mindless appearance, festrogs use tactics similar to those of hunters with hounds: the leader of the pack often flushes prey from cover so that the victim can be brought down by the pack.

Researchers of the necromantic processes that creates risen corpses have found that festrogs spawn more often from slow demises than sudden deaths. Festrogs typically animate from corpses afflicted with disease, while victims of violence are more likely to become more common undead, such as zombies. One documented way to create a festrog is to have scavengers feed on the dead flesh before animating it. This potentially explains why festrogs most often arise in remote areas stricken with famine and desperate predators.

Though most festrogs arise from humans and other prevalent humanoids, other creatures that die in the same circumstances can rise as festrogs. Festrogs that were once larger humanoids such as ogres, hill giants, or trolls behave similarly to other humanoid festrogs and are simply larger and more powerful. More peculiar are the beastkin festrogs formed of quadrupedal animals, which typically have feet or hooves instead of hands, travel on all fours at all times, and have only animal intelligence. In fact, some humanoid festrogs capture and starve beastkin in hopes of the creatures rising as grotesque festrog pets.



Festrog — Creature 1

NE Medium Undead

Perception +6; darkvision

Languages Common

Skills Acrobatics +5, Athletics +7, Stealth +7, Survival +5

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

AC 15; **Fort** +7, **Ref** +7, **Will** +6

HP 24, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, sleep

Diseased Pustules (disease, poison) Whenever the festrog takes piercing or slashing damage, creatures adjacent to the festrog take 1d4 poison damage (DC 14 basic Reflex save).

Speed 30 feet

Melee ❖ jaws +9, **Damage** 1d6+4 piercing

Melee ❖ claw +9 (agile), **Damage** 1d4+4 slashing

Feast ❖ (manipulate) **Requirements** The festrog's last action was a jaws Strike that damaged a living creature; **Effect** The festrog tears into the creature's flesh and gulps it down voraciously, dealing 1d4 slashing damage to the creature and gaining temporary Hit Points equal to the damage dealt. These temporary HP last for 1 minute.

On All Fours ❖ **Requirements** The festrog has nothing in their hands; **Effect** The festrog Strides with a +10-foot circumstance bonus to their Speed.

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Fish

Swimming in vast shoals through open ocean underneath the sparkling sun, lurking deep in the muddy beds of rivers, or schooling in pristine lakes, fish are found nearly anywhere there is water.

Pufferfish

The pufferfish defends itself by filling its flexible body with air or water to extend a number of spikes that otherwise lie flat against its skin. While normally quite slow and deliberate, the pufferfish can contort its body to gain a sudden burst of speed that can catch predators off guard.

PUFFERFISH — CREATURE –1

N TINY ANIMAL AQUATIC

Perception +4; low-light vision
Skills Acrobatics +2, Athletics +4
Str +2, **Dex** +0, **Con** +2, **Int** –5, **Wis** +1, **Cha** –2

AC 12; **Fort** +5, **Ref** +3, **Will** +2
HP 12
Toxic Body Anyone who hits a pufferfish with a melee unarmed attack or a non-reach melee weapon must succeed at a DC 13 Reflex save or be pierced by a spine, taking 1 piercing damage and being exposed to pufferfish venom.

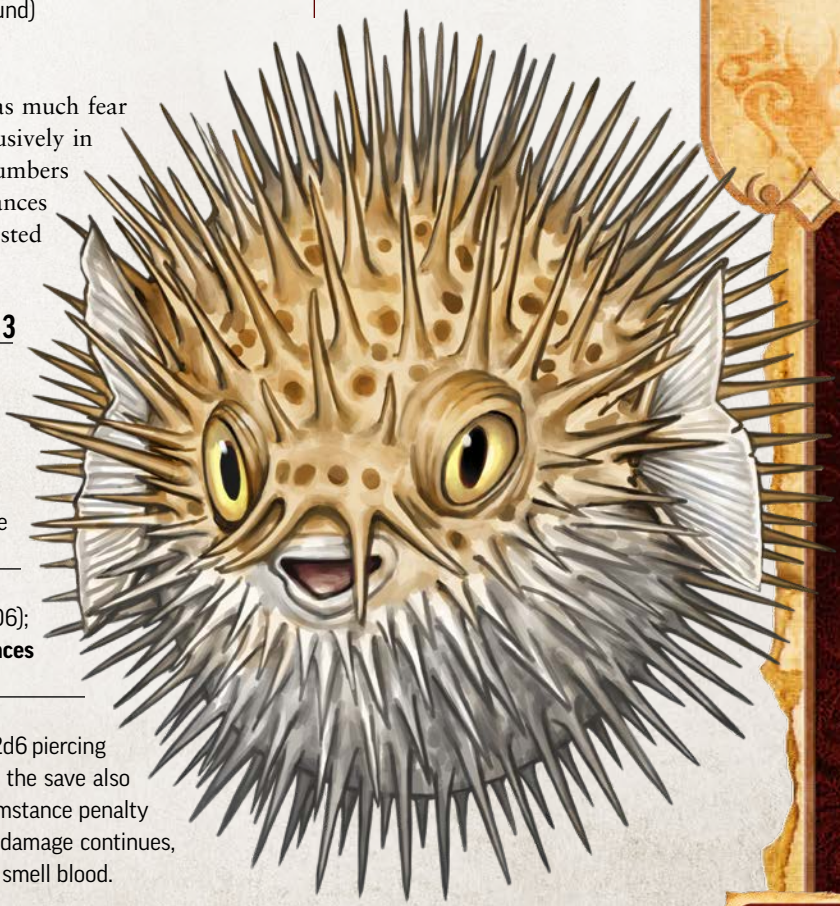
Speed swim 15 feet
Melee ❖ bite +6, **Damage** 1d6+1 piercing plus pufferfish venom
Inflating Rush ❖❖ The pufferfish Swims up to its Speed and then inflates. Each creature within 5 feet of its space at the end of its movement must succeed at a DC 13 Reflex save or take 1 piercing damage and be exposed to pufferfish venom.
Pufferfish Venom (incapacitation, poison) **Saving Throw** Fortitude DC 16; **Maximum Duration** 24 hours; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage and paralyzed (1 round); **Stage 4** 1d4 poison damage and paralyzed for 2d10 hours (1 round)

PECULIAR POISON

Fast-acting and deadly, the pufferfish's venom is commonly used in assassinations due to its relative abundance and ease of harvesting. However, if you survive the poison's effective duration of 24 hours, recovery is quick and leaves no lingering symptoms. For this reason, the demand for pufferfish venom remains high among those who seek it to fake death.

Piranha Swarm

More teeth and fury than body, few fish command as much fear and anxiety as the piranha. They move almost exclusively in schools, overwhelming larger creatures with sheer numbers and ferocity. Piranhas aggress toward sudden disturbances in the water and can smell blood from far away. Harvested piranha teeth serve as excellent cutting tools.



PIRANHA SWARM — CREATURE 3

N LARGE ANIMAL AQUATIC SWARM

Perception +9; blood scent, low-light vision, scent (imprecise) 100 feet
Skills Acrobatics +10, Athletics +8
Str +1, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** –2
Blood Scent The piranha swarm can smell blood in the water from up to 1 mile away.

AC 16; **Fort** +9, **Ref** +10, **Will** +7
HP 40; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 2, slashing 5

Speed swim 30 feet
Feeding Frenzy ❖ Each enemy in the swarm's space takes 2d6 piercing damage (DC 20 basic Reflex save). A creature that fails the save also takes 1d6 persistent bleed damage and takes a –2 circumstance penalty to their Reflex saves against Feeding Frenzy while this damage continues, as the piranhas' frenzy increases in intensity when they smell blood.

Do You Swear?

Flumphs find great satisfaction in making and fulfilling oaths. They feel rewarded when keeping even a small promise, and pepper their social interactions with little agreements and accords. They take deception personally, and don't understand the concept of white lies. After fulfilling an oath, a flumph is sure to inform the other party. Incomplete oaths make flumphs anxious, causing them to check in if they believe they've been promised something—often with irritating frequency.



Flumph

Even among the numerous types of tentacled aberrations populating the lands of Golarion, flumphs are an anomaly. Unlike most other aberrations, flumphs' monstrous appearance belies their true nature as gentle, good-natured creatures whose self-imposed duty is to bolster the defenses of worlds across the multiverse against onslaught from the cosmic horrors of the Dark Tapestry between the stars.

Flumphs are small, jellyfish-like creatures who normally float about 5 feet off the ground on a self-generated cushion of wind, directing their movements with jets of air from countless tiny pores on the surface of their bodies. With some effort, the flumph can force air through these openings in a way that roughly approximates humanoid speech, albeit in a squeaky and halting tone.

Though a flumph's underside is ringed with an array of acidic spikes that they use to hunt small prey, they are nearly defenseless against most attackers and usually attempt to flee when threatened. If cornered, a flumph can emit a foul-smelling spray capable of temporarily incapacitating enemies while warning nearby allies of their presence. This olfactory defense mechanism causes flumphs to feel more kinship with terrestrial creatures than with the jellyfish to which they bear a closer physical resemblance.

Flumphs hatch from pods flung into outer space from the distant flumph homeworld in a ritual known as the Seeding. Even a newly hatched flumph has an instinctive knowledge of their purpose and seeks to make a lair close to a nearby settlement, which they then adopt as their personal charge to protect. However, remaining acutely aware of both their physical limitations and the tendency of their appearance to frighten the unsuspecting, most flumphs recruit and guide from afar, revealing their true nature only to their most trusted allies.

In addition to their missions, flumphs endeavor to lead upstanding lives on a daily basis. They notably draw guidance from their dreams through exhaustive interpretations and carefully maintained dream journals. Life lessons, areas in which they can improve their behavior, and portents of alien danger all come to flumphs in dreams—or at least, that's what they believe. Despite placing so much importance on dreams, flumphs have never set out to prove their dreams are authentic messages.

Flumph — Creature 1

LG Small Aberration

Perception +8; darkvision

Languages Aklo, Celestial, Common

Skills Acrobatics +7, Dark Tapestry Lore +8, Diplomacy +7, Stealth +7

Str +0, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +2

AC 17; **Fort** +5, **Ref** +9, **Will** +8

HP 17

Upside Down A flumph that is knocked prone must succeed at a DC 11 flat check or land on its back, rendering it flat-footed and immobilized. An adjacent ally can Interact to right the flumph, removing both conditions.

Speed 5 feet, fly 25 feet

Melee ❖ spikes +7 (agile, finesse), **Damage** 1d4 piercing plus 1d4 persistent acid

Spray Perfume ❖ (olfactory) The flumph sprays a 20-foot line of foul-smelling liquid. Each creature caught in the spray must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The odor from the spray lingers for 1d4 hours on all creatures that failed their saves. The sprayed creatures can be detected by smell at a range of 100 feet, and any creatures adjacent to them take a –2 circumstance penalty to saves against Spray Perfume or to recover from the sickened condition. The flumph can't use Spray Perfume again for 1d4 rounds.

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Fortune Eater

The fickle finger of fate has quashed hundreds of fledgling adventurers, sometimes in a particularly memorable or ignominious manner. When a number of would-be heroes perish together in such a way, their restless spirits might arise—spurred by jealousy—to become a fortune eater. A fortune eater is a collective entity that might lurk near fortune tellers, taverns, or Pathfinder Society lodges where adventurers are likely to pass through. The spirit then follows the heroes on their quests until the right moment, when the spirit manifests their unfortunate abilities to get the party killed and potentially add them to the collective. Sometimes they linger near the lairs of a powerful monster, waiting for parties of unwary adventurers.

A fortune eater lingers because of unfinished business: to move on, they must help a hero defeat a great threat or acquire a legendary item. Ironically, their jealousy, rage, and powers of bad luck make this extremely unlikely.

Heroic Ends

Fortune eaters constantly babble about the strange and epic fates that led to their state of undeath. Such tales always involve seemingly impossible feats of bravery and foolhardiness, such as teleporting hundreds of feet into the air to fall atop and slay a dragon in flight or diving into the jaws of a kraken in an attempt to kill the beast.

Fortune Eater — Creature 7

RARE CE LARGE INCORPOREAL SPIRIT UNDEAD

Perception +13; darkvision

Languages languages spoken by the adventurers (typically Common, Dwarven, Elven, and Goblin)

Skills Deception +15, Intimidation +13, Performance +15, Stealth +15

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

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 100, negative healing (page 305), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Offering the fortune eater a chance to be instrumental in completing a heroic deed releases their component spirits to move on to the afterlife.

Unluck Aura (aura, divination, divine, mental, misfortune) 20 feet. A creature entering the area must attempt a DC 23 Will save, rolling the save twice and using the worse result. On a successful save, the creature is temporarily immune to fortune eater unluck auras for 24 hours. On a failure, the creature must roll twice and use the worse result on all checks as long as it is within the aura.

Luck Osmosis ↻ (divination, divine) **Trigger** A creature affected by the fortune eater's unluck aura has just rolled two d20s for a check and taken the lower result; **Effect** The fortune-eater stores the higher of the two numbers rolled and uses that number in place of their next d20 roll; this is a fortune effect. They can have only one number stored at a time.

Speed fly 30 feet

Melee ❖ ghostly longsword +17 (finesse, magical, versatile P), **Damage** 1d8+8 slashing plus 1d8 negative

Melee ❖ ghostly light mace +17 (agile, finesse, magical, shove), **Damage** 1d4+8 bludgeoning plus 1d8 negative

Ranged ❖ ghostly longbow +17 (deadly d10, magical, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing plus 1d8 negative

Team Attack ❖❖❖ Dead teammates coalesce to attack with phantasmal versions of the weapons they used in life. The fortune eater makes a ghostly longsword Strike, ghostly dagger Strike, and ghostly longbow Strike in any order. Each must target a different creature. Their multiple attack penalty doesn't increase until after all the attacks.



Noble Quarry

In Taldor, the hunt is an ancient institution steeped in ceremony. For Taldan nobles, the hunt and its pageantry offer a chance to showcase martial skill and wealth while reaffirming tradition and etiquette. Alliances are forged and political maneuvering happens around the post-hunt banquet table, so a successful hunt is of paramount importance. To this end, Taldan game wardens have spent centuries using selective breeding and magic to raise new species of boars, foxes, stags, and other quarry that share the most sought-after traits of their forebears and offer the best sport. Despite resistance from druidic orders and the damage to crops and livestock these creatures cause, the practice is sanctioned by royal decree.

Fox

Elusive and shrewd, foxes have gained a reputation as sly tricksters, earning them a place in many folk tales.

Red Fox

The shy and perceptive red fox has uncanny adaptability and is just as comfortable in urban areas as in the wilds. Red foxes typically have rust-red fur, a white underbelly, and a characteristic white-tipped bushy tail. They are omnivorous, and eat insects, lizards, and small birds, pouncing on their prey to catch it. Because these opportunistic hunters see eggs and captive livestock as an easy meal, many farmers see them as foes.

Red Fox **Creature −1**

N Tiny Animal

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6 (+8 to Escape), Athletics +2 (+4 to High Jump or Long Jump), Stealth +6, Survival +5

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

AC 17; **Fort** +5, **Ref** +6, **Will** +3

HP 5

Speed 35 feet

Melee ❖ jaws +9 (agile, finesse), **Damage** 1d6−2 piercing

Leaping Pounce ❖ The red fox either Strides or Leaps up to its Speed and makes a Strike at the end of that movement. If the fox began this action hidden, it remains hidden until after this ability's Strike.

Fading Fox

With fur that shifts between hues of red, dull brown, and silver as it moves, the fading fox vexes any pursuer. It has a knack for escaping traps, leaves no footprints, and seemingly disappears into thin air. Fading foxes have lustrous fur and a robust build that set them apart from their red fox progenitors.



Fading Fox **Creature 2**

N Tiny Animal

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8 (+10 to Escape), Athletics +5 (+7 to High Jump or Long Jump), Stealth +10, Survival +9

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

AC 21; **Fort** +7, **Ref** +10, **Will** +7

HP 25

Fade Away ↷ **Trigger** A creature within 30 feet that the fading fox is aware of either moves toward the fox or targets it with an ability; **Requirements** The fading fox is in natural surroundings; **Effect** The fading fox Hides. If its Stealth check result meets or exceeds the triggering creature's Perception DC, the fading fox is hidden to that creature. The fading fox can use this reaction even if it is being observed.

Speed 35 feet

Melee ❖ jaws +10 (agile, finesse), **Damage** 1d6+1 piercing

Leaping Pounce ❖ As red fox.

Sneak Attack The fading fox deals an additional 1d6 precision damage to flat-footed creatures.

Trackless Step The fading fox always gains the benefits of Cover Tracks in natural surroundings, even while moving at full Speed.

Vanish into the Wilds ❖❖ **Requirements** The fading fox is in natural surroundings; **Effect** The fading fox Steps, then Hides, then Sneaks. It can take this Step into natural difficult terrain and can Hide in this way even if it is being observed.

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Galvo

A galvo is a bizarre humanoid creature made up of electric eels—dozens of them, transmogrified into one cooperative, electrified body. The story of their creation is lost to antiquity, though their propensity for attacking sea devils and alghollthus suggests they might have been engineered by some enemy of these creatures. Modern galvos aren't choosy about their prey, and because they can operate as well on land as they do in the water, they enjoy feasting on aquatic creatures and land dwellers alike.

A galvo's body forms something roughly shaped like a human, but with eels continually moving throughout it and shifting the shape of its mass. The galvo can even disperse into a swarm of eels, though it usually does so only to travel through narrow spaces or otherwise accomplish things it's incapable of in its normal form.

These component eels share some element of a collective consciousness, giving the galvo more intelligence than a typical animal. Individual galvos generally don't have any need for or interest in socializing, though they sometimes gather to collaborate while hunting.

Electricity arcs throughout a galvo, and the more the eels that make it up move about, the larger and more impressive the electric display. This electricity creates a damaging field around the galvo that causes small fish and other sea life to drop dead. Many galvos contentedly snack on these prey. Even beyond the harmful field, underwater creatures feel a faint unease from galvos, and might notice how ferrous trinkets and sediment slowly drift toward them.

A galvo attack could come from a lone creature or a small group. In addition to dangers of the electricity field generated by galvos' eels, galvos might attack by biting with their eels' maws or even firing off one of their eels like a dart, striking a distant target with a living, electrified projectile.

Galvo Meals

Galvos feed in private, carrying defeated prey off to their underwater caves. A galvo strips its meal of anything undigestible, then envelops the victim inside its writhing body. If the meal is halfling-sized or smaller, the galvo might begin hunting for its next meal while still digesting.



GALVO — CREATURE 9

NE MEDIUM ABERRATION AMPHIBIOUS

Perception +17; darkvision

Languages Aquan (can't speak any language)

Skills Acrobatics +19, Athletics +19, Stealth +19

Str +4, **Dex** +6, **Con** +3, **Int** –2, **Wis** +4, **Cha** –1

AC 27, all-around vision; **Fort** +18, **Ref** +21, **Will** +15

HP 158; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 8, splash damage 8; **Resistances** bludgeoning 5, electricity 12, slashing 8, piercing 8

Electrical Field (electricity, aura) 5 feet, 1d12 electricity damage (DC 26 basic Reflex)

Speed 20 feet, swim 30 feet

Melee ❖ eel jaws +21 (agile, finesse), **Damage** 2d6+7 piercing plus 1d12 electricity

Ranged ❖ eel dart +21 (agile, thrown 20 feet), **Damage** 1d6+7 piercing plus 1d12 electricity

Squirming Embrace ❖❖ The galvo Strides, ending its movement sharing a space with another creature, and deals 3d6 piercing plus 2d12 electricity damage to the creature. The creature must attempt a DC 28 basic Reflex save.

Swarm Shape ❖ (concentrate) The galvo collapses into a shapeless swarm of eels. It drops all held, worn, and carried items. While discorporated, the galvo can't use attack actions, but it can move through areas small enough for its individual eels to fit without having to Squeeze. It can use Swarm Shape again to coalesce back into its normal form.

Serpentine Hatred

In the distant past, the mother of all garudas was tricked into slavery by the wicked serpent queen. The strongest of the garuda children undertook a great journey and overcame many dangerous obstacles to free their mother in a feat of trickery that outwitted even the clever queen. Since then, garudas have been the mortal enemies of nagas, evil serpents, and other aberrant ophidian creatures.

Garuda

Garudas are noble, birdlike beings descended from the gods. They were born under the cerulean skies of the Outer Plane of Elysium but have since spread to the Material Plane, and it is here that they primarily reside. On Golarion,the largest garuda populations live in the rugged hills and mountains of Vudra, though some have spread to the Impossible Kingdom of Jalmeray and even to the eastern mountains of Garund.

Garudas usually roost in isolated aeries but spend much of their time gliding on the wind. Many garudas are nomadic or migratory, yearning to travel and soar above new landscapes. While they remain detached from humanoid societies, they are impetuous and gallant, frequently serving as protectors of communities near the cliffs and peaks where they roost. Some garudas instead combine their wanderlust and goodhearted nature by serving as messengers and emissaries between remote settlements, though most who take up this work abandon it after a few years when the same terrain becomes boring. Wandering garudas are no less compassionate, and many a tale tells of a garuda who came to the aid of a lost traveler or carried an endangered soul to safety.

Though they hold most living creatures in high regard, garudas loathe ophidian creatures—nagas in particular. Rarely do they come into contact without fighting, and a garuda will go out of their way to hunt down a naga if they hear even the tiniest hint of a rumor suggesting the presence of one.

A garuda's feathering and coloration range widely depending on the terrain they favor. Garudas in temperate woodlands might resemble jays or falcons, while tropical garudas sport bright plumage.



Garuda — Creature 9

CG Medium Celestial

Perception +20; darkvision

Languages Celestial, Common, Vudrani

Skills Acrobatics +21, Athletics +17, Intimidation +19, Religion +16, Stealth +19, Survival +16

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

Items *+1 striking composite longbow* (100 arrows)

AC 28; **Fort** +17, **Ref** +21, **Will** +16

HP 135

Speed 25 feet, fly 60 feet

Melee ❖ beak +21 (finesse), **Damage** 2d10+7 piercing plus 1d6 good

Melee ❖ talon +21 (agile, finesse), **Damage** 2d8+7 slashing plus 1d6 good

Ranged ❖ *shock composite longbow* +22 (deadly d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+5 piercing plus 1d6 electricity and 1d6 good

Divine Innate Spells DC 27; **4th** *freedom of movement*; **3rd** *haste*; **2nd** *see invisibility* (×3); **1st** *true strike* (at will)

Electric Projectiles (arcane, evocation) Any arrow the garuda fires gains the effects of a *shock* rune.

Swooping Dive ❖❖ The garuda flies up to their Speed in a straight line, descending at least 10 feet, and then makes two talon Strikes.

Wind Blast ❖❖ (air, evocation) The garuda flaps their wings with intense force. This has the same effect as *gust of wind* (DC 27) but in a 30-foot cone. In an area with loose debris (at the GM's discretion), the gusts from the garuda's wings create a cloud that obscures vision, making any creature in the area concealed, and creatures outside the area are concealed to those within the area.

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Gathlain

Gathlains have made a name for themselves as inquisitive and mischievous, as well as flighty and distractable. These eccentric little fey want nothing more than to explore the many wonders of the world for their own pleasure.

Born of magical trees in seed pods that float hundreds of miles on the wind, gathlains are a bizarre mix of flesh and flora. Sprigs of mistletoe bloom from their back and form a delicate pair of wings. They enjoy adorning themselves with oddities found on their journeys, such as beads, pieces of fine cloth, and bits of armor. The fey see these accessories as trophies, proof of their travels, and mementos of their adventures.

The typical gathlain is only 2 feet tall, but their small size doesn't deter them from seeking out and exploring potentially dangerous places. They sometimes even use their size to their advantage, squeezing through tight spaces that most would never be able to fit through. Moreover, their vine-laced wings let them reach heights many adventurers would find daunting. These traits have made them celebrated explorers whose presence is welcome in a group of travelers—so long as everyone is prepared for their nigh-endless questions. A conversation with a gathlain can feel more like an interrogation, as they care little for the comfort of others if it means they will learn something new and interesting to add to their range of knowledge.

Gathlains are particularly fond of gnomes, as they feel a sort of familial attachment to their exiled fey kin, and attempt to ingratiate themselves with any gnomes they run across. Gnomes don't always return this affection and many tend to distrust gathlains, due to the smaller creatures' gossipy and flighty nature.

Gathlain Homes

When they decide to settle down, gathlains most often make their homes deep in the forests, among the treetops. Being amid the leaves and vines makes them feel safe, as it reminds them of their birth tree. They tend to make dwellings for themselves out of branches and bits of wood, crafting rooms to house the treasures they've found on their journeys. Gathlains with a greater affinity for other types of terrain settle down in all sorts of places and have a Lore skill corresponding to their favored terrain instead of Forest Lore.

Gathlain Wanderer Creature 1

UNCOMMON CG SMALL FEY PLANT

Perception +6; low-light vision
Languages Common, Sylvan
Skills Acrobatics +7, Deception +5, Forest Lore +5, Nature +4, Performance +5, Society +3, Stealth +7, Survival +4
Str +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +1, **Cha** +2
Items dagger, shortbow

AC 17; **Fort** +5, **Ref** +9, **Will** +6
HP 14; **Weaknesses** cold iron 2
Final Jape When the gathlain dies, their wings explode into a cloud of toxic mist. Each creature within a 5-foot emanation takes 1d6 poison damage (DC 18 basic Fortitude save).

Speed 20 feet, fly 30 feet
Melee ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing
Ranged ❖❖ shortbow +9 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing
Hide and Seek The gathlain ignores difficult terrain from non-magical foliage.
Rootbound ❖❖ **Requirements** The gathlain isn't using their wings to fly; **Effect** The gathlain sprouts woody roots from the tips of their wings that bind an adjacent creature's limbs. The target must succeed at a DC 17 Fortitude save or be grabbed by the gathlain's wing-tip vines until the start of the gathlain's next turn.



Ghoran Seeds

Every ghoran contains a single, fist-sized seed imprinted with their memories. When planted, this seed sprouts a new body and the original falls dead. Ghorans can't create additional seeds.

Ghoran

Ghorans are sentient plants who grow in the shape of humanoids. A ghoran's body is composed of one large seed encased in rich vegetable tissue covered with dense, green rinds. In place of a face ghorans sport a bouquet of vividly colored flower petals with gaps and ridges suggesting facial features, which they can shift to express emotion.

Magically created to be a delicious and nutritious food source that could adapt to hazardous environments, ghorans evolved to develop sentience, speech, and ambulatory bodies that could mimic humanoid forms and behavior to discourage predation. Ghorans find the concept of gender confounding, though some display visual gender cues to put humanoids at ease or leverage societal expectations to their own advantage.

This ghoran manipulator relies on charm to survive.



Ghoran Manipulator — Creature 3

RARE | N | MEDIUM | GHORAN | HUMANOID | PLANT

Perception +9; low-light vision

Languages Common, Sylvan

Skills Deception +11, Diplomacy +9, Nature +9, Performance +11, Stealth +6

Str +0, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +4

Items shortbow (20 arrows), spear

AC 18; **Fort** +8, **Ref** +8, **Will** +11

HP 45

Appetizing Aroma (aura, olfactory) 10 feet. A creature entering or starting its turn in the aura must attempt a DC 17 Will save. Creatures that don't eat are immune to Appetizing Aroma.

Success The creature is unaffected and is temporarily immune for 1 hour.

Failure The creature is distracted by a desire to consume the ghoran. For 1 round it becomes flat-footed and fascinated by the ghoran manipulator.

Delicious Ghorans were originally created to be scrumptious food. A ghoran manipulator takes 5 additional damage from jaws Strikes, fangs Strikes, or other similar Strikes with a creature's mouth. When a ghoran manipulator is grabbed or restrained by a creature's jaws, fangs, or mouth, the DC to Escape is increased by 2.

Anguished Cry ↻ (emotion, enchantment, mental) **Trigger** A humanoid enemy damages the ghoran manipulator with a melee attack; **Effect** The ghoran manipulator rearranges its facial petals and wails, mimicking humanoid anguish to engender sympathy. The triggering creature must attempt a DC 20 Will save.

Success The target is unaffected and is temporarily immune for 1 hour.

Failure The target takes a –2 circumstance penalty on attack rolls against the ghoran manipulator until the start of its next turn.

Critical Failure As failure, and the target is stupefied 2 until the start of its next turn.

Speed 25 feet

Melee ❖ spear +7, **Damage** 1d6+2 piercing

Ranged ❖ spear +8 (thrown 20 feet), **Damage** 1d6+2 piercing

Ranged ❖ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

Occult Spontaneous Spells DC 20; **2nd** (2 slots) *illusory disguise*, *phantom pain*; **1st** (3 slots) *charm*, *sanctuary*, *sleep*, *soothe*; **Cantrips (2nd)** *daze*, *forbidding ward*, *ghost sound*, *light*, *mage hand*

Primal Innate Spells DC 20; **2nd** *detect poison*; **1st** *goodberry* (*Core Rulebook* 399), *purify food and drink*

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Ghoul, Leng

In the icy nightmare dimension of Leng, ghouls with hoofed feet gather in morbid groups to worship and research, forming societies that mockingly mimic (and in their opinion, surpass) those of the living. Most worship the malevolent gods of the Elder Mythos and see the living as little more than fodder who will eventually die and provide memories for Leng ghouls to consume and absorb. Not all Leng ghouls are evil, but most are, and even those who aren't possess sardonic senses of humor and grisly appetites that make them disturbing allies at best.

LENG GHOUL — CREATURE 10

UNCOMMON | CE | MEDIUM | DREAM | GHOUL | UNDEAD

Perception +19; darkvision

Languages Aklo, Common, Necril

Skills Acrobatics +21, Arcana +19, Athletics +19, Occultism +21, Religion +19, Stealth +21

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

Items *scroll of confusion, scroll of fly*

Erudite Leng ghouls can cast arcane, divine, and occult spells from scrolls, with a spell DC of 28 and a spell attack roll of +20.

AC 29; **Fort** +18, **Ref** +21, **Will** +19; +1 status to all saves vs. positive

HP 180, negative healing (page 305); **Immunities** cold, death effects, disease, paralyzed, poison, unconscious

Speed 25 feet, burrow 25 feet, climb 25 feet

Melee ❖ jaws +23 (finesse), **Damage** 2d8+8 piercing plus Leng ghoul fever and paralysis

Melee ❖ claw +23 (agile, finesse), **Damage** 2d6+8 slashing plus paralysis

Absorb Memories ❖ (manipulate) **Requirements** The Leng ghoul is adjacent to the corpse of a creature that retains flesh on its bones; **Effect** The Leng ghoul devours a chunk of the corpse and regains 6d6 Hit Points. At the same time, they also absorb some of the memories stored in the flesh from when the corpse was alive, gaining a +1 status bonus to all skill checks for 10 minutes.

The Leng ghoul can immediately attempt an Occultism check to learn one non-secret memory the corpse had when it was alive (use the standard DC for the creature's level). The exact memory learned is determined by the GM but is typically something of use to the Leng ghoul. The memory can't be one the creature was trying to keep secret unless the check was a critical success. A Leng ghoul can Absorb Memories from any given corpse only once.

Leng Ghoul Fever (disease) **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 4d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 4d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a Leng ghoul the next sunset

Paralysis (incapacitation, occult, necromancy) Any living creature hit by a Leng ghoul's attack must succeed at a DC 28 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 on each such save.

Sneak Attack A Leng ghoul deals an extra 2d6 precision damage to flat-footed creatures.

CORPSE LIBRARIES

Because Leng ghouls can draw lore from the flesh they consume, their temples often contain libraries that would, to the untrained eye, look more like abattoirs of preserved corpses. Here, a curious Leng ghoul can browse and feed simultaneously, or even research secrets that have long laid dormant in the dead.





Cave Giant Allies

A lucky cave giant might manage to capture and tame a giant reptile, such as a monitor lizard or giant salamander, to serve as a maltreated pet or guard beast. These reptiles suffer much abuse from their cruel keepers and, as a result, become atypically violent toward all humanoids.

Giants

Many kinds of giants lurk in the inhospitable corners of the world, making their homes in unlikely locales ranging from fetid sinkholes and ruined battlefields to mass graveyards and barren badlands.

Cave Giant

Cave giants are the vicious loners of the giant world. Even their closest ancestral kin, the rampaging hill giants, mostly find cave giants too brutal and antisocial to form alliances with. For their part, cave giants—garbed in stinking hides festooned with the rotting skulls of their victims—seem ambivalent about their foul reputation. They are more interested in hunting and killing their next meal than forming alliances.

For all their disregard of others' opinions, cave giants are cautious when it comes to defending territory. Cave giant traps are simple yet effective, such as rounded boulders that can be pushed down steep tunnels, camouflaged pits filled with sharpened stakes, and even compromised stalactites that can suddenly fall on unsuspecting intruders.

In coastal towns and hillside villages with caves a common feature of the landscape, cave giants star as common villains in local tall tales. Many youngsters and aspiring heroes dare one another to venture into remote grottoes or abandoned mine shafts in the hopes of discovering a cave giant, and all too often their searches prove successful. Grieving villagers pay skilled adventures handsomely to locate the whereabouts of their missing kin. The bounty for such hunts might be as much as an entire village harvest's worth of gold, particularly if a local cave giant has been a frequent enough menace or the missing villager is particularly beloved.



Cave Giant **Creature 6**

CE Large Giant Humanoid

Perception +15; darkvision

Languages Jotun

Skills Athletics +18, Intimidation +14

Str +6, **Dex** +3, **Con** +5, **Int** –2, **Wis** +3, **Cha** +2

Items greataxe, hide armor, sack with 5 rocks

AC 23; **Fort** +17, **Ref** +13, **Will** +11

HP 110

Catch Rock ↷ (page 304)

Speed 35 feet

Melee ❖ greataxe +18 (magical, reach 10 feet, sweep), **Damage** 1d12+9 slashing

Melee ❖ fist +18 (agile, reach 10 feet), **Damage** 1d8+9 bludgeoning

Ranged ❖ rock +16 (brutal, range increment 120 feet), **Damage** 2d6+10 bludgeoning

Smear ❖❖ (attack) **Requirements** The cave giant is within reach of a creature that is adjacent to a wall or other solid vertical surface; **Effect** The cave giant snags the creature and smashes it against the wall. The giant attempts an Athletics check against the target's Reflex DC. On a success, the cave giant Grabs the creature and smears it along the nearby wall, dealing 2d8+8 bludgeoning damage. On a critical success, the damage is doubled.

Throw Rock ❖ (page 306)

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DESERT GIANT

Desert giants are nomadic humanoids who have dwelled in the world's most arid regions since time immemorial. Smaller peoples know that desert giants are the undisputed masters of desert living, and ignorant humans often claim that it is a desert giant's unique physiology, like a camel, that enables them to survive without water for 2 weeks. The few desert giants who mingle in the societies of smaller humanoids don't bother to dispute such ridiculous rumors.

In fact, desert giants' strong cultural traditions play a large part in their ability to prosper in such harsh environs. Desert giant elders encourage their descendants to maintain abstemious lifestyles, particularly with regard to the consumption of food and drink. Alcohol is particularly disdained by desert giants, who view mind-altering diuretics like liquor and ale as dangerous temptations in an environment as unforgiving as the desert. Instead, most desert giants follow a simple vegetarian diet and maintain an incredible internal map of their home region's seasonal waterways and oases.

Their austere habits and intolerance for foolishness have earned desert giants a reputation as being ill-humored and no-nonsense, but many of their communities boast a wide variety of humorous tales in their vast oral histories and legends. Since desert giants' journeys across the wastes can span weeks or even months at a time, an individual who can make their companions laugh with a witty joke or amusing parable remains a prized member of the community.

Desert giants stand 15 feet tall, tending toward lean physiques that are ideal for traveling across vast expanses of sand for long sojourns.

OASIS PROTECTORS

Desert giants are keenly aware of their native environs' fragile ecosystem. They fiercely protect their favorite watering holes and ancestral oases from newcomers—from humans to divs (page 68)—who might despoil the local flora or chase away scarce fauna.



DESERT GIANT CREATURE 9

LN LARGE GIANT HUMANOID

Perception +19
Languages Common, Jotun
Skills Acrobatics +21, Desert Lore +18, Intimidation +15, Survival +19
Str +6, **Dex** +6, **Con** +5, **Int** +3, **Wis** +4, **Cha** +0
Items *doubling rings*, leather armor, sack with 5 rocks, scimitar, *+1 striking scimitar*

AC 27; **Fort** +18, **Ref** +21, **Will** +15
HP 185
Catch Rock ↷ (page 304)

Speed 40 feet
Melee ❖ *scimitar* +21 (forceful, magical, reach 10 feet, sweep), **Damage** 2d6+12 slashing
Ranged ❖ rock +19 (brutal, range increment 120 feet), **Damage** 2d8+12 bludgeoning
Sand Spin ❖ **Requirements** The desert giant is standing in sandy terrain; **Effect** The desert giant spins around and stirs up loose sand in a 10-foot emanation. Until the beginning of the giant's next turn, creatures in the area are concealed, and other creatures are concealed to them.
Sandwalking Desert giants have adapted to the loose sands of the desert and can move across them with ease. Desert giants ignore non-magical difficult terrain and uneven ground caused by sand.
Scimitar Blitz ❖❖ The desert giant Strides up to their Speed, Striking once with each of their scimitars at any point during the movement.
Throw Rock ❖ (page 306)

GENERALS OF THE UNDEAD

The most powerful tomb giants amass literal armies of undead minions to serve them and wage wars on their behalf. Woe to any sleepy hamlet caught in the crossfire of two warring tomb giants, whose campaigns of doom can transform an idyllic vale into a forsaken boneyard overnight.

TOMB GIANT

Masters of mausoleums and keepers of crypts, the dread creatures called tomb giants are anathema to all living beings, but especially so to other types of giants. Long ago, so the legends say, tomb giants sold their souls in exchange for unfathomable necromantic powers. With whom they made this foul bargain remains a mystery—if the rumors hold any truth at all. Still, tomb giants' power over undeath remains undeniable, and nearly all of them embrace a fervent passion for necromancy.

Tomb giants construct massive gothic settlements in haunted valleys and on forsaken hillsides, far enough away from the societies of smaller people that they remain relatively undisturbed, but close enough that they can raid the graveyards of nearby villages with impunity.

Elder tomb giants—those who have animated countless hordes of humanoid zombies and skeletons and yearn for even greater challenges—enjoy the thrill of subduing, slaying, and reanimating their fellow giants. Taiga giants in particular are choice prey to an experienced tomb giant, as their larger cousins make formidable undead guardians and warriors.

A tomb giant views its mortal life as only one part of its existence. After death, most tomb giants are themselves reanimated as undead, who then continue to practice their necromantic arts.



TOMB GIANT — CREATURE 12

NE LARGE GIANT HUMANOID

Perception +25; darkvision, lifesense (imprecise) 60 feet (page 305)

Languages Common, Jotun, Necril

Skills Athletics +25, Medicine +25, Religion +25, Stealth +21

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

Items *+1 striking scythe*, black onyx gems worth 300 gp

AC 32; **Fort** +22, **Ref** +19, **Will** +25

HP 255, negative healing (page 305); **Immunities** death effects

Catch Rock ↻ (page 304)

Speed 30 feet

Melee ❖ *scythe* +27 (deadly d10, magical, reach 10 feet, trip), **Damage** 2d10+13 slashing

Melee ❖ claw +26 (agile, reach 10 feet), **Damage** 3d6+13 slashing plus dooming touch

Ranged ❖ rock +24 (brutal, range increment 120 feet), **Damage** 3d8+13 bludgeoning

Divine Innate Spells DC 32; **5th** *bind undead* (×3), *harm* (×3)

Rituals DC 32; *create undead*

Dooming Touch (divine, necromancy) The tomb giant's claws carry the accursed power of their foul gods. A creature hit by the tomb giant's claw Strike becomes doomed 1.

Font of Death ❖❖❖ (divine, necromancy, negative) The tomb giant turns the spiritual tide on a creature that has just died, temporarily transforming it into a volatile vessel of negative energy. The tomb giant touches a creature that died in the past 24 hours, infusing its flesh and bone with negative energy. Once during the next hour, the tomb giant can spend a single action (from any distance) to release this negative energy from the corpse in an explosion that deals 10d8 negative energy in a 15-foot burst (DC 32 basic Fortitude save); if not released before the end of the hour, the energy dissipates harmlessly. The tomb giant can't use Font of Death while a previous corpse remains infused.

Throw Rock ❖ (page 306)

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PLAGUE GIANT

Plague giants are rasping behemoths, whose weeping sores, fetid breath, and filthy fingernails all bear a terrible wasting disease. Like sewer rats or flies that swarm a fresh battlefield, plague giants bear an inborn pathogen that does little harm to the giants themselves (their wretched physical appearances are purely superficial) but can wreak devastation on afflicted victims.

Whatever their origin, the majority of plague giants are so accustomed to being viewed as monstrosities by other humanoids, giant and otherwise, that they become vehemently xenophobic. Some of their communities do permit other types of shunned humanoids—especially those with leprosy and other stigmatized diseases—to join their fold. Whether because they are expelled to the world's worst badlands or because they purposefully seek out such locales, plague giants often settle amid abandoned battlefields, sewer outlets, and other despoiled places. Their close ties to disease lead many to worship Apollyon, the Horseman of Pestilence, or other deities associated with disease. Plague giants claim that their kind is as death itself, violently rejecting the theory often touted among non-giants that they are an offshoot of some other giant ancestry afflicted with a terrible divine curse. (Most other giants also reject this theory.)

Plague giants measure 24 feet tall and weigh 15,000 pounds.

DISEASED WORSHIPPERS

Many plague giant societies are theocratic. In such communities, the most powerful plague giants are clerics or champions of the Horseman of Pestilence Apollyon, Urgathoa, or some other deity associated with plague.

PLAGUE GIANT — CREATURE 14

NE HUGE GIANT HUMANOID

Perception +25; low-light vision
Languages Common, Jotun
Skills Athletics +30, Intimidation +24, Religion +25, Stealth +26
Str +8, **Dex** +6, **Con** +7, **Int** +3, **Wis** +5, **Cha** +4
Items *+1 striking flail*, sack with 5 rocks

AC 35; **Fort** +27, **Ref** +24, **Will** +23
HP 285; **Immunities** disease
Catch Rock ↷ (page 304)
Retaliatory Scratch ↷ **Trigger** A creature within 10 feet makes a melee Strike against the plague giant; **Effect** The plague giant makes a claw Strike against the triggering creature.

Speed 45 feet
Melee ❖ *flail* +31 (disarm, magical, reach 15 feet, sweep, trip), **Damage** 2d6+14 bludgeoning plus 3d6 poison and atrophic plague
Melee ❖ claw +30 (agile, reach 10 feet), **Damage** 3d6+14 slashing plus atrophic plague
Ranged ❖ rock +28 (brutal, range increment 120 feet), **Damage** 3d8+14 bludgeoning
Divine Innate Spells DC 34; **6th** *cloudkill*, *death knell* (×3), *take its course* (*Core Rulebook* 397)
Atrophic Plague (disease, divine, necromancy) **Saving Throw** DC 34 Fortitude; **Stage 1** enfeebled 2 and fatigued (1 day); **Stage 2** enfeebled 3 and fatigued (1 day); **Stage 3** enfeebled 4 and fatigued (1 day); **Stage 4** dead
Hurl Corpse ❖ The plague giant picks up a dead or dying creature within reach and flings it at a foe. The giant makes a rock Strike, using the body instead of a rock. If the body is a corpse, on a hit it explodes in a cloud of thick gray vapor, exposing all creatures in a 10-foot burst to atrophic plague. If the body is a dying creature, on a hit its dying value increases by 1 (or 2 on a critical hit).
Pustulant Flail A plague giant's flail is covered in pus, causing it to deal 3d6 additional poison damage.
Throw Rock ❖ (page 306)





Bonds of Faith

Girtablilu communities usually form around common beliefs rather than familial bonds, with a greater importance placed on chosen family than blood relations. While rare, there have even been cases of members of other ancestries living among girtablilu communities. When outsiders appeal to study the girtablilu's protected sites or to join a girtablilu community, the divine leader has the final say on who is welcome.

Girtablilu

Girtablilus are desert-dwelling guardians with the upper bodies of muscular humanoids and the lower bodies of massive scorpions. They are most often found defending ancient temples and religious artifacts with zealous fervor. Some believe they were created by a long-dead god millennia ago to act as guardians, but girtablilus consider the subject of their origin taboo and refuse to address the theory.

Because girtablilus accept a wide range of religions and belief systems, some outsiders believe they also worship their own ancient pantheon. Instead, girtablilus exclusively revere and protect sites dedicated to deities considered lost to civilization. In this way, they act as preservers of holy practices that have otherwise been forgotten beneath the desert's shifting sands.

Though girtablilus are used to explorers seeking entrance to the sites they defend, they might welcome those who earnestly wish to learn or offer reverence. A few even proudly share their beliefs with others, eager for the opportunity to preach to someone new. But girtablilus show no mercy to those who attempt to desecrate the sites and objects of their worship, or to those who would violate the tenets of their faith.

Girtablilus are skilled fighters who keep trained giant scorpions as pets, and they remain unmatched when it comes to fighting in the desert. They require relatively little food or water, and they rely on their stamina to outlast their enemies. When necessary, they can stalk their quarry for days or even weeks, coordinating with their pets to drive their prey in circles. Once exhausted, few foes can stand up to a girtablilu's physical prowess—or their deadly venom.

Girtablilu Sentry

Sentries patrol the outskirts of a girtablilu communities, watching for external threats like desert drakes, blue dragons, or adventuring parties set on reckless exploration of the girtablilus' sacred site.

Girtablilu Sentry **Creature 8**

N Large Beast

Perception +18; darkvision, tremorsense (imprecise) 60 feet (page 306)
Languages Common, Girtablilu
Skills Athletics +20, Intimidation +17, Religion +16, Survival +18
Str +6, **Dex** +4, **Con** +6, **Int** +3, **Wis** +4, **Cha** +3
Items hide armor, *+1 striking longspear*

AC 27; **Fort** +20, **Ref** +16, **Will** +12
HP 160

Speed 40 feet
Melee ❖ *longspear* +21 (magical, reach 15 feet), **Damage** 2d8+9 piercing
Melee ❖ pincer +20 (agile), **Damage** 2d8+9 bludgeoning plus Grab (page 305)
Melee ❖ stinger +20 (reach 10 feet), **Damage** 2d6+9 piercing plus girtablilu venom
Constrict ❖ 2d8+6 bludgeoning, DC 24 (page 304)
Desert Stride A girtablilu ignores natural difficult terrain in the desert.
Girtablilu Venom (poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)

Girtablilu Seer

The highest position of authority in a girtablilu community is the group's religious leader. This sacred duty requires years of study, meditation, and dedication to awaken a mystical font of divine magic within the girtablilu. These seers ensure that every action taken by the community falls in line with even the most obscure dogma of their tradition, and they don't hesitate to turn their fury on members of their own community who violate their mandates.

GIRTABLILU SEER

CREATURE 12

N LARGE BEAST

Perception +25; darkvision, tremorsense (imprecise) 60 feet (page 306)
Languages Common, Girtablilu
Skills Athletics +24, Intimidation +23, Religion +25, Survival +23
Str +6, **Dex** +5, **Con** +6, **Int** +3, **Wis** +7, **Cha** +3
Items *+1 resilient hide armor*

AC 33; **Fort** +22, **Ref** +19, **Will** +25
HP 210

Divine Aegis ↷ (abjuration, divine) **Trigger** The girtablilu seer attempts a saving throw against a magical effect but hasn't rolled yet; **Effect** The seer summons divine energy to protect themself at the cost of their other magical defenses. Until the start of their next turn, they gain a +1 circumstance bonus to saving throws against non-divine magical effects and a –1 circumstance penalty to saves against divine effects.

Speed 40 feet
Melee ❖ pincer +24 (agile), **Damage** 3d8+12 bludgeoning plus Grab (page 305)
Melee ❖ stinger +24 (reach 10 feet), **Damage** 3d6+12 piercing plus girtablilu venom
Divine Spontaneous Spells DC 33; **6th** (3 slots) *blade barrier*, *heal*, *spirit blast*; **5th** (3 slots) *divine wrath*, *harm*, *remove curse*; **4th** (3 slots) *freedom of movement*, *neutralize poison*, *outcast's curse*; **3rd** (3 slots) *dream message*, *glyph of warding*, *sanctified ground*; **2nd** (3 slots) *augury*, *calm emotions*, *create food*; **1st** (3 slots) *create water*, *purify food and drink*, *sanctuary*; **Cantrips (6th)** *daze*, *detect magic*, *forbidding ward*, *guidance*, *read aura*
Constrict ❖ 3d8+6 bludgeoning, DC 24 (page 304)
Desert Stride A girtablilu ignores natural difficult terrain in the desert.
Girtablilu Venom (poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)

ALLIED GUARDIANS

As defenders of ancient sites, girtablilus often find themselves in similar territory as maftets (page 166). They also occasionally collaborate with garudas (page 104) and sometimes even wisdom-seeking nagas (*Bestiary* 242, *Bestiary 2* 178) so long as these creatures maintain respect for the girtablilus' domains.



Violent Healing

There aren't default rules for a creature choosing to be hit (to avoid exploding from a gliminal's healing), but you can allow an ally to improve their outcome by one degree of success against a willing target or allow the target to worsen the result of their saving throw by one step.



Gliminal

Beholding the blinding light of a gliminal is akin to staring into the sun, and consequently, only gliminals themselves fully understand what they are or how they truly look. Gliminals exude a constant aura of positive energy, suffusing everything they encounter without regard for whether a creature's body can withstand these excesses of positive energy.

On the Positive Energy Plane they call home, gliminals view outsiders as unfortunate creatures afflicted with the malady called mortality. They seek to suffuse mortals with light and healing until they no longer suffer, and they consider those who explode into positive energy cured. Gliminals pulled to other planes, whether summoned or through interplanar rifts, find themselves overwhelmed, and usually lash out in increasingly desperate attempts to escape the oppressive onslaught of matter and negative energies.

GLIMINAL — CREATURE 9

RARE | N | MEDIUM | INCORPOREAL | POSITIVE | SPIRIT

Perception +18; darkvision, lifesense 60 feet (page 305)

Languages Jyoti; telepathy 60 feet (page 306)

Skills Acrobatics +19, Arcana +15, Medicine +18, Positive Energy Plane Lore +19, Religion +16

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

AC 27; **Fort** +19, **Ref** +21, **Will** +16

HP 160; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** negative 10; **Resistances** all 5 (except force, *ghost touch*, or negative; double resistance against non-magical)

Positive Nature A gliminal doesn't gain the automatic or temporary Hit Points from being on a plane with the positive planar essence.

Radiant Mantle (aura, light, positive, visual) 30 feet. The gliminal emits bright light in the area, and dim light out to 60 feet. When a creature enters or starts its turn in the area of bright light, it must succeed at a DC 25 Fortitude save or become dazzled until the end of its turn. If the mantle is counteracted or suppressed, the gliminal loses their resistance and can't use Bond in Light until the mantle returns.

Speed fly 60 feet

Melee ❖ scintillating claw +19 (agile, finesse, magical), **Damage** 3d8+7 positive

Ranged ❖ radiant ray +19 (light, magical, positive), **Damage** 4d8 positive

Primal Innate Spells DC 28, attack +20; **5th** *chromatic wall*, *searing light* (×3); **3rd** *heal* (at will); **Cantrips (5th)** *light*

Bond in Light ❖ (healing, necromancy, positive, primal) The gliminal magically links to one living creature within the radius of their radiant mantle. This creature glows with bright light in a 20-foot emanation and dim light to 40 feet. While the link is in effect, the target has fast healing 10, and any time the target needs to defend against an attack or attempt a save, the gliminal can substitute their own AC or corresponding save bonus if it's higher than the target's. Any time the target takes damage, the gliminal can choose to divert any amount of that damage to themself. The damage has the same type and still applies the gliminal's immunities, resistances, and weaknesses.

The link remains until the target is more than 120 feet away, the gliminal falls unconscious, or the gliminal uses Bond in Light again.

Overpowering Healing (necromancy, positive, primal) When a gliminal grants positive healing that would heal a living creature above their maximum Hit Points, including the fast healing HP from their Bond in Light ability, the excess is granted as temporary Hit Points. Unlike normal, these temporary HP combine with each other, and they last for 1 hour. If a creature's temporary HP from a gliminal ever exceeds its maximum HP, it becomes overloaded and explodes in a burst of positive energy.

A creature with temporary HP from overpowering healing becomes sickened 1, or sickened 2 if the temporary HP equal half their maximum HP or more. The creature can't reduce this sickened condition unless it has 0 temporary HP.

Overpowering healing doesn't apply to creatures with the positive trait.

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Globster

The tide washes ashore all manner of detritus, from harmless seaweed and shells to the rotting corpses of massive aquatic creatures. The globster is often mistaken for such, and this assumption isn't entirely incorrect—these mindless oozing masses are composed of decaying sea creatures, half-digested and merged into a revolting, reeking heap of blubbery sludge.

Though mindless, globsters are predators that seek out living quarry. They often huddle on the seafloor, where their own fetid mass attracts scavengers who swiftly become the ooze's next meal. When the tides wash these monsters ashore, they simply shift to hunting land-bound prey. Coastal communities usually notice the smell of a washed-up globster long before they see it. Those sent to investigate often mistake a globster for the carcass of a beached whale before getting too close and discovering the presumed corpse is very much alive and hungry.

Sages once believed globsters were undead, undulating wads of rotting flesh driven to feed, but though mindless, they are very much alive. They are attracted to waterside refuse dumps and floating garbage scows and dimly aware enough to congregate where food is plentiful.

Globsters consume living creatures but digest only a portion of them. The undigested dross accumulates within the globster as it becomes more and more bloated. They carry this fetid mass within their squelching bodies until instinct or injury provokes them to vomit forth a new globster to help devour everything nearby. A globster with enough dross to create a new globster automatically does so as a free action triggered upon taking damage. Treat any encounter with such a globster as though it were against two level 5 creatures, instead of just one. As far as scholars know, this is the only way these creatures can create more of their kind.

Globster

CREATURE 5

N LARGE AQUATIC OOZE

Perception +9

Skills Athletics +15

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

AC 12; **Fort** +16, **Ref** +6, **Will** +9

HP 170; **Immunities** critical hits, mental, unconscious; **Weaknesses** electricity 10

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the area 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 to all globsters' stenches for 1 minute.

Speed 15 feet, swim 30 feet

Melee ❖ tendril +15, **Damage** 2d8+6 bludgeoning plus Grab (page 305) and nauseating slap

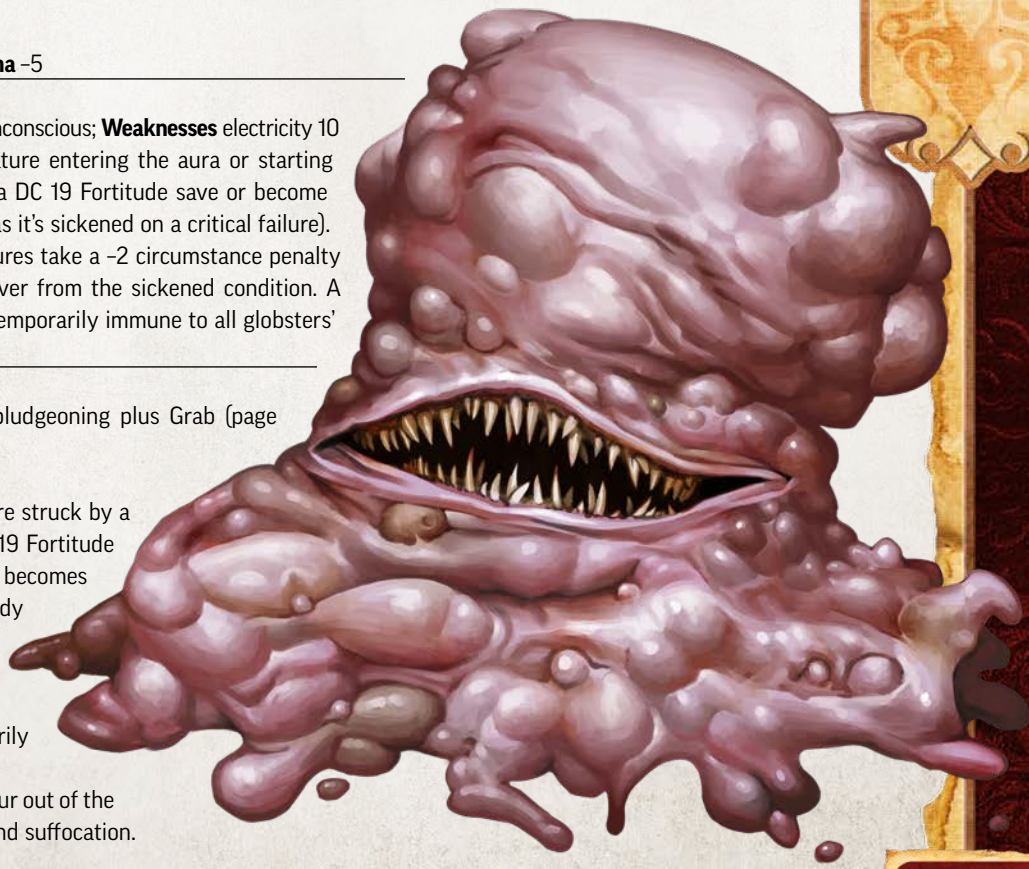
Constrict ❖ 1d8+6, DC 22 (page 304)

Nauseating Slap (poison) A living creature struck by a globster's tendril must attempt a DC 19 Fortitude save. On a failure, the creature becomes sickened 1. If the creature is already sickened, the condition value increases by 1, to a maximum of sickened 4. Once a creature succeeds at its saving throw, it is temporarily immune for 24 hours.

Saturated A globster can survive for 1 hour out of the water, after which it risks drowning and suffocation.

Fetid Decomposition

When a globster is killed, its body decays into a mass of goo within 24 hours. However, its stench aura can persist long past its destruction, often lasting for 1d10 days, centered on the globster's position at the time of its death.



Digging Is Optional

Intact fossilized bones are difficult components to scrounge, much less whole skeletons. An alternate way to obtain them is to hire expert hunters or adventurers to seek out live dinosaurs, bring back the bones, and use magic to turn them to stone. Of course, some purists prefer genuine fossilized bones and are willing to pay the price for their acquisition. Either way, opportunities await enterprising souls with the proper tools and several *bags of holding*.

Golem

Powerful constructs that blend magic and raw material, golems make ideal guardians and bodyguards, with forms and functions as varied as the needs of those who employ them. As their crafters experiment with more exotic components and create new formulas, golems with surprising abilities emerge.

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.



Fossil Golem

Fossil golems are typically made from the fossilized bones of dinosaurs and other ancient megafauna, though some crafters stretch the definition and instead use magically petrified bones of dragons or even giants. Not bound to any specific model, fossil golems are crafted to be as terrifying as possible instead of models of anatomic accuracy. As such, most fossil golems are nightmarish saurian amalgams whose massive arms end with the complete skulls of apex predators like tyrannosauruses, their bite enhanced to petrify flesh.

The enchantments that animate fossil golems grant them a form of modular flexibility, letting them trade mobility for extended reach through the rapid rearrangement of their limbs. This also lets them appear like a jumbled mass of bones at rest, making them likely to be mistaken for decor rather than guardians.

Fossil Golem **Creature 12**

RARE | N | HUGE | CONSTRUCT | GOLEM | MINDLESS

Perception +20; darkvision

Skills Athletics +20

Str +7, **Dex** +2, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

AC 33; **Fort** +26, **Ref** +20, **Will** +18

HP 195; **Immunities** acid, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine or bludgeoning)

Golem Antimagic harmed by cold and water (5d10, 2d8 from areas and persistent damage); healed by acid (area 2d8 HP); slowed by earth

Vulnerable to Stone to Flesh A *stone to flesh* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round. A *flesh to stone* spell reverses this effect immediately.

Speed 25 feet

Melee ❖ jaws +26 (deadly 2d10, magical, reach 15 feet), **Damage** 3d10+13 piercing plus fossilization

Fossilization (arcane, incapacitation, transmutation) The first time each round a creature takes damage from the fossil golem's jaws, the target must attempt a DC 32 Fortitude save. If it fails and has not already been slowed by this ability, it becomes slowed 1 for 1 minute. If the creature was already slowed by this ability, a failed save causes it to be petrified permanently.

Reassemble ❖ The fossil golem reorganizes its bones, increasing its reach to 25 feet and reducing its Speed to 15 feet. It can revert to its original form by taking this action again.

MITHRAL GOLEM

Mithral golems are gorgeously crafted, silvery humanoids made from colossal amounts of the purest mithral. While massive in construction, they possess amazing speed and grace through literal fluidity. Unpredictable and flexible, they can melt into liquid form and reform into a solid shape in mere seconds, allowing them to shape their limbs into sharp spikes or heavy fists as needed.

MITHRAL GOLEM CREATURE 16

RARE N HUGE CONSTRUCT GOLEM MINDLESS

Perception +26; darkvision

Skills Acrobatics +30, Athletics +33

Str +9, **Dex** +6, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

AC 40; **Fort** +27, **Ref** +30, **Will** +24

HP 220; **Immunities** death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

Evasion When the mithral golem rolls a success on a Reflex save, it gets a critical success instead.

Golem Antimagic harmed by cold and water (8d10, 2d10 from areas and persistent damage); healed by transmutation (area 2d10 HP); slowed by electricity

Swift Steps A mithral golem is permanently quickened, and it can use the extra action only to Step or Stride.

Vulnerable to Slow A mithral golem is not healed by a *slow* spell, and such spells affect them normally. A *haste* spell reverses the effects of a *slow* spell immediately.

Speed 50 feet, climb 40 feet

Melee ❖ fist +31 (agile, magical, reach 15 feet), **Damage** 3d12+12 bludgeoning

Melee ❖ spike +31 (deadly 2d10, magical, reach 30 feet), **Damage** 3d10+12 piercing

Liquefy ❖ The mithral golem becomes fully liquid and amorphous. It gains immunity to precision damage, but it takes double damage from cold and water magic (see golem antimagic). The only actions it can use while Liquefied are move actions, Spike Storm, and spike Strikes. It can resume its normal form by taking this action again.

Spike Storm ❖❖❖ The mithral golem makes a spike Strike against each target within its reach. These attacks count toward the mithral golem's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

CREATIVE FLUIDITY

The mithral golem's fluid form offers endless possibilities for inventive owners looking to deploy these constructs within their trap-filled domains. The golem can be instructed to remain in its liquid phase until a specific triggering event, appearing as a pool or font filled with quicksilver, or covering columns or statues. Truly fiendish minds might store them in hidden reservoirs hooked to pumps and nozzles, ready to spray a dangerous foe onto unsuspecting adventurers.



Leshys and Green Men

Green men are sometimes called "leshy kings" or even just "leshys" in ancient manuscripts. Druids consider the first green men to be the original source of the rituals for creating the less-deific leshys, and possibly even the arboreals and other intelligent plants. The affinity between leshys and green men is mutual. Leshys are the most likely ancestry to worship green men, and green men are particularly fond of their less-powerful kin.

Green Man

Green men are ancient, enigmatic lesser deities of the primeval forests, living embodiments of nature and plantkind. When a forest or other woodland terrain generates enough nature spirits, beings of the same sort of vital essence that embodies leshys or answers the call of a commune with nature, they naturally coalesce together and apotheosize into a green man. Green men aren't concerned with all the multifarious processes of nature like Gozreh or many other nature deities. Instead, they focus nearly all their attention on the plants of their home, only concerning themselves with animals, minerals, and the like insomuch as they affect the plants. Despite their name, green men aren't necessarily male; as creatures of pure natural power, to many of them, the concept of gender holds no meaning, and to those that do, they can be of any gender.

Most green men are neutral and tend to ignore "animals," which to them include sapient creatures such as humans. However, good and evil green men do exist. These individuals are far more likely to attempt to spread their influence far and wide, either for good or ill. Good green men provide succor to all that come within their home, not only to plants, providing wisdom like a nurturing parent. Evil green men, however, allow rare and dangerous plants to thrive in their domains by spreading fear and devastation to all those who might threaten plant life, though they might keep a few animals around to hunt for sport.



Green Man — Creature 24

RARE | N | MEDIUM | LESHY | PLANT

Perception +42; darkvision, plantsense 60 feet

Languages Arboreal, Druidic, Sylvan; green tongue

Skills Acrobatics +39, Athletics +42, Deception +40, Diplomacy +40 (+44 vs. plants), Intimidation +40 (+44 vs. plants), Nature +48, Stealth +41, Survival +44

Str +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +10, **Cha** +8

Green Tongue A green man can communicate with plants, with the effects of *speak with plants*, and can use Diplomacy to Make an Impression on plants and Request things from plants.

Plantsense A green man can sense life force via plants. This allows them to observe a living or undead creature's vital essence within 60 feet of the green man, but they can also use this precise sense to observe any living or undead creature within 60 feet of any plant matter within 120 feet of the green man. This allows the green man to see living things through solid plant matter, as well as seeing through other barriers if there are plants on the other side.

AC 51; **Fort** +43, **Ref** +39, **Will** +42

HP 525; **Weaknesses** axe vulnerability, fire 20; **Resistances** bludgeoning 20, piercing 20

Axe Vulnerability A green man takes 20 additional damage from axes.

Green Caress (aura, incapacitation, plant, primal, transmutation) 60 feet. Living creatures in the area other than plants slowly transform into non-creature plants. The green man can exclude creatures from this effect, but they must be aware of a creature's presence and location to do so.

A non-plant creature in the area must attempt a DC 45 Fortitude save immediately before the start of its turn.

Critical Success The creature is unaffected, or if it is slowed by green caress, it reduces its slowed value by 2.

Success The creature is unaffected, or if it is slowed by green caress, it reduces its slowed value by 1.

Failure The creature becomes slowed 1, or if it was already slowed by green caress, increases the slowed value by 1, as their body transforms more and more into a non-creature plant. If the creature ever becomes slowed to the point they have no actions left for their turn, they become an inanimate plant, a condition that can only be reversed by *primal phenomenon* or similarly powerful magic.

Critical Failure As failure, except the creature becomes slowed 2 (or increases the condition value by 2).

Root In Place ↷ **Trigger** A creature within the green man's reach uses a move action or leaves a square during a move action it's using; **Effect** The green man lashes out to hold the foe in place. The green man makes a vine Strike against the triggering creature. If the attack hits, the green man disrupts the action. If the creature was Flying when its action was disrupted, it falls.

Speed 40 feet, climb 40 feet

Melee ❖ vine +46 (deadly 3d12, versatile P), **Damage** 4d10+27 bludgeoning plus absorb magic and Improved Grab (page 305)

Ranged ❖ thorn +43 (fatal d12, range increment 120 feet, reload 0), **Damage** 4d8+27 piercing plus embed

Primal Innate Spells DC 48; **10th** *heal* (×3), *regenerate* (×3), *tree stride* (at will), *true seeing*, *primal phenomenon* (×3); **9th** *energy aegis*; **8th** *air walk*, *freedom of movement*; **Cantrips (10th)** *detect magic*, *read aura*

Rituals DC 48; *awaken animal*, *commune with nature*, *control weather*, *plant growth*, *primal call*; green rituals (see below)

Absorb Magic ❖ The green man's vines leach away magic and transform it into life essence for the green man. On a successful vine Strike, the green man attempts to counteract one spell active on the target (typically one vexing the green man, or determined randomly if they aren't aware of specific effects), with a counteract level of 10 and a modifier of +38. If the effect is counteracted, the green man gains 30 temporary Hit Points that last for 10 minutes.

Embed The green man's thorns embed themselves into any creature they damage, taking root into the ground. A target damaged by a thorn has its Speeds halved, and it can't Step, Fly, *air walk*, or otherwise leave the ground until the thorn is removed. Removing a thorn requires 3 Interact actions, which don't have to be consecutive. If the creature performing the final action doesn't succeed at a DC 45 Medicine check as part of that action, the target takes 10d6 damage upon the thorn's removal.

Focus Vines ❖❖ The green man focuses all their vines against a single vexing foe, making a single vine Strike. On a success, the target takes 5d10 additional damage and is affected by Absorb Magic three times. Even on a failure, the target takes the normal effects of a hit with a vine Strike, but on a critical failure, the vines miss completely.

Green Grab A green man can use their Improved Grab action against a creature of any size.

Green Rituals A green man can perform all their rituals without secondary casters, relying on their own primal ties to the vital essence in spirits of nature. A green man's *awaken animal* and *primal call* rituals work on plants instead of their usual range of choices. Most green men also know the ritual to create various types of leshys and possibly even magic allowing the creation of arboreals or more powerful plant creatures.

Vine Forest ❖❖ The green man lashes out with all six vines to attack many opponents. They make up to six vine Strikes, each against a different target; this counts as one attack for their multiple attack penalty, increasing only after all the attacks are made.

WORSHIPPING GREEN MEN

Individual green men are lesser deities, capable of granting spells to those who worship them. Green men typically only allow intelligent plants—such as leshys—to be their clerics. If another creature proves to be a friend of plants, after a thorough personal vetting, a green man wholeheartedly accepts this strange fleshy worshipper into the fold. While individual green men have different edicts and anathema befitting their personalities, and some neutral good or neutral evil green men might have further changes, the following is a baseline most worshippers of green men follow.

Edicts discover or create new forms of plant life, foster the growth and well-being of flora, preserve areas of natural wilderness

Anathema allow flagrant abuse of plant life to go unpunished, damage natural environments, harm plant life except in the pursuit of saving greater plant life

Follower Alignments NG, N, NE

Divine Font heal

Divine Skill Nature

Favored Weapon sickle

Domains healing, might, nature, protection

Cleric Spells 1st: *summon plant or fungus*, 2nd: *entangle*, 6th: *tangling creepers*

Grimple Allies

Vexgits (*Bestiary 2* 134) and grimples sometimes team up to cause ruin. Squatting in abandoned clock or bell towers, insectile vexgits use cranky grimples to lure victims into elaborate death traps. Left to their own devices, grimples bully mitflits (*Bestiary* 192) or train giant rats (*Bestiary* 276) and spider swarms (*Bestiary* 306) to do their bidding.

Gremlin

Gremlins arose long ago in the First World, living embodiments of nature's ability to wear away, erode, and decompose. On the Material Plane, their encounters with mortal civilizations twisted them into creatures devoted to chaos, sabotage, and traps, each variety specializing in a particular brand of mayhem.

Grimple

Even more than most gremlins, grimples resent the trappings of civilization: inn common rooms with their rowdy singalongs, livery yards with their whinnying horses, church steeples with their clanging bells. Grimples live to spoil these conventions, dropping tavern signs on patrons, urinating in rain barrels, and opening stable doors. When all else fails, they literally vomit their disdain on passersby.

Grimples resemble humanoid, mange-ridden opossums, with boar-like tusks that aid them in rooting through garbage heaps for food. They are agile climbers who glide from eave to eave on the loose flaps of skin between their limbs. Savvy gremlin-hunters know to look for the skin flakes and fur grimples shed from their parasite-infested hides.

Grimple — Creature -1

CE Tiny Fey Gremlin

Perception +6; low-light vision

Languages Undercommon

Skills Crafting +5 (+7 traps), Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items satchel with 5 rocks

AC 15; **Fort** +5, **Ref** +7, **Will** +4

HP 9; **Weaknesses** cold iron 2

Gremlin Lice Whenever a living creature touches or is touched by a grimple (including via a successful unarmed melee Strike), it must succeed at a DC 13 Reflex save or become infested by gremlin lice. While infested, the targeted creature is distracted by the itching sensation and is stupefied 1, though it can use an Interact action to scratch at the itching lice to suppress the stupefied condition from the lice for 1d4 rounds. The infestation ends after 24 hours or until the creature is submerged in water or exposed to a severe cold environment, whichever comes first.

Speed 10 feet, climb 20 feet, fly 20 feet

Melee ❖ bite +7 (agile, finesse), **Damage** 1d4+1 piercing

Ranged ❖ rock +7 (agile, range increment 20 feet), **Damage** 1d4+1 bludgeoning

Primal Innate Spells DC 16; **1st** *grease*; **Cantrips (1st)** *mage hand*, *prestidigitation*

Putrid Vomit ❖ The grimple spews a 30-foot line of vomit. Each creature in the line must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The grimple can't use Putrid Vomit again for 1d4 rounds.



Haniver

Hanivers are the most benign type of gremlin—capricious fey who skim the waves on rubbery fin-wings. Though they don't actively sabotage their environment, sailors bemoan these gremlins' grasping fingers. Hanivers' incessant curiosity compels them to examine any object that draws their attention. Such treasures might include an overturned fruit basket, a sack of coins, or a shark's gleaming teeth (often still in the shark's mouth, to the fey's regret). Should hanivers like what they find, they steal it, making them a bane to fishers and dockworkers everywhere.

Haniver — Creature -1

CE Tiny Amphibious Fey Gremlin

Perception +5; darkvision

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Languages Aquan, Common, Undercommon
Skills Acrobatics +5, Deception +4, Nature +3, Stealth +5, Thievery +5 (+7 to Steal)
Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +2

AC 15; **Fort** +4, **Ref** +7, **Will** +3
HP 9; **Weaknesses** cold iron 2

Speed 10 feet, fly 20 feet, swim 20 feet
Melee ❖ bite +7 (agile, finesse), **Damage** 1d4+1 piercing
Primal Innate Spells DC 13; **1st** *fear*, *ventriloquism* (at will); **Cantrips (1st)** *prestidigitation*
Rearrange Possessions ❖ or ❖❖ (manipulate) The haniver attempts to Steal a small object off a target's person. If they succeed, they also rifle through and rearrange the contents of the target's pockets, pouches, and other containers. The next time the target attempts to draw a weapon or retrieve a worn item, doing so requires two Interact actions instead of one. The haniver can Steal an object that's closely guarded using this action without the –5 penalty, though not objects that would be extremely noticeable or time-consuming to remove. They can spend 2 actions instead of 1 to use this ability to Steal from a creature in combat or otherwise on guard.

FUATH

Despite their small size, fuaths are shipwreckers incarnate. In the dark of night, these gremlins sever ratlines, slash sails, smash sextants, and soil provisions. Once the ship founders, the fuaths return to indulge their craving for land-raised flesh. While fuaths prefer to take their prey asleep, they save a terrible doom for sailors who attack them, surrounding the mariners' faces in magically congealed water to drown them where they stand.

Constantly dripping with water, fuaths have seahorse-like faces, seaweed-green fur over yellow skin, and wicked lobster claws for hands. Lacking the Undercommon tongue, they have trouble relating to other gremlins aside from hanivers, but revere sea hags and evil aquatic fey.

FUATH CREATURE 1

CE TINY AQUATIC FEY GREMLIN

Perception +8; darkvision
Languages Aquan
Skills Acrobatics +7, Deception +4, Nature +6, Sailing Lore +6, Stealth +7, Thievery +7
Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** –1
Items darts (6)

AC 17; **Fort** +5, **Ref** +9, **Will** +6
HP 18; **Weaknesses** cold iron 2, fire 2
Vulnerable to Sunlight A fuath becomes drained 1 (or increases its drained condition by 1) after every consecutive hour they're exposed to sunlight. Being submerged in more than a foot of water prevents the sunlight from harming the fuath.

Speed 20 feet, swim 30 feet
Melee ❖ claw +9 (agile, finesse), **Damage** 1d6+1 slashing
Ranged ❖ dart +9 (agile, range increment 20 feet), **Damage** 1d4+1 piercing
Primal Innate Spells DC 17; **1st** *create water*, *sleep*; **Cantrips (1st)** *prestidigitation*
Viscous Choke ❖❖ (conjuration, primal, water) **Frequency** once per day; **Effect** The fuath surrounds the head of one air-breathing creature within 30 feet in a magical film of viscous water for 1 minute. The target must succeed at a DC 17 Reflex save or begin to choke and must hold their breath to avoid drowning (*Core Rulebook* 478). The film can be temporarily wiped away with a total of 3 Interact actions by the choking creature or creatures adjacent to it, allowing a new Reflex save with a +2 circumstance bonus to end the effect. (These actions don't need to be consecutive or made by the same creature.)



MARI HANIVER

Sailors sometimes affix a "Mari Haniver" to their ship's prow. Made from a ray's dried carcass, this clever bit of taxidermy resembles a dead haniver enough to scare gremlins away. But should a haniver wise up to the ruse, it will stop at nothing to torment its would-be deceivers.

FUATH GUARDIANS

Lone fuaths sometimes appoint themselves guardians of nature, protecting spawning grounds from overfishing or preventing careless cutting of peat bogs. Most, however, are unrepentant saboteurs.

Haunter in the Dark

Nyarlathotep is often venerated by grioths in a bat-like incarnation with a three-lobed burning eye known as the Haunter in the Dark. His symbol is a circle with wing-shaped arms and he grants the following benefits.

Edicts Create darkness, encourage authorities to bring the apocalypse
Anathema none
Follower Alignments NE, CE

Devotee Benefits

Divine Font *harm*
Divine Skill Occultism
Favored Weapon kukri
Domains darkness, knowledge, nightmares, trickery
Cleric Spells 1st: *grim tendrils*, **4th:** *nightmare*, **5th:** *summon entity*

Grioth

Planets that drift out of orbit from their stars grow cold and lifeless as they float through the Dark Tapestry. Such dead worlds are coveted by the horrific creatures known as grioths, who endure the awful cold on these wandering worlds and convert them into planetary temples devoted to the dark gods of the Elder Mythos. From these bastions of frozen darkness, grioths seek out warm, living worlds to tear away from their respective suns through forbidden rituals, a process that often takes numerous generations.

A single cultist typically leads a grioth scouting party, and the group seeks out a disused or forgotten location on the fringe of rural settlements as their initial invasion point. Over several generations, a grioth settlement grows powerful and conquers the surrounding cultures, and eventually, powerful grioths descend from the stars to begin the next stage of planetary conquest.

Grioths speak a language composed of trills and clicks. While capable of speaking other languages, they do so in dry, raspy voices. As grioths have wings, wriggling tails, and four-eyed, bat-like visages, many cultures mistakenly associate them with the evil Outer Planes, but they very much belong to this reality.

Grioth Scout

The first grioths encountered on a new world are scouts. Typically traveling the vastness of space via one-way portals from their home worlds, grioth scouts never expect to see their homes again, as grioth leadership ensures true devotion to the colonization effort by stranding them on new worlds.



Grioth Scout **Creature 1**

Uncommon | CE | Medium | Grioth | Humanoid

Perception +7; greater darkvision, echolocation (precise) 20 feet
Languages Aklo, Grioth; telepathy 30 feet (page 306)
Skills Acrobatics +7, Occultism +6, Stealth +7
Str +0, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +0
Items voidglass kukri

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

AC 17; **Fort** +5, **Ref** +9, **Will** +7
HP 16; **Immunities** cold; **Weaknesses** fire 3

Light Blindness (page 305)

No Breath A grioth doesn't breathe except to speak and is immune to effects that require breathing (such as an inhaled poison).

Speed 25 feet, fly 30 feet
Melee ❖ kukri +7 (agile, finesse, trip); **Damage** 1d6 slashing
Melee ❖ jaws +7 (agile, finesse); **Damage** 1d4 piercing plus grioth venom
Grioth Venom (emotion, fear, mental, poison)
Saving Throw Fortitude DC 17; **Maximum Duration** 6 rounds; **Stage 1** frightened 1 (1 round); **Stage 2** frightened 2 (1 round); **Stage 3** frightened 3 (1 round)

Shock Mind ❖❖ (enchantment, mental, occult) The grioth scout makes a Strike with a voidglass weapon. If the Strike hits, it deals an additional 1d6 mental damage, and the target must succeed at a DC 17 Will save (this has the incapacitation trait) or become confused for 1 round.

Occult Innate Spells DC 16, attack +8; **1st** *phantom pain*; **Cantrips (1st)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

GRIOTH CULTIST

Grioth cultists represent the lowest tier of their remorseless cult—worshippers of the Elder Mythos tasked with leading scouting missions into new worlds. Though ranked above scouts in the chain of command, they occupy a lowly place in the overall religious hierarchy. Though whispered rumors describe the legendary rituals needed to wrench worlds from their suns, these cultists don't learn this potent magic. Such secrets are left to grioth high priests, who are always the last to arrive in a colonized world.

Most grioths worship the Outer God Nyarlathotep in one of his many incarnations, although some worship other entities of the Elder Mythos such as Azathoth, Nhimbaloth, or Yog-Sothoth. In the highly rare cases where a grioth is cut off from their society and given the opportunity to explore other religions, they still lean into faiths associated with the stars or the night, such as Desna or Zon-Kuthon. However, these grioths are loathed by others of their own kind, who view them as dangerous heretics.

GRIOTH CULTIST — CREATURE 3

RARE CE MEDIUM GRIOTH HUMANOID

Perception +10; greater darkvision, echolocation (precise) 20 feet
Languages Aklo, Grioth; telepathy 30 feet (page 306)
Skills Acrobatics +8, Occultism +9, Religion +10, Stealth +10
Str +0, **Dex** +3, **Con** +2, **Int** +2, **Wis** +3, **Cha** +0
Items voidglass kukri
Echolocation As grioth scout.

AC 18; **Fort** +7, **Ref** +10, **Will** +10
HP 40; **Immunities** cold; **Weaknesses** fire 5
Light Blindness (page 305)
No Breath As grioth scout.

Speed 25 feet, fly 30 feet
Melee ❖ kukri +10 (agile, finesse, trip); **Damage** 1d6+2 slashing
Melee ❖ jaws +10 (agile, finesse); **Damage** 1d8+2 piercing plus grioth venom
Divine Prepared Spells DC 20, attack +12; **2nd** *dispel magic*, *heal*, *sound burst*; **1st** *fear*, *harm*, *heal*, *ventriloquism*; **Cantrips (3rd)** *divine lance*, *forbidding ward*, *message*, *prestidigitation*, *stabilize*.
Occult Innate Spells DC 19, attack +11; **2nd** *phantom pain*; **Cantrips (2nd)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*
Grioth Venom (emotion, fear, mental, poison) As grioth scout, but DC 20.
Shock Mind ❖❖ (enchantment, mental, occult) As grioth scout, but 2d6 mental damage and a DC 20 Will save.
Invoke Haunter of the Dark ❖❖ (divine, enchantment, mental, visual) **Frequency** once per day; **Effect** The grioth cultist waves a hand in a complex pattern to invoke dark powers, dealing 3d8 mental damage. Each non-grioth creature within 20 feet must attempt a DC 20 Will save.
Critical Success The creature is unaffected.
Success The creature takes half damage
Failure The creature takes full damage and becomes stupefied 1 for 1 round
Critical Failure The creature takes double damage and becomes stupefied 1 for 1 minute.

VOIDGLASS

Voidglass is an otherworldly crystalline material that resembles pale blue glass but possesses the strength of iron. It becomes soft and workable when exposed to the right combination of cosmic radiation and lack of atmosphere.



Bleeding Omen

Legends say that stone lions can predict incoming storms or floods. If a stone lion's eyes, nose, or ears bleed, preparations should be made. Lone survivors of these disasters claim those who disparage such omens as superstition often don't live to see the next dawn.

Guardian Beasts

Stone statues of beasts can often be found paired and standing guard to either side of an entryway. While some seem like merely lifeless statues, others are far more than they appear to be. Guardian beasts ward against evil and misfortune. Some of these celestial spirits were assigned this task, while others assumed their roles out of a sense of duty. To allow them to maintain a constant presence in the material world, pious artisans carve stone vessels of the beasts in their likeness; these statues then serve as anchors for the guardian beasts' souls. Should the need arise, guardian beasts can merge with their stony form, becoming a dangerous foe with noble courage, an indomitable will, and few weaknesses.

By day, guardian beasts stay in their vessels and pretend to be inanimate. Past nightfall, they might patrol the grounds in their stone form or leave the heavy vessel behind to go where a solid body can't reach. Some take this chance to visit the dreams of individuals they favor and send them messages, notifying them of strange occurrences or warning them of incoming danger. Despite their good intentions, the dream messages from guardian beasts can be obscure, often overshadowed by the spirit's personality or strange assumptions they make due to their nature as resolute guardians.

While guardian beasts can work alone, they usually appear in bonded pairs who complement each other in nature. One could be a jokester, the other gloomy; another could be nurturing, the other strict. To make two otherwise identical-looking beasts distinct, sculptors often depict one stone animal with their young. In the case of stone lions, a common type of guardian beasts, this approach means carving stone lion cubs to accompany one of the guardians.

Stone Lion Cub

Stone lion cubs are curious, playful, and occasionally accidental mischief makers. Despite their still developing abilities, they eagerly hone their skills with make-believe missions. Many hope that they'll one day become responsible guardians like their parents.

Smaller in stature and ferocity, stone lion cubs sometimes try to guard places of smaller importance, often including facsimiles of the same kinds of structures their parents attend. They're less than dependable as guardians, as they have the attention span and rambunctious nature of children. Their parents often need to call them to heel, ordering them to stay at the parent's side as parent and child both stay motionless for the rising day.



Stone Lion Cub **Creature 2**

UNCOMMON | NG | MEDIUM | CELESTIAL

Perception +10; darkvision

Languages Common, Celestial; telepathy 60 feet (page 306)

Skills Acrobatics +7, Athletics +7, Meteorology Lore +7, Religion +8

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

Anchored Soul The cub is mystically bonded to its bonded vessel and must remain within 1 mile of it. Some might be further restricted to the location it guards.

AC 18; **Fort** +6, **Ref** +7, **Will** +10; +1 status to all saves vs. evil

HP 28; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel The condition of a stone cub's vessel dictates the cub's maximum Hit Point value. Undamaged, the vessel is an object with 28 Hit Points (BT 14). When the cub is in spirit form, damaging it doesn't hurt the

vessel, but damaging the vessel deals an equal amount of damage to the cub. When the cub Inhabits its Vessel, they're a single target, and damage reduces the Hit Points of both the cub and the vessel. If the vessel is broken, the cub can still fight normally while inhabiting it and suffers no ill effect, but if the vessel is ever destroyed, the cub is instantly slain and can't reconstitute.

Reconstitution (divine, necromancy) When the cub reaches 0 Hit Points, its spirit dissipates. If its bonded vessel is intact, the cub re-forms in this vessel after 2d4 days, fully healed. If the vessel is broken, it must first be Repaired, after which the cub reforms in 3d4 days.

Speed fly 25 feet

Divine Innate Spells DC 17; **1st** *detect alignment* (at will, evil only)

Inhabit Vessel ❖❖ (manipulate) The cub touches and melds with its bonded vessel, bringing the statue to life. It can cease Inhabiting its Vessel by spending a single action, which has the concentrate trait. While Inhabiting the Vessel, it loses its fly Speed and gains **Immunities** healing, nonlethal; **Resistances** physical 3 (except bludgeoning); **Speed** 20 feet; and the following Strike.

- **Melee** ❖ jaws +10 (agile), **Damage** 1d6+5 bludgeoning plus Grab (page 305)

Spirit Body When not Inhabiting its Vessel, the cub is incorporeal and gains resistance 3 to all damage (except force damage and damage from Strikes with the *ghost touch* property rune; double resistance against non-magical).



STONE LION

Stone lions are a common sight outside of banks, temples, palaces, and even private residences. The fierce expressions affixed on their faces remind passersby to stay on their best behavior.

Stone lions remain faithful guardians of a site, regardless of whether it falls into disrepair. Even if people abandon a place, the lion remains dutiful until its statue is too worn or broken to inhabit any longer.

STONE LION CREATURE 4

UNCOMMON NG LARGE CELESTIAL

Perception +13; darkvision

Languages Common, Celestial; telepathy 60 feet (page 306)

Skills Athletics +12, Intimidation +8, Meteorology Lore +11, Religion +13

Str +4, **Dex** +3, **Con** +3, **Int** +1, **Wis** +5, **Cha** +0

Anchored Soul As stone lion cub.

AC 21; **Fort** +11, **Ref** +9, **Will** +13; +1 status to all saves vs. evil

HP 50; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel As stone lion cub, but 50 Hit Points (BT 25).

Reconstitution (divine, necromancy) As stone lion cub.

Speed fly 40 feet

Divine Innate Spells DC 21; **3rd** *dream message*; **1st** *detect alignment* (at will, evil only)

Ferocious Roar ❖❖ (auditory, emotion, fear, mental, sonic) The lion makes a terrifying roar that deals 2d8 sonic damage (DC 23 basic Fortitude save) to each creature in a 20-foot cone. Creatures that fail this save become frightened 1.

Inhabit Vessel ❖❖ (manipulate) As stone lion cub, but **Resistances** physical 5 (except bludgeoning), **Speed** 30 feet, and it gains the following Strikes.

- **Melee** ❖ jaws +14, **Damage** 2d6+7 bludgeoning plus Grab (page 305)
- **Ranged** ❖ stone ball +13 (range increment 30 feet), **Damage** 2d4+7 bludgeoning

Spirit Body As stone lion cub, but resistance 5.

ANIMAL VARIETIES

Guardian beasts can take many forms. For example, Tian-Min culture calls upon the service of stone guardian dogs to guard their temples. Shrines to Daikitsu, the Lady of Foxes, on the other hand, use stone guardian foxes.

YOU AGAIN?

A guecubu is one of the clearest manifestations of selfish evil found in the world. They believe they were raised to make their enemies pay for their demise, completely in denial to their own role in those events. Bereft of the henchmen and power they commanded while alive, the guecubu gleefully uses their new powers on those they hate. Many adventurers realize at some point that the guecubu pursuing them is a former foe they believed dispatched.

Guecubu

Sometimes an individual performs acts of horror so unspeakable that the earth they walk on becomes imprinted by their evil. With such villains, even slaying them and scattering their bones can't rid the world of their vile presence. Their souls rise again as guecubus, gruesome skeletons made of scorched bones, rotting flesh, and befouled earth. Guecubus roams the land seeking those they deem responsible for their death.

A guecubu remembers what was done to them, and the memories of their supposed mistreatment fuel their quest for revenge. Guecubus are well-equipped to exact such vengeance. Along with monstrous power and the ability to move through earth, they retain all the cunning they had in life. These creatures are known to kill their enemies one by one, leaving no trace of their presence behind save pebbles and dust.

GUECUBU — CREATURE 8

UNCOMMON | CE | MEDIUM | EARTH | UNDEAD

Perception +15; darkvision, tremorsense (imprecise) 60 feet

Languages Common, Necril

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

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

AC 27; **Fort** +17, **Ref** +16, **Will** +15

HP 110, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** electricity 10, physical 10 (except bludgeoning)

Speed 25 feet, burrow 15 feet; earth glide

Melee ❖ jaws +20 (agile), **Damage** 2d8+8 piercing plus wrathful misfortune

Primal Innate Spells DC 26; **4th** *shape stone* (at will)

Break Ground ❖❖ (arcane, earth, transmutation) The guecubu stomps, and the ground breaks and ripples in a 30-foot emanation, erupting in razor-sharp, crisscrossing spikes of rock that deal 3d8 piercing damage to creatures in the area (DC 26 basic Reflex save). The area becomes difficult terrain and hazardous terrain, with each square dealing 3 piercing damage to a creature that moves through it. A guecubu is immune to these effects. Ground under the effects of a *consecrate* ritual or a *circle of protection* spell tuned against evil or chaos can't be affected by this ability.

Earth Glide The guecubu can Burrow through any earthen matter, including rock. When it does so, the guecubu moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Shove into Stone (arcane, earth, transmutation) When the guecubu successfully Shoves a creature into a stone barrier, the target must succeed at a DC 26 Reflex save or become merged with the barrier, with the effects of *meld into stone* until the target Escapes (DC 26).

Wrathful Misfortune (arcane, curse, enchantment) A creature damaged by a guecubu must succeed at a DC 26 Will save or become cursed with consummate bad luck. The creature becomes clumsy 2. Each time that creature rolls initiative, on their next roll they must roll twice and use the worse result; this is a misfortune effect.

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Hadrinnex

The bizarre hadrinnexes resemble defensive systems more than living creatures. They evolve at a rapid rate, but only to specific attacks against them, which suggests they were created through advanced technology or magic. The husk surrounding a hadrinnex—flecks of metal suspended in a malleable organic carapace—reshapes in response to harm. So too can a glowing gland within the creature's thorax, which collects energy and restructures the creature's biology to protect it from that energy. This organ is fragile and ruptures soon after a hadrinnex is killed.

Hadrinnexes have only a rudimentary intellect and usually follow more intelligent aberrations. As bodyguards or peons, they perform simple tasks diligently. Though poor at problem-solving and improvisation, hadrinnexes' dependability and adaptive physiology make them ideal for dangerous tasks in hazardous environments.

HADRINNEX CREATURE 8

UNCOMMON NE LARGE ABERRATION

Perception +17; darkvision
Languages Aklo; telepathy (touch; page 206)
Skills Acrobatics +16, Athletics +18, Occultism +11
Str +6, **Dex** +4, **Con** +6, **Int** –3, **Wis** +3, **Cha** –3

AC 27; **Fort** +18, **Ref** +14, **Will** +17
HP 118; **Resistances** energy 15, physical 15 (see Rapid Evolution)

Rapid Evolution ↻ (morph, occult, transmutation) **Trigger** The hadrinnex takes damage of a physical or energy damage type (bludgeoning, piercing, or slashing for physical; acid, cold, electricity, fire, force, negative, or sonic for energy); **Effect** The hadrinnex reconfigures its husk (if triggered by physical damage) or its energy gland (if triggered by energy damage). Any reconfiguration applies to the triggering damage and lasts until the next time the hadrinnex uses Rapid Evolution.

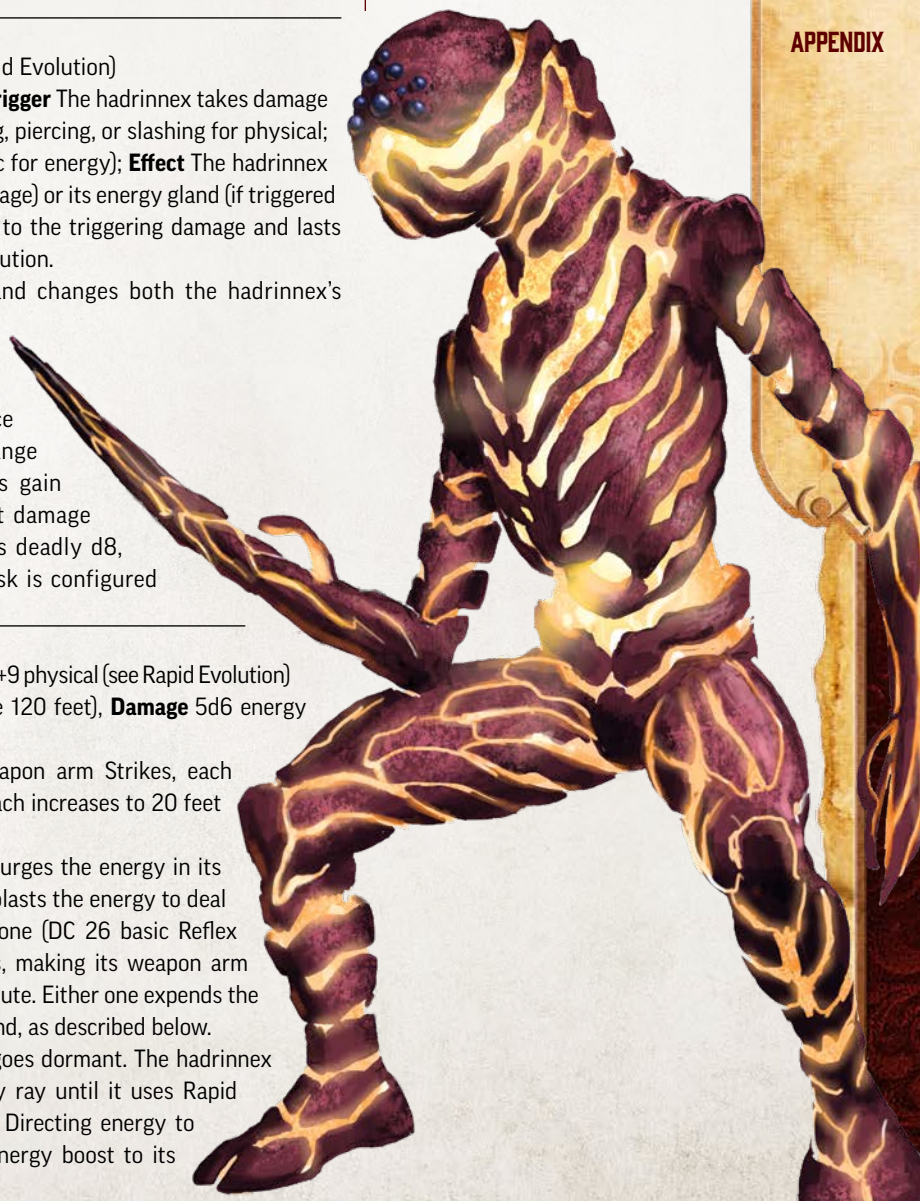
- **Energy Gland** Reconfiguring the energy gland changes both the hadrinnex's energy damage resistance and the damage of its energy ray to that type. By default, the energy gland is configured to sonic.
- **Husk** The hadrinnex's physical damage resistance and the damage of its weapon arm Strikes change to the triggering type. Weapon arm Strikes gain an additional trait depending on the current damage type: bludgeoning adds shove, piercing adds deadly d8, and slashing adds sweep. By default the husk is configured to bludgeoning.

Speed 40 feet
Melee ❖ weapon arm +20 (reach 10 feet), **Damage** 2d8+9 physical (see Rapid Evolution)
Ranged ❖ energy ray +18 (evocation, occult, range 120 feet), **Damage** 5d6 energy (see Rapid Evolution)
Extend Limbs ❖❖ The hadrinnex makes two weapon arm Strikes, each targeting a different creature. The hadrinnex's reach increases to 20 feet for these Strikes.
Vent Energy ❖ (evocation, occult) The hadrinnex purges the energy in its energy gland for an external discharge. It either blasts the energy to deal 7d6 energy damage to creatures in a 30-foot cone (DC 26 basic Reflex save), or directs the energy to its weapon arms, making its weapon arm Strikes deal an extra 2d6 energy damage for 1 minute. Either one expends the damage type stored in the hadrinnex's energy gland, as described below.

After the energy is vented, the energy gland goes dormant. The hadrinnex loses its energy resistance and can't use energy ray until it uses Rapid Evolution to reconfigure its energy gland again. Directing energy to its weapon arms again removes any previous energy boost to its weapon arm.

HIBERNATION PODS

Hadrinnexes can be found hibernating in remote areas, their husks shaped into ovoid pods. These pods are usually centered in craters, suggesting the hadrinnex fell from above. Leaving hibernation takes 2 months as it extrudes its limbs and restarts biological processes. This can be accelerated with a daily influx of energy to its energy gland.



Supporting Characters

Hags don't have to be the main threat of an adventure. Heroes must sometimes seek out knowledge or power from someone known to be dangerous or treacherous, a role that hags can fill quite well. When not terrorizing humanoids, hags explore forbidden magic from sources that decent folk would never consider.

Hag

Foul creatures who appear as wizened old women, hags share little in common with the humanoids they terrorize. They are hateful entities whose greatest joy lies in the corruption and ultimate destruction of anything good and virtuous. Whatever power created the first hags is lost to time, but numerous hag varieties have arisen over the ages, each with their own powers and abilities to spread pain and suffering.

Hag Eyes

To keep tabs on their servants, hags create simple items called *hag eyes*, made from actual eyeballs.

Hag Eye — Item 3

RARE DIVINATION INVESTED OCCULT SCRYING

Price 50 gp

Usage worn; **Bulk** –

This item appears to be an ordinary semiprecious stone and is typically mounted on a brooch or ring, but the stone is, in fact, an eyeball. This illusion can be seen through with *true seeing* or similar magic, and anyone who interacts with the item feels its wet and sticky surface, allowing them to attempt to disbelieve the illusion (DC 19). Many hags claim a *hag eye* is more effective if plucked from a living, awake creature, but this is likely just a convenient excuse for sadism.

The *hag eye* produces no direct benefit for the wearer, but allows the hag who created it, or any member of her coven, can peer through the eye using the Seek action. This has no range limit, provided the hag is on the same plane.

Any damage dealt to the eye destroys it. If this happens while a hag is looking through it, the hag is blinded for 1 hour.

Craft Requirements You must be a hag.



Storm Hag

Storm hags are the personification of a storm's rage. These crones hate those who huddle together with loved ones in warm, dry shelters while the wind howls and rain lashes the land and sea. Storm hags use their powers to wreak havoc on communities near the coastal caves or hovels where they often live.

These hags send their voices on the wind to terrorize mortals before descending upon them with claws and fell magic. More than any others of their kind, they prey on the young, devouring children as much for the pain it causes their parents and caretakers as for the hags' love of young flesh.

A storm hag's territory sometimes overlaps with that of sea hags and winter hags. While this may result in the formation of a coven that controls their combined territories, more often it leads to rivalries. Such feuds only increase the misery of innocent people caught between the rival hags' feuding.

Storm Hag — Creature 5

CE MEDIUM AIR ELECTRICITY HAG HUMANOID

Perception +12; darkvision, stormsight

Languages Aklo, Auran, Common, Jotun; voice of the storm

Skills Acrobatics +11, Deception +11, Intimidation +13, Occultism +11, Stealth +9, Weather Lore +13,

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

Coven A storm hag adds *hydraulic torrent*, *lightning storm*, and *mariner's curse* to her coven's spells (page 304).

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Stormsight Wind, precipitation, and clouds don't impair a storm hag's vision; she ignores the concealed condition from storms, mist, precipitation, and the like.

Voice of the Storm A storm hag can send spoken messages or sounds on the wind to any spot that she has seen and the wind can reach within a 50-mile radius. She can send a quiet whisper or a loud scream, and decides whether it's clearly audible or barely heard above the wind. The message is delivered regardless of whether anyone is present to hear it. The hag can use this ability to Demoralize creatures that hear her message with dire threats or unnerving whispers of doom.

AC 21; **Fort** +15, **Ref** +9, **Will** +12

HP 95; **Immunities** electricity; **Weaknesses** cold iron 5

Speed 25 feet, fly 40 feet

Melee ❖ claw +15 (agile), **Damage** 1d6+7 slashing plus 1d6 electricity

Melee ❖ jaws +15, **Damage** 1d8+7 piercing plus 1d6 electricity

Ranged ❖ wind blast +13 (air, range 30 feet), **Damage** 1d10+5 bludgeoning

Occult Innate Spells DC 22; **3rd** *gust of wind* (at will), *lightning bolt*, *obscuring mist*, *wall of wind*

Stormcalling A storm hag can perform a special *control weather* ritual, which requires no secondary casters, to change the weather within 5 miles of her location for 4d12 hours. The primary check is a DC 23 Occultism check, and she can't get an outcome worse than a failure. The storm hag can create only hurricanes, thunderstorms, and tornadoes, but she can do so regardless of the current season. She can also quell natural weather events but never willingly does so.

Wind Mastery A storm hag is unaffected by strong winds, natural or magical. Windy conditions are not difficult terrain for her.

WINTER HAG

On long, dark winter nights, folk at the edges of civilization have learned to be wary of old women who come knocking at their door. They look for her tracks in the snow and other telltale signs to make sure she isn't a winter hag who plans to drag them off and feast on their bones.

In truth, winter hags are more subtle monsters, entrapping humanoids in schemes that create mistrust and anger within a village before picking off the residents one or two at a time, heightening the fear and anger of those who remain. When her work is done, a winter hag revels in the silence of a frost-rimed village in which no hearth fires are left burning.

WINTER HAG — CREATURE 7

CE MEDIUM COLD HAG HUMANOID

Perception +16; darkvision, *see invisibility*, snow vision

Languages Aklo, Common, Jotun

Skills Athletics +13, Deception +17, Diplomacy +15, Occultism +15, Survival +14

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

Coven A winter hag adds *cone of cold*, *solid fog*, and *wall of ice* to her coven's spells (page 304).

Snow Vision Snow doesn't impair a winter hag's vision; she ignores concealment from snowfall.

AC 24; **Fort** +14, **Ref** +13, **Will** +16

HP 145; **Immunities** cold; **Weaknesses** cold iron 5, fire 5

Speed 25 feet; ice climb 25 feet

Melee ❖ *ice staff* +17 (magical, two-hand d8), **Damage** 2d4+7 bludgeoning plus 1d6 cold

Melee ❖ claw +16 (agile), **Damage** 2d6+7 slashing plus 1d6 cold

Occult Innate Spells DC 25, attack +17; **4th** *charm*, *fly*

ONE-SIDED RIVALRIES

The hateful creatures known as skelms (page 238) have much in common with hags, and evidence suggests that they might have some ancient or metaphysical connection to one another. Skelms maintain that they have been unfairly cursed or betrayed by hags and use it as an excuse to antagonize hags. More often than not, hags pay no more attention to skelms than they do any other creature.



Blood Hag Skin

A slain blood hag's skin can be used as a component in dark rituals invoking demonic powers. A hero who knows this usually destroys the skin. Less scrupulous adventurers can sell this prize for a substantial sum (80–120 gp). They may later learn that they have helped the buyer unleash a terrible scourge upon the world—if the buyer doesn't kill them first.



(at will), *ice storm*[APG]; **3rd** *enthrall*, *paralyze*; **Cantrips (4th)** *chill touch*, *ray of frost*; **Constant (4th)** *pass without trace*, *see invisibility*

Craft Ice Staff (cold, downtime, evocation, occult) A winter hag can spend 1 day performing a specific ritual to create a *+1 striking staff* of black ice. Once per day, she can use the staff to cast *cone of cold*. The staff's magic functions only in the hands of the hag who created it; for anyone else, it is a mundane staff. If the hag dies or if the staff remains in another creature's possession for 24 hours, the staff melts into a puddle of foul-smelling water.

Ice Climb A winter hag can Climb at the listed Speed, but only on ice. She ignores difficult terrain from ice and snow, and she doesn't risk falling when crossing ice.

Blood Hag

Blood hags, also known as soucouyants, infiltrate communities in the guise of young, innocent humanoids. This disguise is more than an illusion, for a blood hag wears the skin of a previous victim to hide her true appearance. During the day, her disguise is almost perfect, especially if the community knows nothing about the person the hag is pretending to be. But after sunset, the creature sheds her skin, hides it in a safe place, and stalks the night to drink the blood that sustains her.

Able to travel quickly in the form of a ball of fire and to slip through keyholes or the slightest crack in a door or window, blood hags feed on sleeping victims then return home before morning to don their stolen skin.

Blood Hag — Creature 8

CE | Medium | Hag | Humanoid

Perception +17; bloodsense (imprecise) 90 feet, darkvision

Languages Abyssal, Aklo, Common, Infernal, Jotun

Skills Acrobatics +15, Athletics +16, Deception +19, Diplomacy +17, Occultism +14, Stealth +17

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

Bloodsense A blood hag can sense the presence of blood and creatures with blood. She can tell the difference between spilled blood and the blood within a living creature.

Coven A blood hag adds *death ward*, *fiery body*, and *nightmare* to her coven's spells (page 304).

Borrowed Skin A blood hag wears a covering of skin stolen from a humanoid creature she has killed, hiding her true form and granting her the effects of a 4th-level *misdirection*, with herself as the primary target and the creature whose skin she is wearing as the secondary target. Spreading coarse salt inside the skin prevents the hag from putting it back on, forcing her to keep her fiery form until she kills another humanoid and spends 1 hour turning it into a new disguise.

AC 26; **Fort** +14, **Ref** +17, **Will** +17

HP 170; **Immunities** bleed; **Weaknesses** cold iron 10; **Resistances** fire 10

Speed 25 feet

Melee ❖ claw +18 (agile), **Damage** 2d8+7 slashing plus Grab (page 305)

Melee ❖ jaws +18, **Damage** 2d12+7 piercing

Ranged ❖ firebolt +19 (agile, fire), **Damage** 2d10+8 fire

Occult Innate Spells DC 26; **4th** *charm*, *sleep* (×3)

Assume Fiery Form ❖❖❖ (concentrate, fire, occult, polymorph, transmutation) The blood hag removes her borrowed skin and transforms into a brilliant ball of fire. She becomes amorphous, gains the fire trait and a fly Speed of 60 feet, becomes immune to fire, and emits light as a torch. She loses her melee Strikes and can't Drain Blood, but she deals 3d10 fire damage (DC 26 basic Reflex save) to each creature that touches her, as well as to each creature that succeeds at a melee Strike against her with an unarmed attack or from an adjacent space. If her skin is intact, she can return to her normal form by spending a single action that has the manipulate trait while adjacent to the skin.

The hag can instead Assume Fiery Form as a single action, bursting through her skin in a blast of flames. Doing so destroys her borrowed skin and deals 9d6 fire damage (DC 26 basic Reflex save) in a 20-foot emanation.

Drain Blood ❖ (necromancy, occult); **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the blood hag's reach; **Effect** The hag sinks her fangs into the creature to drink its blood. This requires a successful Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes drained 1. The hag regains 15 Hit Points, gaining any excess HP as temporary Hit Points that last for 1 hour. Drinking blood from a creature that's already drained doesn't restore any Hit Points to the hag but increases the victim's drained value by 1, killing the victim when it reaches drained 5.

A victim's drained condition 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 condition by 1 after 10 minutes.

MOON HAG

Moon hags are powerful soothsayers who dwell in places where souls receive their final judgment. These vile creatures possess knowledge of—and perhaps some power over—the portals between the lands of the living and the dead, and innocent mortals sometimes seek them out for this reason. Moon hags use their knowledge to sow discord and place seeds of doubt in those who unwittingly seek their aid. Beings of great power can intimidate them into sharing the truth of what they know, but the cunning hags always try to hide some important piece of information or word things in such a way that anyone acting on their divinations still find their plans falling into ruin.

MOON HAG — CREATURE 10

UNCOMMON | CE | MEDIUM | FIEND | HAG | HUMANOID

Perception +22; darkvision

Languages Aklo, Common, Jotun

Skills Boneyard Lore +21, Deception +19, Intimidation +17, Occultism +19, Religion +22

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

Coven A moon hag adds *plane shift, scrying*, and *spirit blast* to her coven's spells (page 304).

AC 29; **Fort** +17, **Ref** +19, **Will** +22

HP 190; **Immunities** confused; **Weakness** cold iron 10

Ferocity ↻

Moonlight's Kiss A moon hag in an area illuminated by moonlight gains a +2 status bonus to AC and initiative rolls. In the light of a full moon, she is quickened, and can use the extra action only to Stride or Strike.

Speed 25 feet

Melee ❖ claw +23 (agile, magical), **Damage** 2d12+10 slashing

Occult Innate Spells DC 29; **5th** *confusion*, *fear* (at will), *read omens*, *talking corpse* (×3), *tongues*

Dreadful Prediction ❖ (curse, enchantment, occult, mental) **Frequency** once per round; **Effect** The moon hag howls a series of dreadful, apocalyptic predictions at a single creature within 30 feet, shattering its perceptions of reality. The target must succeed at a DC 29 Will save or become stupefied 2 (stupefied 3 on a critical failure); regardless of the outcome, the creature is then temporarily immune for 24 hours. A creature that can see the moon takes a –2 circumstance penalty to saving throws against Dreadful Prediction. The stupefied condition from Dreadful Prediction persists until the curse is removed.

Rend ❖ claw (page 306)

HAG HARBINGERS

Moon hags serve the cosmic forces dedicated to the end of existence. On Golarion, they serve the god Groetus, the great, skull-faced moon hanging over Pharasma's Boneyard. Moon hags in the Boneyard are empowered by him as they were bathed in the light of the full moon.



Sweet Eats

Harmonas, like their mundane hummingbird counterparts, have rapid metabolisms and usually get most of their energy and wing power from flower nectar. Over time, they developed a taste for sweets such as cupcakes, cookies, pie, wine, elderflower cordial, and the like. They can be expensive companions to feed, but it is easiest to befriend a harmona by tempting their curiosity with a sweet it hasn't had the pleasure of trying yet.

Harmona

Catching a glimpse of a harmona is said to be lucky. Flying quickly, observing and scouting new areas, these brightly colored avian fey are all but hidden to the eye. A soft buzz accompanies them, discernible only to creatures with particularly keen hearing.

Intelligent and curious, these tiny fey birds freely roam the First World, accompanying high-ranking fey creatures such as queens or their courts. In turn, companions who treat a harmona with respect for their knowledge and skill benefit from the harmona's aid in times of need.

When these curious creatures find a natural gate between the planes, they glide through to explore and expand their knowledge. Those who find their way onto the Material Plane often choose to remain there in search of diverse and unusual places. This frequently leads them to the same locations that draw in curious adventurers. A harmona might befriend a non-fey adventurer as a companion, but they resent those who would treat them as pets and fight to the death to avoid capture.

HARMONA — CREATURE 11

UNCOMMON | CN | TINY | FEY

Perception +24; low-light vision

Languages Sylvan

Skills Acrobatics +23, Arcana +20, Diplomacy +22, Nature +24, Performance +22, Stealth +23

Str +0, **Dex** +6, **Con** +3, **Int** +5, **Wis** +7, **Cha** +5

AC 30; **Fort** +18, **Ref** +21, **Will** +24

HP 190; **Immunities** sonic; **Weaknesses** cold iron 10

Flit Back ↷ **Trigger** A creature enters the harmona's space or an adjacent square; **Effect** The harmona Flies 10 feet away from the triggering creature.

Speed 10 feet, fly 60 feet

Melee ❖ beak +23 (finesse, magical), **Damage** 2d6+6 piercing plus 2d6 sonic

Ranged ❖ sonic pulse + 23 (magical, range 60 feet, sonic), **Damage** 2d12+6 sonic plus Push (page 306)

Primal Innate Spells DC 30; **Cantrips (4th)** *detect magic*

Concussive Blow ❖❖ (evocation, primal, sonic) The harmona makes a beak Strike, channeling disruptive sound waves into the blow. On a hit, the target must succeed at a DC 30 Fortitude save or become stunned 1 (stunned 2 on a critical failure). After this Strike, the harmona can Fly up to half their fly Speed.

Subsonic Pulse ❖❖ (evocation, primal) The harmona beats their wings rapidly towards the ground, creating a nearly inaudible rumble and sending a wave of shaking earth to overwhelm their enemies. Each creature in a 15-foot emanation must succeed at a DC 30 basic Fortitude save or take 6d6 sonic damage. A creature that fails its save is knocked prone from the shaking ground.

Ultrasonic Thrust ❖❖ (evocation, primal, sonic) The harmona beats their wings skyward, creating a spiraling vibration. Each creature in a 30-foot cone must attempt a DC 30 Reflex save as the high-frequency blast flings them up and away.

Critical Success The creature is unaffected.

Success The creature is pushed 5 feet away and knocked off balance, becoming flat-footed until the start of their next turn.

Failure Sonic waves fling the creature 15 feet back from the harmona. The creature takes 6d6 bludgeoning damage from the fall and lands prone.

Critical Failure As failure, but the creature is flung 30 feet and takes double damage.



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Hellwasp Swarm

Hellwasps' infernal nature allows them to collectively inhabit and control humanoid corpses, and they use this ability to infest and horrify large swathes of territory unless destroyed. While individual hellwasp poses little threat, these fist-sized insects instinctively form into aggressive swarms that will viciously attack any creature approaching their colony, the lone exception being powerful fiends.

Hellwasp swarms have a rudimentary intelligence focused on the protection and expansion of their colony. They can understand Infernal but are incapable of speech. They sometimes obey simple commands from a lawful fiend more powerful than their swarm, but there is no nuance or understanding to this obedience, and if left alone for more than a day they stop obeying and return to their colony.

HELLWASP SWARM — CREATURE 8

LE LARGE FIEND SWARM

Perception +16; darkvision
Languages Infernal (can't speak any language)
Skills Acrobatics +18, Stealth +18
Str +0, **Dex** +4, **Con** +6, **Int** –3, **Wis** +2, **Cha** –2

AC 24; **Fort** +18, **Ref** +16, **Will** +14
HP 95; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, fire 10, piercing 10, slashing 5

Speed 20 feet; fly 40 feet

Abandon Corpse ❖ **Requirements** The hellwasp swarm is controlling a corpse with Infest Corpse; **Effect** The hellwasp swarm leaves its host corpse, which dies instantly and becomes a normal corpse in all respects. The hellwasp swarm expands out from that space to its normal size.

Hellwasp Stings ❖ Each enemy in the swarm's space takes 4d8 piercing damage (DC 26 basic Reflex save). Any creature that fails its saving throw is exposed to hellwasp venom.

Hellwasp Venom (poison); **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and clumsy 2 (1 round); **Stage 2** 2d8 poison damage and clumsy 2 (1 round)

Infest Corpse ❖❖ (manipulate) The hellwasp swarm animates the corpse of a Small, Medium, or Large humanoid that protected by *gentle repose* or similar magic, crawling into its mouth and other orifices. Its size changes to that of the corpse and it loses its piercing and slashing resistances, fly Speed, and Hellwasp Stings. It gains a fist melee Strike with a +18 attack modifier that deals 2d8 bludgeoning damage plus 2d8 piercing damage and hellwasp venom.

The hellwasp swarm gains 40 temporary Hit Points when it Infests a Corpse; when these temporary HP are depleted, the corpse falls apart and the swarm Abandons the Corpse automatically.

Torturous Buzz ❖❖ (auditory, emotion, enchantment, incapacitation, occult) The swarm emits a distracting, cacophonous buzzing. Each creature within 20 feet must attempt a DC 26 Will save.

Critical Success The creature is unaffected and temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is confused for 1 round.
Critical Failure The creature is confused for 1d4 rounds.

HELLWASP COLONIES

Hellwasps typically dwell in large colonies that can house multiple swarms. The swarms station multiple suitable corpses near the colony, and at least one swarm from the colony is always patrolling the nearby area in an inhabited corpse. This means that hellwasp colonies typically have a pervasive and noticeable stench of dead flesh around them. This also makes the treasure found near colonies highly random, consisting only of whatever possessions the inhabited corpse carried.



Herexen Lairs

Most herexens settle down in a particular town or region to corrupt the local populace. Powerful herexens may boldly lair in a defiled temple, creating a vile parody of the building's former glory. However, most herexens hide in decrepit places such as ruins, forgotten basements, or tombs.



Herexen

When a cleric rebels against their deity and dies in the grip of blasphemous rage, the heresies they committed in life may fuel their transformation into an undead herexen. Herexens seek vengeance against the deity they once worshipped, defiling temples, slaying the faithful, and rallying lesser undead and death cultists to aid them in their unholy quests. Though a herexen's divine gifts have mostly been corrupted into the vileness of undeath, they stubbornly cling to remnants of their former power, still wielding magic and armaments favored by the deity they so greatly despise.

Groups of herexens that blasphemed against the same deity sometimes combine to form a mockery of a congregation, conducting blasphemous rites with something approaching euphoria. These congregations are more often formed from a blasphemous cult who practiced their heresy together in life and died together, though some gather independent herexens of the same former faith.

Building Herexens

The herexen presented in the stat block below was originally a cleric of Pharasma, but there are as many kinds of herexens as there are deities. To create a herexen of a different deity, do the following.

- Swap out the herexen's weapon for the deity's favored weapon. If the weapon is simple, increase the damage die by one step; if it's two-handed, decrease the herexen's attack bonus with that weapon by 2.
- Swap out the herexen's domain spell for a 1st-level focus spell from a domain associated with that deity.
- Swap the defiled religious symbol for the correct deity. For example, an ex-Sarenite herexen carries a scimitar and a defiled religious symbol of Sarenrae, and can cast *fire ray* (attack +12) as a focus spell.

Greater Herexens

More powerful clerics, or herexens that have existed over long spans of time, might become a more powerful variant known as a greater herexen. An 8th-level creature, it casts *harm* as a 4th-level spell, it gains a second Focus Point and a 4th-level domain spell in addition to its 1st-level domain spell, and the bonus damage from heretic's smite increases to 2d6.

Herexen — Creature 2

UNCOMMON | NE | MEDIUM | UNDEAD

Perception +8; darkvision

Languages Common, Necril

Skills Athletics +6, Deception +7, Religion +10, Stealth +6

Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +3

Items dagger, defiled religious symbol of Pharasma

AC 17; **Fort** +5, **Ref** +8, **Will** +10

HP 30, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Blasphemy (divine, necromancy, negative) When the herexen is destroyed, it explodes in a wave of negative energy with the effects of a 3-action *harm* spell (DC 20). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.

Speed 25 feet

Melee ❖ dagger +10 (agile, versatile S), **Damage** 1d6+4 piercing plus heretic's smite

Divine Prepared Spells DC 18; **1st** *harm* (×4)

Cleric Domain Spells 1 Focus Point, DC 20; **1st** *death's call* (*Core Rulebook* 391)

Heretic's Smite (divine, necromancy) While wielding the favored weapon of its former deity (such as a dagger for an ex-Pharasmin herexen), the herexen's Strikes deal an additional 1d6 evil damage against creatures that can cast divine spells.

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House Drake

Beautifully colored in purples and electric blues, these tiny dragons are genuinely brilliant in more ways than one. They are playful and kind, and while they have a long tradition of assisting spellcasters, they prefer to be treated as equals and partners rather than pets. They're quite intelligent and don't appreciate condescension from those who treat them as simple animals.

Tiny dragons have appeared in tales told among traditional Varisian communities for centuries, but only relatively recently have they become known by the name "house drake." This new name arose in the city of Korvosa, where house drakes have adapted particularly well to urban life. When students of the magic school called the Acadamae failed in their studies and allowed their imp familiars to run wild, these tiny dragons found that they were particularly well suited to combating them. Most notably, their teeth become striated with silver due to their peculiar grooming habits, allowing their bites to puncture the imps' magically resistant skin. The two species are well-matched in intellect. Though their clashes typically begin with trying to outwit one another, they often end in messy brawls across rooftops and into alleys. The residents of Korvosa appreciated both the protection and the dragons' charming appearance and demeanor. House drakes are now more common in Korvosa than anywhere else in the world.

House drakes are carnivorous, eating vermin and small birds. Though they're capable of hunting for food, many of them find it a bit dull and prefer to spend their time at other pursuits. They happily accept donations of food. To truly get on a house drake's good side, though, one should offer a gift of silver. Donations to drakes have become regular practice in Korvosa, to the point where "Paid any drakes lately?" has become a common phrase to suggest someone is a bit gullible and soft-hearted. These donations are just that—charity. House drakes avoid taking on anything resembling a "job," taking pride in their self-sufficiency and ability to choose for themselves how to spend their time.



House Drake — Creature 1

CG TINY DRAGON

Perception +8; darkvision, scent (imprecise) 30 feet
Languages Common, Draconic, Infernal
Skills Acrobatics +7, Society +4, Stealth +7, Survival +6
Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2

AC 17; **Fort** +6, **Ref** +8, **Will** +11
HP 16; **Immunities** paralyzed, sleep
Ferocious Will ↻ (abjuration, arcane, mental) **Trigger** The house drake succeeds at a saving throw against a magical mental effect; **Effect** The house drake sends a blast of magical feedback at the effect's source, dealing 2d6 mental damage (DC 16 basic Will save) to that creature. On a failed save, the creature is also slowed 1 for 1 round.

Speed 15 feet, fly 40 feet
Melee ❖ jaws +9 (agile, finesse), **Damage** 1d8+1 piercing plus silver strike
Arcane Innate Spells DC 17; **2nd** *obscuring mist*, *see invisibility*; **1st** *alarm*, *soothe*
Breath Weapon ❖❖ (arcane, conjuration, mental) The house drake breathes a 10-foot cone of silver mist. Each creature within the mist must succeed at a DC 16 Will save or become stupefied 2 for 1 round. The house drake can't use Breath Weapon again for 1d4 rounds.
Silver Strike House drakes sharpen their jaws on silver ornamentation until they incorporate bits of silver in their teeth. Their jaws Strike counts as silver.

Ancient Tails

Some of the oldest tales told among Varisian travelers speak of tiny dragons sent by Desna to comfort and aid her followers during a long-forgotten tyranny. With the recent rediscovery of the ancient Thassilonian empire, some suggest that these tales—and thus house drakes themselves—may have first appeared back in that distant age.

Bound Places

Every house spirit chooses some specific place to be their responsibility and their place of power. House spirits can and do leave, temporarily or permanently, but it's never a trivial decision. Typically, a given location has only one spirit, which gains power if their home is particularly grand. A great palace's domovoi is fearsome indeed.

House Spirits

House spirits are shy, often helpful, sometimes wrathful fey that dwell alongside peasants and farmers. They reside in the house, in the yard, in the granary, in the bathhouse—wherever people build and live. Due to this proximity, house spirits often take on the mannerisms or appearance of nearby mortals. Their reclusive nature and tendency to go unseen earned them the moniker of "spirits," though in truth they are fully embodied fey.

House spirits take an almost parental interest in "their" mortals. Given proper respect, these fey work tirelessly for their charges—they chop wood, care for livestock, mend clothes, sweep the floor, and tend to the stove. If offended, though, the house spirit becomes a menace, frightening animals or children and ruining belongings.

Domovoi

The elderly domovoi are patrons of the home and the dearest of all house spirits to the people they live with. Families with a domovoi leave a bowl of milk in the corner of the home in thanks, and peasants often take great pains to coax a domovoi to follow them to a new house.

An enraged domovoi rallies the home itself in their defense. Anything in the house could betray its residents. Crockery falls onto the heads of attackers, doors slam in their faces, carpets tangle their feet, and woe betide the attacker if someone has hung a sword on the wall.

Domovoi — Creature 2

CG TINY FEY

Perception +11; tremorsense (imprecise) within their entire bound home

Languages Common, Sylvan

Skills Crafting +9, Household Lore +11, Stealth +7 (+9 within their bound home)

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

Master of the Home A home with a friendly domovoi is blessed, as the domovoi cooks, cleans, fetches water, and does a hundred other small tasks. A home so blessed never suffers from random accidents such as fires, and any checks to Craft, Earn Income, Repair, or Subsist in the home receive a +2 circumstance bonus. If the domovoi is unfriendly, such checks take a –2 circumstance penalty instead, as the domovoi hides things, makes noise when people try to sleep, tangles weaving, and otherwise makes life a misery. A domovoi must spend a week in a place before these benefits occur.

AC 17; **Fort** +5, **Ref** +9, **Will** +11

HP 35; **Weaknesses** cold iron 4

Shy A domovoi is naturally invisible while within sight of their bound home. The domovoi can become visible, or even selectively visible–allowing some people to see them

Speed 20 feet

Melee ❖ broom +7, **Damage** 1d4+3 bludgeoning

Ranged ❖ enraged home +9 (evocation, primal, range increment 30 feet), **Damage** 1d8+4 bludgeoning, piercing, or slashing (depending on object)

Primal Innate Spells DC 18; **1st** *mending* (at will); **Cantrips (1st)** *mage hand, prestidigitation, telekinetic projectile*

Home Guardian By commanding their home to attack, the domovoi can Grapple, Shove, Trip, and Disarm with their enraged home Strike. The domovoi uses their Household Lore instead of Athletics skill for these checks.



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DVOROVOI

Traditionally, the dvorovoi is seen as the domovoi's younger sibling and has charge of a peasant's yard and all the animals and tools within. Animals favored by the dvorovoi become healthy, strong, and obedient, while less-loved livestock are exhausted and miserable. Peasants with a resident dvorovoi make sure to formally introduce new livestock to the house spirit and placate the spirit by leaving meals in the shed. Dvorovoi loathe white-furred animals and chase away any all-white cows or horses, though they have no similar grudge against chickens.

DVOROVOI — CREATURE 3

CN SMALL FEY

Perception +12; tremorsense (imprecise) within their entire bound yard
Languages Common, Sylvan
Skills Crafting +8, Household Lore +11, Nature +9, Stealth +9
Str +3, **Dex** +2, **Con** +1, **Int** –1, **Wis** +0, **Cha** +1
Master of the Yard As domovoi, except the dvorovoi helps or causes trouble in the yard, milking or scaring cows, protecting or scattering tools, and so forth.
Items pitchfork

AC 18; **Fort** +10, **Ref** +9, **Will** +7
HP 44; **Weaknesses** cold iron 5
Shy As domovoi.

Speed 30 feet
Melee ❖ pitchfork +12, **Damage** 1d8+6 piercing
Primal Innate Spells DC 18; **2nd** *entangle, speak with animals* (at will); **1st** *charm* (animals only), *command* (animals only), *mending*; **Cantrips (2nd)** *prestidigitation, mage hand*

OVINNIK

The ovinnik is the most ferocious of house spirits, and the only one that will kill if sufficiently angered. They live in granaries, storage rooms, and sheds where food—particularly grain—is kept. Ovinniks resemble bipedal cats but bark like a dog to scare away thieves, and they often demand gifts of milk, pancakes, and dead roosters.

OVINNIK — CREATURE 4

CN TINY FEY

Perception +14; tremorsense (imprecise) within their entire bound granary or storeroom
Languages Common, Sylvan
Skills Household Lore +12, Intimidation +11, Stealth +13
Str +0, **Dex** +5, **Con** +0, **Int** +2, **Wis** +5, **Cha** +3
Master of the Granary As domovoi, except the ovinnik preserves food from vermin and mold or causes devastating fires and infestations.

AC 20; **Fort** +8, **Ref** +13, **Will** +11
HP 59; **Weaknesses** cold iron 5; **Resistances** fire 5
Shy As domovoi.

Speed 30 feet, climb 20 feet
Melee ❖ claw +13 (agile, finesse, magical), **Damage** 2d6+2 slashing
Primal Innate Spells DC 21; **4th** *read omens*; **2nd** *augury, burning hands, flaming sphere, purify food and drink* (at will); **Cantrips (2nd)** *daze, produce flame*
Raise Grain Cloud ❖❖ While in their bound storeroom or granary, the ovinnik slams a paw against the ground, stirring up a cloud of grain dust in an 20-foot emanation. Within this cloud, they gain a +4 status bonus to any fire damage they deal. The ovinnik doubles their fire resistance against this increased damage. The grain cloud dissipates after the first such effect or after 1 minute if no such effects occur.

OVINNIK'S FORETELLING

Ovinniks, on certain days, might deign to tell the future. Peasants approach the window of the fey's domain and present their bare palms. If the ovinnik touches them with a furred paw, then their family lives will be good. A smooth hand, however, signals brewing strife.



Guardians of the North

Huldras live in the northern reaches of Avistan and Casmaron. Tales of these fey are told from the Lands of the Linnorm Kings to Iobaria and beyond, but are perhaps most common in Irrisen, where First World influence has seeped through the land. Even here, however, most huldras are reclusive and reticent, making their presence known only when outsiders encroach upon the forests they protect.



Huldra

At first glance, a huldra seems a simple creature—a human in plain robes or peasant dress, sporting long, unbound hair. These tresses and full skirts in fact disguise the huldra's supernatural features: a hollow wooden back, a long bovine tail, and incredible strength.

Folk legends from the lands of the north describe huldras as the creations of troll witches, intended to lure potential meals to the slaughter. Indeed, a huldra's regeneration is so similar to a troll's that a link between the two creatures seems entirely possible, but huldras despise trolls and resent tales suggesting any connection between them. Rather, huldras are wardens of the woodlands they occupy. Grown from saplings by powerful forest-dwelling fey as a response to humanoid encroachment, huldras protect and parley for the forest itself. Woodland creatures adore huldras, and sometimes approach humans or elves thinking they're huldras. This illusion is shattered if the animal sees the humanoid's back is made of flesh or that they're lacking a tail, at which point the animal recoils and runs away.

Huldras respond well to travelers who show respect and deference for the forest, bestowing those they favor with supernatural luck and fortune. Those who scorn or attack a huldra, or those who mock their distinctive, bovine tails, find themselves plagued by poor decisions and even worse luck. Huldras commonly carry a bad reputation as sirens of the deep forest—cunning monsters who seek to lure woodcutters and unwary adventurers to uncertain ends. These stories largely come from miscreants foolish enough to have treated a huldra rudely and later complain about how they were unjustly persecuted. Even woodcutters and hunters can stay in the good graces of huldras provided they plant new trees to replace what they've taken and don't kill any creatures they don't eat.

Though huldras choose to appear unassuming, the attention they put into disguising the supernatural parts of their bodies is sometimes lacking when it comes to their strength. They often perform feats of strength, like bending horseshoes straight or lifting heavy objects, without realizing they're breaking their carefully crafted facade.

Huldra — Creature 4

UNCOMMON | CN | MEDIUM | FEY

Perception +13; darkvision, scent (imprecise) 60 feet

Languages Common, Sylvan

Skills Athletics +11, Deception +13 (+17 to Impersonate a human version of themselves), Diplomacy +13, Intimidation +11, Nature +10

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

AC 21; **Fort** +9, **Ref** +14, **Will** +11

HP 70, regeneration 5 (deactivated by acid or fire); **Weaknesses** cold iron 5, fire 5

Speed 30 feet

Melee ❖ fist +14, **Damage** 2d6+7 bludgeoning

Melee ❖ tail +14 (agile, backswing), **Damage** 2d4+7 bludgeoning plus Befuddling Lash

Befuddling Lash (curse, enchantment, mental) When the huldra damages a creature with their tail, a wave of befuddlement clouds the target's thoughts. The creature must succeed at a DC 19 Will save or become stupefied 1 (stupefied 2 on a critical failure) for 1 minute.

Manipulate Luck ❖ (curse, primal) **Frequency** once per day; **Effect** The huldra touches another creature to manipulate the creature's luck. The creature must attempt a DC 21 Will save. On a failure, the huldra chooses good luck or bad luck. If the huldra chooses good luck, the affected creature can roll twice on one d20 roll within the next minute and use the higher result; this is a fortune effect. If the huldra chooses bad luck, the creature must roll twice and use the lower result on its next d20 roll; this is a misfortune effect.

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Hyakume

Hundreds of bloodshot eyes peek out from under the fleshy layers of a hyakume's skin. These hulking aberrations covet knowledge and go to great lengths to keep what they know to themselves; they'll destroy scriptoriums they've raided and burn books they've read to ensure no other soul learns their contents. While hyakume occasionally trade valuable information to garner greater knowledge, they are liable to trick their targets into revealing more than they should. Most frightening of all is the hyakume's ability to steal memories and erase any knowledge of their existence from the minds of their victims.

HYAKUME — CREATURE 15

UNCOMMON NE LARGE ABERRATION

Perception +29; darkvision

Languages Aklo, Common; telepathy 100 feet (page 306)

Skills Arcana +30, Bardic Lore +28, Crafting +30, Deception +27, Medicine +25, Nature +25, Occultism +30, Religion +27, Society +28, Thievery +25

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

Light Blindness (page 305)

Lore Master A hyakume can use their Bardic Lore skill to Recall Knowledge on any topic, and they know any languages common to an area they have spent a day or more in.

AC 36, all-around vision; **Fort** +23, **Ref** +25, **Will** +29; +2 status to all saves vs. magic

HP 275; **Immunities** confusion; **Resistances** mental 10

Speed 25 feet

Melee ❖ fist +27 (agile, finesse, magical, reach 10 feet), **Damage** 3d10+10 bludgeoning plus scatterbrain palm

Occult Innate Spells DC 40, attack +32; **8th** *charm* (×2), *disappearance*, *mind blank*; **7th** *dispel magic* (×2), *mindlink* (at will); **4th** *air walk* (at will), *hypercognition* (at will), *zone of truth* (at will); **Cantrips (8th)** *daze*, *detect magic*, *read aura*

Eye Probe ❖❖❖ (divination, occult) **Frequency** once per day; **Effect** Up to six of the hyakume's eyes detach from the hyakume's body. Each eye has AC 26, HP 1, and a fly speed of 40 feet. The hyakume can see through all of their eye probes. They can move the probes all in separate directions using a single action. A hyakume can have no more than six eye probes active at a time; using this ability to create more causes the eye or eyes farthest away to shrivel and die.

The hyakume can deliver touch spells through their eye probes and can make melee spell attacks through them. In addition, the hyakume can Steal Memories through an eye probe using a single action by touching the target with the eye.

Scatterbrain Palm (divination, enchantment, incapacitation, mental, occult) A creature hit by the hyakume's fist Strike must attempt a DC 36 Will save. The creature is then temporarily immune until start of its next turn.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3 and the hyakume can use Steal Memories on the target as part of this action.

Steal Memories ❖❖❖ (emotion, mental, necromancy, occult) The hyakume reaches out with their mind and attempts to steal memories from a creature within 30 feet. The target must succeed at a DC 40 Will saving throw or become stupefied 2 and have some of its memories stolen. The hyakume learns some of the target's memories (chosen by the GM), which are then lost to the target.

MEMORY THIEVES

Hyakume jealously hoard knowledge in the form of memories, their own or stolen. They stalk temples and libraries, memorizing hundreds of texts before obliterating them all.

Hyakume have earned a mistaken reputation as nocturnal guardians of shrines and other archives of wisdom. Though they may occasionally thwart thieves and tomb raiders, they do so only to keep the repository's knowledge for themselves.



Whalers' Tales

The crews of whaling ships are among those most likely to encounter an incutilis. Whale brains aren't an incutilis's preferred food, but it can bore its tendrils into one for a long time. When such an unfortunate whale is brought alongside the whaling ship, the incutilis has an opportunity to climb aboard unseen and prey upon any member of the crew unlucky enough for them to catch sleeping.

Incutilis

Incutilises are intelligent, nautilus-like sea creatures that attack their victims' brains to take over their bodies, creating puppets to use for labor, combat, or their own malevolent amusement.

An adult incutilis is slightly smaller than an adult human head. Its shell bears a pattern of crimson streaks that resemble the ridges and furrows of a brain. Incutilises hatch within the depths of the sea, where they start off consuming bottom-dwelling crustaceans and sometimes even whales or sharks, but as they grow into adults, incutilises instinctively crave the complex tissues of other creatures' brains—the more complex, the better.

An incutilis makes excursions onto land specifically to use their iconic puppetmaster ability. They use their tentacles to crawl up onto shore or climb aboard a ship. An incutilis then drives their tendrils directly into the brain of a helpless living (or very recently dead) land creature, taking control of it through this neurological connection. They prefer to target humanoids and animals. This host—now called a puppet—rarely survives the experience.

After the incutilis has taken full control, they can usually ride their puppet for as long as they wish. Often, they use the puppet to seek out other potential prey, battling other creatures until the wear and tear from repeated conflict renders the body useless.



Incutilis — Creature 2

Uncommon | LE | Tiny | Aberration | Amphibious

Perception +7; darkvision

Languages Aklo, Aquan; telepathy 30 feet (page 306)

Skills Athletics +8, Deception +5, Stealth +9

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

AC 17; **Fort** +7, **Ref** +7, **Will** +9

HP 21

Speed 5 feet, climb 5 feet, swim 40 feet

Melee ❖ tentacle +8, **Damage** 1d4+4 bludgeoning plus Grab (page 305)

Abandon Puppet ❖ (manipulate) **Requirements** The incutilis is attached to a puppet; **Effect** The incutilis abandons its puppet, detaching and separating from its nervous system. If the puppet was still alive, it's unconscious and temporarily immune to that incutilis's Puppetmaster ability for 24 hours.

Puppetmaster ❖❖❖ (manipulate) An incutilis drives tendrils into a Small or Medium living creature that's unconscious or restrained by the incutilis. It attaches and injects the unfortunate host with enzymes to take over control of the creature's nervous system, turning the host into a puppet controlled by the incutilis.

The puppet becomes dying 2 and is controlled by the incutilis. If the puppet dies, its body remains under the control of the incutilis until it's destroyed or the incutilis Abandons the Puppet. If the puppet recovers from the dying condition, the incutilis immediately Abandons the Puppet.

While controlling a puppet, the incutilis is attached to the puppet's head (or elsewhere, if its brain is in an unconventional location) and moves along with it. The puppet uses its own AC, Hit Points, Fortitude and Reflex saves, and physical Strikes, but it uses the incutilis's Will save. The puppet can perform only basic actions and untrained uses of the Athletics and Stealth skills while controlled.

Any attack that deals damage to the puppet also deals 1 mental damage to the incutilis. Area effects are applied to both the incutilis and puppet. The incutilis always has lesser cover while in control of a puppet.

Jorogumo

Appearing as beautiful, well-dressed humans, jorogumo lurk in the high mountains and prey on travelers. These evil creatures can fully change into a giant spider or sprout spider legs from their backs, and they often keep giant spiders as pets. Jorogumo usually eat their prey, but some humanoids meet an even more gruesome fate as living incubators for jorogumo eggs. Though most jorogumos are solitary creatures, some have taken up worship of Norgorber and serve as valuable allies to thieves' guilds following that god's guise as the Gray Master.

JOROGUMO CREATURE 13

UNCOMMON NE MEDIUM HUMANOID

Perception +26; darkvision

Languages Aklo, Common, Sylvan; *tongues*

Skills Acrobatics +25, Athletics +23, Crafting +22, Deception +28, Diplomacy +26, Performance +24, Stealth +23, Survival +24

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

AC 33; **Fort** +22, **Ref** +23, **Will** +26

HP 270; **Weaknesses** cold iron 10; **Resistances** poison 15

Darting Legs ↷ **Requirements** The jorogumo has their spider legs extended or has Changed Shape; **Trigger** The jorogumo is targeted with an attack; **Effect** The jorogumo raises a leg, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet, swim 30 feet

Melee ❖ jaws +27, **Damage** 3d12+14 piercing plus jorogumo venom

Melee ❖ claw +27 (agile), **Damage** 3d8+14 slashing

Ranged ❖ web +23 (range increment 60 feet), **Effect** Web Trap

Occult Innate Spells DC 34; **7th** *summon animal* (spiders only); **4th** *outcast's curse* (×3), *suggestion* (×3); **3rd** *mind reading* (at will); **1st** *charm* (at will); **Constant (5th)** *tongues*; **(2nd)** *speak with animals* (spiders only)

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The jorogumo takes on the appearance of any Small or Medium spider. This doesn't change their Speed or Strikes.

Jorogumo Venom (incapacitation, poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 4 hours; **Stage 1** 3d6 poison damage and stupefied 1 (1 round); **Stage 2** 3d6 poison damage and stupefied 2 (1 round); **Stage 3** 4d6 poison damage and stupefied 2 (1 round); **Stage 4** paralyzed for 1d4 hours

Spider Legs ❖ (concentrate, occult, polymorph, transmutation) **Requirement** The jorogumo is in humanoid form; **Effect** Eight large spider legs sprout from the jorogumo's back, granting them a 40-foot climb Speed and allowing them to use the Darting Legs reaction.

Web Trap A creature hit by the jorogumo's web attack is immobilized and stuck to the nearest surface, preventing the creature from moving. The DC to Escape or Force Open the web trap is 32.

JOROGUMO ANIMOSITY

When facing a tengu, jorogumos usually fly into a rage and attempt to murder them as quickly as possible. Some jorogumo insist, without any factual support, that tengu can see through their trickery with a mere glance and are immune to their venom.



KAMI ALLIES

Kami are friends to arboreals, dryads, and other beings with spiritual ties to the natural world. Among mortals, druids are the most common recipients of kami aid, though these spirits might help anyone whose mission involves the protection of their particular ward.

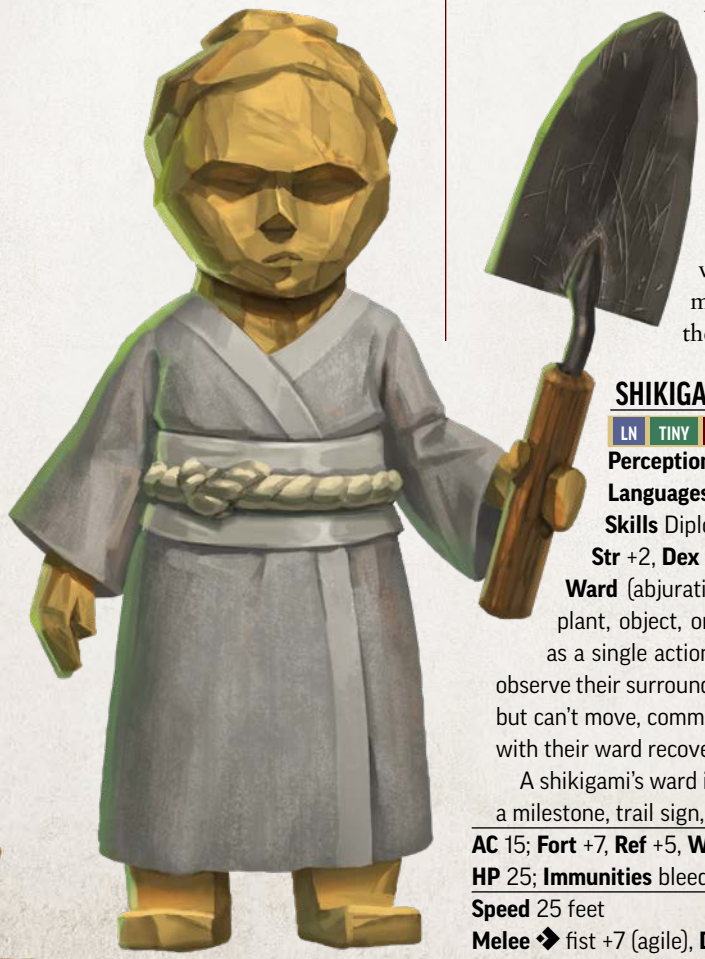
KAMI

Kami are divine nature spirits native to the lands of Tian Xia, far to the east of the Inner Sea region. They serve as guardians of natural objects and places they protect—their "wards"—and are ancient enemies of the oni (*Pathfinder Bestiary 2*). Kami can merge with their wards, allowing them to surreptitiously watch anyone who treads upon their sacred grounds. Kami leave those who they deem harmless alone, but the spirits fight vigilantly to scare away anyone perceived as a threat. Kami choose their own wards, though many mortals seek to attract them to sites that might require protection, leading to a proliferation of certain trees, statues, gates, and other symbolic elements in areas where kami are known to dwell.

KAMI, SHIKIGAMI

Shikigami are the least powerful of all kami and the most common. Unlike most other kami, which are bound to their wards by a more powerful spirit or deity, shikigami are minor spirits that even mortal practitioners can sometimes bind into a tiny paper form and task with guarding small works, such as garden statues and vases. Landowners delight in having shikigami protect their gardens, whether they paid a wandering spellcaster to entreat the shikigami or simply had the fortune of another spirit assigning a shikigami to their land. Travelers who come across a shikigami-graced milestone or waypost believe that such encounters are good omens for the journey ahead.

For their part, shikigami have mixed opinions on civilization and the humanoids who dwell therein. While shikigami will fight to protect their ward against invaders and desecrators, these kami are just as likely to leave—their ward in tow—if locals begin to despoil the area or show a disregard for nature. Most practitioners capable of binding a shikigami wouldn't engage in this type of disrespect, but should the kami catch wind of such practices, shikigami across the land might abandon their contracts en masse, leaving an uncomfortable vacuum with their unexpected exodus. In this way, shikigami exemplify the precarious balance between the expansion of civilization and the preservation of the natural world.



Not all shikigami protect gardens, so you can substitute the shikigami's spade for any sort of mundane tool that's useful to the shikigami's task and their ward. The kami wields any such weapon with the same damage dice, modifiers, and traits listed for their spade Strike, but change the damage type as appropriate for the new weapon.

SHIKIGAMI CREATURE 1

LN TINY KAMI SPIRIT

Perception +10; darkvision

Languages Common

Skills Diplomacy +6, Medicine +7, Nature +7, Society +6, Stealth +5

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

Ward (abjuration, divine) Every kami is bound to a ward: a specific animal, plant, object, or location. A kami can merge with or emerge from their ward as a single action, which has the concentrate trait. While merged, the kami can observe their surroundings with their usual senses as well as the senses of their ward, but can't move, communicate with, or control their ward. Additionally, a kami merged with their ward recovers Hit Points each minute as if they spent an entire day resting.

A shikigami's ward is typically a minor work of art or symbol of civilization, such as a milestone, trail sign, personal garden, or tiny statue.

AC 15; **Fort** +7, **Ref** +5, **Will** +9

HP 25; **Immunities** bleed; **Weaknesses** cold iron 3

Speed 25 feet

Melee ❖ fist +7 (agile), **Damage** 1d4+2 bludgeoning

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Melee ❖ spade +7 (agile, versatile S), **Damage** 1d6+2 piercing
Ranged ❖ spade +7 (agile, thrown 10 feet, versatile S), **Damage** 1d6+2 piercing
Innate Divine Spells DC 17; **2nd** *animal messenger*, *invisibility* (self only); **1st** *purify food and drink*; **Cantrips (1st)** *forbidding ward*

KAMI, KODAMA

A kodama is a type of kami who inhabits a tree. Kodama commonly appear in old Tian forests, especially old-growth forests far removed from civilization. In the Forest of Spirits in Minkai, for example, so many trees are possessed by kodama that a traveler might pass by hundreds, if not thousands, of these beings while journeying through a single acre of woodland.

Kodama try their utmost to protect their sacred trees, but a single kodama is a minor obstacle to most oni or others who have no qualms about desecrating forests or harvesting them for natural resources. Like trees in a forest, kodama are most powerful in great numbers and among other kami, whom they can bolster with their magical straw ropes while distracting strong enemies with their mesmerizing presence.

On the other hand, kodama bear no ill will toward those who respect their wards, even allowing druids and other deferential creatures to dwell within their bounds. They might even subtly guide lost travelers out of the forest or back to safety.

KODAMA — CREATURE 5

NG SMALL KAMI SPIRIT

Perception +16; darkvision
Languages Common; *speak with plants*, telepathy 50 feet (page 306)
Skills Acrobatics +11, Athletics +11, Nature +14, Stealth +13, Survival +14
Str +2, **Dex** +4, **Con** +5, **Int** +0, **Wis** +5, **Cha** +4
Items *spiritual rope*
Ward As shikigami, but a kodama's ward is a specific tree.

AC 21, 22 against evil creatures; **Fort** +12, **Ref** +11, **Will** +14; +1 status to all saves vs. effects from evil creatures
HP 95; **Weaknesses** cold iron 5; **Resistances** evil 5
Distracting Gaze (aura, divine, enchantment, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 23 Will save. The kodama can activate or deactivate this aura by using a single action, which has the concentrate trait.
Success The creature is unaffected.
Failure The creature is fascinated. This condition ends if the creature ends its turn outside the aura.
Critical Failure As failure, plus the creature is slowed 1 as long as it remains fascinated.

Speed 25 feet
Melee ❖ fist +13 (agile, finesse), **Damage** 2d6+4 bludgeoning
Innate Divine Spells DC 23; **5th** *tree stride*; **2nd** *tree shape*; **Cantrips (3rd)** *ghost sound*; **Constant (4th)** *speak with plants*
Spiritual Rope (abjuration, divine) The kodama spends 1 minute to fashion an enchanted straw rope out of nearby materials. The rope can be wrapped around other kami creatures to protect them from fell forces. A kami who wears a *spiritual rope* gains resistance 5 to evil damage (though this is usually relevant only if the kami is good-aligned), a +1 status bonus to AC against evil creatures, and a +1 status bonus to saving throws against effects from evil creatures.

A kodama always wears a *spiritual rope*, and they can have one other *spiritual rope* in existence at a time. Creating a new rope beyond these two releases the magic of one other rope of the kodama's choosing. A *spiritual rope* around a creature other than a kodama loses its magic after 24 hours or if it's taken outside of the kodama's forest.



KAMI TREASURE

Kami have no use for valuables or other material possessions, but the sites they protect are often rich with natural resources or even sometimes dotted with relics from bygone eras. One of the greatest kami treasures is a kodama's straw rope. Although these ropes grant no power to mortals, a freely gifted kodama rope is seen as a mark of the utmost purity and worthiness.

Attracting a Kami

Different cultures have different beliefs about the best way to attract a kami spirit such as a zuishin. Societies that strive to preserve the natural world—like elven tree-cities and small villages that balance their own population with those of other local creatures—are the most likely to be graced by a kami's presence.

Kami, Zuishin

Zuishin are kami warriors and archers who task themselves with watching over important shrines, ancient gates, or sacred doorways. Monasteries secreted away in snowy valleys, pagodas hidden in remote forests, and archways that mark the passage into sacred hidden cities all might host such kami. With sturdy armor and hallowed armaments, zuishin fight tirelessly to drive off any evil powers who wish to desecrate their wards. Of all kami, zuishin most frequently fight against oni, as the wards zuishin guard are most often targeted for desecration by these vile fiends.

Most zuishin wear ancient armor and wield powerful weapons like swords and bows, but some might use spears, axes, or only their fists, depending on their ward and the people who make offerings there. Zuishin tend to regard mortals with skepticism. To earn a zuishin's trust, a supplicant might offer items of natural significance, such as an urn of hallowed earth, a branch from an ancient tree, or an arrangement of local flowers.

Like all kami, a zuishin might come across as reserved or even indifferent to humans and their ilk; however, this impression stems only from a zuishin's wisdom and longevity, which makes mortal affairs seem relatively trivial. In the company of other kami, however, they're unerringly benevolent and readily offer their aid to their fellows. For example, a zuishin whose ward lies nestled in an ancient forest might readily join forces with kodama in those trees to deter foes.



Zuishin — Creature 10

LG MEDIUM KAMI SPIRIT

Perception +21; darkvision

Languages Common; telepathy 100 feet (page 306)

Skills Acrobatics +23, Athletics +22, Intimidation +19, Medicine +21, Nature +21, Stealth +21

Str +6, **Dex** +7, **Con** +5, **Int** +1, **Wis** +5, **Cha** +3

Items *+1 breastplate*, *+1 composite longbow*, *+1 katana*

Ward As shikigami, but a zuishin's ward is a specific gate, doorway, or shrine.

AC 30; **Fort** +19, **Ref** +23, **Will** +17

HP 200; **Weaknesses** cold iron 10

Attack of Opportunity ↷ (page 304)

Speed fly 25 feet

Melee ❖ *katana* +23 (deadly d8, magical, two-hand d10, versatile P), **Damage** 2d6+9 slashing plus 1d6 good

Ranged ❖ *composite longbow* +24 (deadly d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+9 piercing plus 1d6 good

Divine Innate Spells DC 29; **5th** *breath of life*, *dimension door* (×3), *dispel magic*, *heal*; **4th** *remove disease*, *remove paralysis*; **3rd** *heal* (×2); **2nd** *detect alignment* (at will, evil only), *shield other*

Healing Arrow ❖❖ (divine, healing, necromancy) The zuishin blesses an arrow with healing magic and makes a *composite longbow* Strike against an ally. If it hits, rather than dealing damage, the arrow is infused with the effects of one of the following of the zuishin's innate divine spells: *breath of life*, *heal*, *remove disease*, or *remove paralysis*. The zuishin must have the spell available to cast, and using this ability expends the spell. If the zuishin rolls a failure on the attack roll against an ally who's aware of the arrow and wants to be hit, the attack hits, but on a critical failure, it still misses.

Holy Weaponry (divine, enchantment, evocation, good) Any weapon becomes a *striking holy* weapon while the zuishin wields it. A zuishin creates arrows out of nothing as part of their attacks with any bow they wield.

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KAMI, TOSHIGAMI

Toshigami are especially powerful kami who protect cherry trees, particularly ones in places where the primeval powers of nature remain strong. The cycle of blossoming, flourishing, and wilting that cherry trees exhibit provides a striking visual metaphor for toshigami, who wield immense powers over growth, decay, and even time.

Also known as blossom kami, toshigami have a particular fascination with mortals. Many folk legends tell of toshigami who bestow their blessing unto worthy individuals who fight for just causes. Likewise, it isn't unheard of for toshigami to aid virtuous souls in dire need of healing or restoration. In truth, blossom kami are so rare and enigmatically aloof that few mortals have ever encountered such beings. Decades, even centuries, might pass before a humble village realizes that a toshigami inhabits its beloved cherry tree.

The stories persist, however, as they have for ages, leading to a widespread appreciation for cherry trees. The site of a new village might be chosen due to its proximity to an ancient cherry tree, and cherry trees are planted and carefully tended in larger population centers, both for their beauty and out of respect for the blossom kami. Should a toshigami choose one such tree as their ward, so much the better for the entire community.

KAMI WORSHIP

Although kami aren't gods, people sometimes worship or pray at a tree or location where a kami is known to reside. Kami regard this behavior as a curious affectation of mortals, and they make no attempts to dissuade or encourage such reverential treatment as long as it doesn't threaten the safety of their wards.

TOSHIGAMI CREATURE 15

RARE NG MEDIUM KAMI SPIRIT

Perception +30; darkvision

Languages Common; *speak with plants*, telepathy 150 feet (page 306)

Skills Acrobatics +30, Diplomacy +31, Medicine +28, Nature +30, Stealth +28, Survival +30

Str +5, **Dex** +7, **Con** +6, **Int** +2, **Wis** +7, **Cha** +8

Items *+2 striking staff*

Ward As shikigami, but a toshigami's ward is a specific cherry tree.

AC 35; **Fort** +25, **Ref** +28, **Will** +30

HP 370; **Weaknesses** cold iron 15

Attack of Opportunity ↻ (page 304)

Speed 50 feet, fly 50 feet

Melee ❖ *staff* +30 (magical, two-hand d8), **Damage** 2d4+13 bludgeoning plus fleeting blossoms and touch of ages

Divine Innate Spells DC 36; **7th** *finger of death*, *haste*, *regenerate*; **6th** *restoration*, *slow*, *tree stride* (at will, cherry trees only); **5th** *gentle repose*; *heal* (×3), *tree shape* (cherry tree only); **4th** *status*; **Constant (9th)** *foresight* (self only)

Fleeting Blossoms A toshigami's staff Strikes stir up fleeting cherry blossoms that bloom, wilt, and decay all in the space of an instant. On a hit, they deal an additional 1d6 mental damage, as well as an additional 1d6 negative damage to living creatures and an additional 1d6 positive damage to undead.

Swift Staff Strike ❖❖ In a rapid series of movements, the toshigami unleashes a deadly assault. The toshigami makes three staff Strikes. The toshigami's multiple attack penalty doesn't increase until after they've made all three Strikes.

Touch of Ages (curse, divine) A toshigami's attacks bestow a curse that alters the very flow of time in those they attack. When a toshigami hits a creature with a melee Strike, the creature must attempt a DC 38 Fortitude save as its perspective shifts rapidly between that of advanced age and an infantile state. Regardless of the outcome, the creature is temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature becomes clumsy 1, enfeebled 1, and stupefied 1 for 1 round.

Failure The creature becomes clumsy 2, enfeebled 2, and stupefied 2 for 1 minute.

Critical Failure As failure, but the conditions are permanent.



Few Foes

Kangaroos have very few natural predators. They survive in relatively inhospitable regions where most predators are physically on the smaller side, and their great speed makes them difficult prey to catch. Humanoids hunt them more often than other animals, though a drake or giant eagle might still choose a kangaroo for its dinner in certain areas.

Kangaroo

Kangaroos are marsupials distinguished by long faces, large ears, powerful back legs and tails, and a distinctive hopping gait. These generally placid herbivores are shy of other creatures, preferring to live in open grasslands where their keen ears and eyes can spot danger approaching from a distance.

Male kangaroos develop powerful front limbs and exhibit a dominance behavior commonly known as "boxing." When two male kangaroos confront each other, they draw close; they then swat at their opponent with their front claws while also pulling their own heads back out of range. Kangaroos also occasionally rock back on their tails before delivering a blow with their heavily muscled hind legs. The claws on their back legs make these blows particularly deadly, and a kangaroo can disembowel an attacker with a single strike using this tactic.

Like other marsupials, female kangaroos carry their young—called joeys—in a pouch on their bellies. They have only one such offspring at a time, although many females have several joeys in quick succession. These social animals largely gather for protection, but their social structures are similar to those found in herds of camels, horses, or pigs.

Kangaroos don't make particularly good mounts, but this hasn't stopped the occasional adventurous gnome or halfling from trying. Such an attempt usually results in a seasick and dizzy rider being dumped unceremoniously from the animal's back or pouch, but some druids have found them to be loyal companions.

In places where kangaroos are common, the animals are sometimes hunted for meat and can even provide a primary food supply to migratory communities due to their quick reproduction and ability to flee predators. People in other regions consider kangaroos a delicacy and often import their meat as a show of status in wealthy households.

Several types of kangaroos have evolved, each living in a slightly different environment. Gray kangaroos are smaller than other varieties and dwell in open woodlands, most commonly on the southern reaches of the continent of Garund. Giant kangaroos, found primarily on the dry steppes of northern Casmaron, grow to twice the size of standard kangaroos, and the thunderous noise of their passing can be heard and felt from miles away. The kangaroo family also has several smaller relatives, including wallabies and pademelons. Some kangaroos exist in captivity in other parts of the world, but attempts to introduce them into other regions have—so far—largely failed.

A large kangaroo can reach over 6 feet in height and weighs up to 200 pounds.



Kangaroo — Creature 0

N Medium Animal

Perception +7; scent (imprecise) 60 feet

Skills Acrobatics +4, Athletics +7 (+9 to Long Jump), Survival +3

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

Powerful Leaper The kangaroo doesn't need to Stride while attempting a Long Jump, nor does it automatically fail if it doesn't.

AC 15; **Fort** +7, **Ref** +6, **Will** +3

HP 18

Defensive Shove ↷ **Trigger** The kangaroo takes damage from an adjacent creature; **Effect** The kangaroo attempts to Shove the creature that damaged it.

Speed 35 feet

Melee ❖ claw +7, **Damage** 1d4+3 slashing

Melee ❖ foot +7, **Damage** 1d6+3 slashing plus Push (page 306)

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Kappa

Mischievous by nature, kappas delight in playing pranks on unsuspecting travelers. While not overtly malicious, kappa pastimes can be a significant nuisance to their victims, such as stealing the clothes of people while they bathe or snatching up unattended food from campfires. Kappas also enjoy proving their worth in competitions of strength and, despite their propensity for trickery, are known to be honorable competitors who keep their word and remain polite in conversation.

While kappas vary in physical attributes from region to region, they're all amphibious, turtle-like humanoids with beaked mouths, webbed hands and feet, and slimy scales that range in color from bluish green to pale yellow. They often have black hair, arranged in a ring to accommodate the central depression atop a kappa's head. Water from a kappa's home lake, stream, or river fills these depressions, or head bowls, which are believed to be the source of their strength. Younger kappa are easily tricked into bowing and accidentally emptying the water out of their own head bowls. Losing this water makes the kappa lethargic. The longer a kappa's head bowl remains empty, the weaker they grow. While this issue rarely poses a serious danger for a kappa living near their home body of water, it can prove fatal to a more adventurous kappa.

Kappas aren't inherently hostile and have been known to befriend lonely children and lend aid to stranded adventurers by providing directions or minor medical treatment. Still, many areas known to house kappas have signs both warning of the creatures' presence and encouraging travelers venturing over or through water to first toss in a cucumber, kappas' favorite food, in exchange for safe passage. Kappas put up some of these signs themselves to increase the likelihood of receiving a tasty treat.

A DARK SIDE

Kappas despise horses and, due to this behavior, are sometimes mistaken for strangely-armored goblins. Kappas gleefully kill and consume the innards of horses that venture too close to the water's edge. Some have even developed a taste for human flesh. These vile kappas have been witnessed drowning people before tearing them apart for consumption.

KAPPA CREATURE 2

CN SMALL AMPHIBIOUS BEAST

Perception +9; darkvision

Languages Aquan, Common

Skills Acrobatics +8, Athletics +7 (+9 to Grapple), Medicine +9, Survival +7

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

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

HP 35

Head Bowl The depression atop a kappa's head is filled with water. Spilling, evaporating, or otherwise removing all of the water from the top of a kappa's head reduces all their Speeds to 5 feet until the basin is again filled with water. A kappa who becomes prone must succeed at a DC 15 Reflex save or spill their water, and a kappa who becomes unconscious automatically spills their water.

If a kappa is grappled, restrained, or stunned, another creature can attempt to spill the water from their bowl by spending a single action, which has the attack and manipulate traits, to attempt an Athletics check against the kappa's Fortitude DC. On a success, the creature spills the kappa's water.

Speed 15 feet, swim 40 feet

Melee ❖ claw +11 (agile), **Damage** 1d10+3 slashing

Pull Arm ❖ The kappa pulls one of their arms, gaining 10-foot reach with that arm. The opposing arm shrinks to little more than a hand extending from their shell. The kappa can still use their shortened hand to hold things, but they can't use that hand to wield a shield or weapon. By spending a single action to pull their opposing arm, the kappa can return their arms to their original length.



Kirin

The rare and majestic antlered beast known as a kirin supposedly appear only in times of peace and prosperity or during the birth or death of a great sage. Thus, encountering a kirin is a sign of great fortune, success, and prosperity to come. Conversely, finding a kirin's corpse or witnessing their death is a portent of tragedy and misfortune. A kirin's song always precedes the sighting of one of these graceful creatures, a sound often mistaken for wind chimes gently dancing in the breeze.

Kirin are chimeric creatures with the body of a stag, the tail of an ox, two horns atop their heads, and the scales and vibrant coloration of a dragon. Their majestic manes and beards constantly flow in the breeze, even on days with no wind, and sometimes appear wreathed in flames.

As creatures that treasure life, kirin don't consume flesh, and they take great care not to kill even a single insect beneath their cloven hooves. They're the embodiment of peace yet will quickly strike down evil with a powerful thrust of their horns, knowing that their acts preserve the peace for those who might otherwise come to harm. Legends tell of particularly pious champions who have persuaded kirin to partner with them as mounts, though accomplishing such a feat is even rarer than the kirin.

Kirin Justice

Kirin have a strong sense of justice and can't just idly watch as innocent creatures suffer harm. While kirin prefer discourse and diplomacy as methods of mediation, they won't hesitate to utilize violence to put an end to injustice, if needed.



Kirin **Creature 7**

RARE LG LARGE AIR BEAST FIRE

Perception +17; darkvision, scent (imprecise) 60 feet

Languages Auran, Celestial, Common, Draconic; telepathy 100 feet (page 306)

Skills Acrobatics +17, Diplomacy +19, Nature +15, Religion +15, Stealth +17

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

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 115; **Immunities** fire

Peaceful Aura (abjuration, aura, divine, emotion, mental) 60 feet. Creatures within a kirin's peaceful aura attempting to use a hostile action must first attempt a DC 22 Will save; on a failure, the hostile action is disrupted. If a creature in the aura successfully uses a hostile action, it's temporarily immune to peaceful aura for 24 hours, and while it's temporarily immune, other creatures in the kirin's peaceful aura can perform hostile actions toward it without needing to attempt a Will save.

A kirin can select creatures within their aura that can use hostile actions without needing to attempt a Will save.

Deflecting Gale ↻ **Trigger** The kirin is targeted with a ranged Strike; **Effect** The kirin intensifies the wind around themself, gaining a +4 circumstance bonus to AC against the triggering attack.

Speed 40 feet

Melee ❖ hoof +18 (magical), **Damage** 2d10+8 bludgeoning

Melee ❖ horn +18 (agile, magical), **Damage** 2d8+8 piercing

Divine Innate Spells DC 25; **3rd** *calm emotions* (at will), *heal* (×2), *gust of wind* (×3); **1st** *detect alignment* (at will); **Cantrips (4th)** *light*; **Constant (4th)** *air walk* (self only)

Breath Weapon ❖❖ (divine, evocation, fire) The kirin breathes fire in a 30-foot cone, dealing 8d6 fire damage (DC 25 basic Reflex save). The kirin can't use Breath Weapon again for 1d4 rounds.

Rearing Thrust ❖❖ The kirin rushes forward, rears up on their hind legs, and descends upon their target with their horn. The kirin Strides and makes a horn Strike. If this Strike hits, it deals an additional 1d8 damage, and the target is knocked prone.

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Kishi

Kishis are duplicitous and murderous fey who dwell on the edges of Golarion's densest jungles. At first glance, kishis appear to be attractive humans, usually of a local ethnicity, but their full heads of thick hair conceal a second face: that of a snarling hyena. When a kishi lures their prey into a vulnerable situation, their head swivels around, revealing this fearsome visage. In this form, a kishi's powerful jaws are almost impossible to pry loose and can crush a victim's bones in a matter of moments.

Kishi range widely in their physical features, and their height and weight vary as much as the people whose communities they infiltrate. They dress in fine clothing aligned with the latest fashion trends, and they wear flashy jewelry with the intention of drawing onlookers' eyes.

Like most fey, a kishi has inscrutable motives, though to their victims, the kishi's goal seems simple—to revel in the expression of shock, betrayal, and terror on a victim's face. Although kishis can cast *charm* to make unwitting companions complacent, most of these sinister creatures prefer to trick their prey using guile, gifts, and their dashing good looks. These ultimate sadists derive pleasure from the thrill of the hunt as well as the delicious reward at the end. The more uptight, prudish, or haughty a target, the better—for nothing satisfies kishis as much as earning (and destroying) the trust of someone who rarely grants it.

When kishis get their new friends or lovers alone, they choose the most dramatic moments to reveal their true monstrous forms and clamp their jaws down on their victim. Kishis have no desire to share their true nature with the entire community, so they typically aim for the throats of their victims, who can no longer cry out for help after being cut off from air. Kishis consume every part of their victims' bodies, leaving no trace of the crime—even lapping up any spilled blood, claiming the victim's treasures as their own, and cleaning the murder scene as much as possible.

Few things can bind a community together as swiftly as uncovering a kishi. Once found out, a kishi flees, hoping to find a new community to prey upon.

KISHI CREATURE 8

NE MEDIUM FEY

Perception +14; low-light vision
Languages Common, Sylvan
Skills Athletics +18, Deception +20, Diplomacy +19, Society +15, Stealth +18
Str +6, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +5

AC 25; **Fort** +13, **Ref** +18, **Will** +17
HP 138; **Weaknesses** cold iron 10; **Resistances** piercing 10

Speed 25 feet
Melee ◆ jaws +20, **Damage** 2d10+9 piercing plus Grab (page 305)
Melee ◆ claw +20 (agile), **Damage** 2d8+9 slashing
Arcane Innate Spells DC 27; **1st** *charm* (at will)
Constrict ◆ 1d10+9 piercing, DC 26 (grabbed by jaws only; page 304)
Head Spin ◇ The kishi switches between showing their attractive human face and their snarling hyena face. A kishi can use their innate spell and their Deception and Diplomacy skills only when their human face is showing, and they can use their jaws Strike only when their hyena face is showing.
Sudden Charge ◆◆ The kishi Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.
Vicelike Jaws A creature grabbed in the kishi's jaws can barely speak; a creature must succeed at a DC 8 flat check to provide verbal components for spells, doing so in a choked whisper.

KISHI TREASURE

Although they don't covet wealth for wealth's sake, kishis might steal finery from their targets to make themselves more appealing to their next victim.



THE LADY OF FOXES

Daikitsu, a deity worshiped in Tian Xia as the patron of agriculture and craftsmanship, is directly responsible for the creation of kitsune. The first kitsune descended from Daikitsu's attendants sent to the Material Plane. Nine-tailed kitsune have served as heralds of Daikitsu throughout history.

Kitsune

Kitsune are shapeshifting, fox-like humanoids who have been blessed by the spirits. They can shift from the form of a fox-headed humanoid into a specific alternate form unique to each kitsune, usually either a tailless form—such as a humanoid body without any fox features (typically of the prevalent ancestry where they grew up)—or a fox form. Kitsune revel in joy and beauty, often practicing storytelling, dance, and other creative arts. However, they also have a penchant for playing pranks on the joyless and self-important, earning them a reputation as tricksters. Favored by the goddess Daikitsu, kitsune seem to be almost supernaturally lucky, perpetually dodging danger by the narrowest margins.

While kitsune settlements do exist, most kitsune are incredibly curious and often leave home at a young age to encounter new people and sights. Some kitsune spend years in their tailless form, living disguised among humanoids in urban or rural societies whose inhabitants have no clue of their true nature. Others go to the opposite extreme, spending most of their lives in the form of a fox, only to reveal themselves at the most opportune moment. For many kitsune, revealing their true form to someone is a sign of great trust, but it's also not uncommon for kitsune to display their dual nature openly.

Kitsune's connection to the spiritual world grants them a number of magical abilities. Aside from their innate shapeshifting powers, kitsune naturally develop more potent magic as they mature, and they seem to effortlessly pick up skills that would rival the most practiced spellcasters. Those who truly apply themselves to honing their magic usually become remarkable at their craft.

A kitsune is born with one tail, but as their magical powers grow, so do their number of tails. Elders blessed with great magical wisdom can have as many as nine, though according to popular legend, this level of power can take up to a thousand years to achieve.



KITSUNE TRICKSTER CREATURE 2

CN MEDIUM HUMANOID KITSUNE

Perception +10

Languages Common, Sylvan

Skills Acrobatics +8, Deception +10, Diplomacy +8, Nature +6, Performance+8, Thievery +8

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

Items dagger, flute

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 24

Speed 25 feet

Melee ❖ jaws +10 (finesse), **Damage** 1d6+2 slashing

Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ foxfire +12 (range 20 feet), **Damage** 1d4+2 fire

Divine Spontaneous Spells DC 18, attack +10; **1st** (3 slots) *charm*, *fleet step*, *magic fang*; **Cantrips (1st)** *dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*, *produce flame*, *sigil*, *tanglefoot*

Change Shape ❖ (concentration, divine, polymorph, transmutation) The kitsune trickster transforms into the tailless form of a specific Medium human. The tailless form can't be altered and resembles the kitsune's fox-like humanoid form. While the kitsune trickster's alternate form is a Medium human, some kitsune have tailless forms of other humanoids, or a fox alternate form.

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Kokogiak

As deadly on land as in the water, kokogiaks are one of the most feared predators of the tundra. From a distance they might be mistaken for a frightfully large polar bear, but anyone unfortunate enough to see one up close will notice the creature's six additional legs and disturbingly elongated neck before meeting an untimely end. These ursine monstrosities stalk their prey tirelessly across ice and snow; they're also powerful swimmers, lurking under the ice to burst up and ambush unsuspecting creatures on the surface or diving for a marine meal.

As if numerous claws and a brutal bite weren't concerning enough, these nightmare-inducing creatures can be wickedly deceptive, luring their prey out in winter storms. The cunning kokogiak imitates the sounds of a creature in distress, deceiving its target into abandoning the safety of their shelter and embarking on an ill-fated rescue attempt. Those who live in arctic realms have learned to respond with caution upon hearing cries for help during a long winter night.

KOKOGIAK CREATURE 12

NE HUGE BEAST

Perception +25; darkvision, scent (imprecise) 60 feet
Languages Aquan, Common
Skills Athletics +27, Deception +23, Stealth +21 (+25 in snow), Survival +21
Str +7, **Dex** +5, **Con** +7, **Int** +1, **Wis** +5, **Cha** +5
Voice Imitation Kokogiaks can mimic the sounds of a person in distress by attempting a Deception check to Lie. The kokogiak has a +4 circumstance bonus to this check.

AC 33; **Fort** +25, **Ref** +19, **Will** +21
HP 215; **Resistances** cold 15
Attack of Opportunity ↻ (page 304)

Speed 40 feet, swim 20 feet; trackless step
Melee ❖ jaws +26 (reach 20 feet), **Damage** 3d10+10 piercing
Melee ❖ claw +26 (reach 15 feet), **Damage** 3d6+10 slashing
Mauling Rush ❖❖❖ The kokogiak Strides up to its Speed. It can make up to four claw Strikes at any point during this movement, each against a different target. These attacks count toward the kokogiak's multiple attack penalty, but the multiple attack penalty doesn't increase until after the kokogiak makes all of its attacks.
Sneak Attack The kokogiak's Strikes deal an additional 2d6 precision damage to flat-footed creatures.
Tormented Snarl ❖❖ (auditory, illusion, mental, primal) Using their voice imitation abilities, a kokogiak emits the horrific wails of its former victims. Each creature within 120 feet takes 4d6 mental damage and must attempt a DC 32 Will save. A creature frightened by this ability is flat-footed to the kokogiak.
- **Critical Success** The creature is unaffected and is temporarily immune for 1 minute.
- **Success** The creature takes half damage and becomes frightened 1.
- **Failure** The creature takes full damage and becomes frightened 2.
- **Critical Failure** The creature takes double damage, becomes frightened 3, and is fleeing until the end of its next turn.

Trackless Step The kokogiak always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.

CALLS IN THE NIGHT

Legends tell of a visiting merchant caravan whose guards began vanishing one by one; each night, another was lured outside, claiming to hear the calls of their missing companions. After three nights, the remaining guards banded together and set out to find a horrifying scene: a 10-legged bear with its white fur drenched in blood, its long neck extended toward them as it crooned in their lost companions' horrified voices.



The Mother Kongamato

Legend tells of a massive elder kongamato who dwells in the southern Mwangi Jungle. Many refer to this centuries-old creature as the mother of kongamatos. Rather than prowling waterways, this one prefers solitude inland among the dense foliage of the jungle. Inhabitants of the area believe the high-pitched thunder that comes under a clear sky to be the creature's magical voice.

Kongamato

Though they resemble pterosaurs and hail from a similar era, kongamatos are actually a primeval branch of dragonkind. They aren't particularly intelligent and lack the powerful magical abilities that many of their dragon kindred command, but a kongamato has a supernaturally strong beak that can punch through incredibly dense substances. While this beak might seem like a valuable trophy for hunters, its magic dies with the kongamato, and all attempts to integrate them into weapons have failed.

Though they dwell in swamps and other still waters, kongamatos prefer to hunt in rivers and streams, since running water delivers new prey on a regular basis. The predators hunt everything, and they are well aware their powerful beaks can sink boats and rafts. They even possess a semblance of draconic greed. While they care little for the material wealth or societal power, kongamatos claim large hunting territories, violently attacking any would-be rivals and ravenously slaughtering large animals in their territory, leaving carcasses half-eaten with little regard for whether they'll still have meals in the future.

When a kongamato claims a territory that encapsulates a community, the people there have no choice but to hunt down the vicious predator or hire adventurers to do so on their behalf. Kongamatos' hunger is such that a single one can devastate entire herds of livestock and threaten the safety of the entire community. Unlike their draconic relatives, kongamatos ignore attempts to bargain with them, and efforts to appease them through regular sacrifices have no effect.



Kongamato — Creature 11

UNCOMMON | N | LARGE | DRAGON

Perception +19; darkvision

Languages Draconic

Skills Acrobatics +22, Athletics +24, Intimidation +20, Stealth +20, Survival +19

Str +7, **Dex** +3, **Con** +5, **Int** –1, **Wis** +2, **Cha** +3

AC 30; **Fort** +22, **Ref** +20, **Will** +19; +1 status to all saves vs. magic

HP 190; **Immunities** paralyzed, sleep

Attack of Opportunity ↻ (page 304) Tail only.

Speed 30 feet, fly 130 feet, swim 30 feet

Melee ❖ beak +24 (magical, reach 15 feet), **Damage** 2d12+13 piercing plus boat breaker and Grab (page 305)

Melee ❖ claw +24 (agile, reach 10 feet), **Damage** 2d8+13 slashing

Melee ❖ wing +22 (agile, reach 15 feet), **Damage** 2d10+11 bludgeoning

Melee ❖ tail +22 (agile, reach 20 feet), **Damage** 2d8+11 bludgeoning

Boat Breaker A kongamato's beak is supernaturally hard. Their beak Strikes ignore half the Hardness of any object they hit.

Flying Strafe ❖❖ The kongamato Flies up to their fly Speed and makes two wing Strikes at any point during that movement. Each Strike must target a different creature.

Wailing Dive ❖❖ The kongamato Flies while emitting a terrifying screech. Each creature the kongamato flies over must succeed at a DC 30 Will save or become frightened 1 (frightened 2 on a critical failure). After attempting their saves, the creatures are temporarily immune for 1 hour. At the end of their movement, the kongamato can make a beak Strike.

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Kovintus

Kovintus are reclusive humanoids with an inborn talent for geomancy that ties them intrinsically to nature. Not only can they call upon the magic of nature, it also calls to them in return, turning them into an element of the surrounding terrain when they die. One of the strongest traditions in kovintus culture is making maps to chronicle the places their loved ones have become one with the landscape.

Kovintus live in small groups in natural places far from larger civilizations. A typical kovintus settlement consists of natural houses built into the environment around a central meeting place. The form fits the terrain, with dwellings nestled into crags on a mountain or forming a windbreak on a plain. Though kovintus beliefs can greatly differ based on their home terrain, many of these creatures believe their intrinsic commonality through nature links them more intimately than such superficial differences.

Once, all kovintus lived in their ancient home, the Valley—a place of bounty and natural splendor unheard of in the modern world. This paradise was lost in ancient times, and the kovintus set out in small groups to find new homes. Today, any valley kovintus come upon is called merely an "echo" of the true Valley. Rather than seeking their original valley, kovintus believe the cycles of nature will someday bring about a new home with the same grandeur.

Kovintus faith calls for respect rather than reverence. When traveling away from home, kovintus believe it's crucial to respect any local deities who have built the land they stand upon, and pay them tribute with small offerings.

The Four Branches

A limb with four branches represents kovintus subgroups based on terrain. A brown branch stands for the kovintus nerha of rocky hills and deserts, blue for the kovintus bree of shores and riverbanks, green for the kovintus yoro of forests, and white for the kovintus weg of high places closer to the skies.



Kovintus Geomancer — Creature 3

N | Medium | Humanoid | Kovintus

Perception +11; low-light vision
Languages Common, Kovintal, Sylvan
Skills Athletics +8, Nature +11, Survival +9
Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** –1
Items mace, sling (10 bullets)

AC 18; **Fort** +8, **Ref** +8, **Will** +11
HP 40; **Resistances** air 5, earth 5, plant 5, water 5

Nature's Rebirth (primal, transmutation) When slain, a kovintus immediately and permanently transforms into a part of the natural environment: a stone outcropping in a rocky area, a rivulet near a body of water, a young tree in a forest, or a low-lying cloud atop a high mountain. This ability has the trait appropriate to the environment (such as air, earth, plant, or water). This piece of the environment looks ordinary to most, but other kovintus can easily identify this as their kin. A kovintus slain far from any appropriate terrain transforms into a feature matching the terrain where they were born.

Speed 25 feet
Melee ❖ mace +12 (shove), **Damage** 1d6+6 bludgeoning
Ranged ❖ sling +12 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+4 bludgeoning
Primal Innate Spells DC 21; **3rd** see nature's chosen; **2nd** *entangle, gust of wind, obscuring mist, pummeling rubble*[APG]; **Constant (3rd)** *endure elements, pass without trace, water breathing*
Nature's Chosen Once per day, the kovintus can cast a 3rd-level primal innate spell. They can do so only if a spell with a corresponding trait was cast within 10 feet of the kovintus since the start of their last turn (including if the kovintus Cast the Spell). The traits and the spells they grant are as follows: *wall of wind* for air, *meld into stone* for earth, *wall of thorns* for plant, and *crashing wave*[APG] for water.



Using Krampus

Though Krampus makes an excellent antagonist for a holiday-themed campaign or one-shot, this cruel and ferocious being need not be confined to yuletide adventures. Krampus can terrorize any wintry locale yearlong, putting the frightened citizens in need of powerful heroes to discover his lair and put an end to the threat. Snow and ice should feature prominently in such games, but tinsel, holly, and brightly wrapped presents aren't necessary.

Krampus

Krampus is a tall, goatlike humanoid with a pointed nose, swept-back horns, and hooved feet. His long, greasy tongue continually flickers out from his mouth, occasionally licking droplets of spittle from his dark brown fur. He wields a set of iron chains that act as an extension of his will. Krampus is never seen without a wicker basket draped over one shoulder, its bottom often stained with the blood of his victims. Krampus stands a little over 14 feet tall and weighs nearly 1,000 pounds.

Krampus's origin is unknown; residents of the small towns and villages he terrorizes in northern Irrisen believe the creature has always existed, coming forth once a year to punish those he deems wicked. While many legends have been told about Krampus's beginning, the most popular of them starts with a handful of mountain towns under the protection of a circle of druids. After a series of harsh winters that the townsfolk barely survived, they began to doubt the power of the druids and their rituals. As the villagers grew more resentful, the druid circle took drastic action. Under the light of a blue moon, the druids opened an imperfect portal to the primal realm of the fey and called forth the most powerful spiritual essence they could, and a new creature was born—Krampus. However, unknown to the druids, the portal had been corrupted by the villagers' bitter resentment and doubt. Instead of a central figure to lead them in winter celebrations, as they had hoped, the druids had spawned a monster who sought to punish those who had behaved selfishly during lean times.

Recognizing their error, the druids sought to banish their creation. They tracked Krampus down as he slept and shackled him in cold iron chains, hoping to subdue him and force him back to the First World. But Krampus was no fey, and cold iron held no power over him. When he awoke, he ripped the chains free, claimed them as his own, and tracked down the druids who had dared try to capture him. After their betrayal, Krampus can see no good in any mortal and longs only to punish the wicked for their selfish misdeeds.

To this day, Krampus takes vicious delight in transforming his victims into the petulant children before killing them, and no manner of sacrifice can appease him. Luckily for any nearby villages, Krampus stalks their streets but once a year.

Locals believe that Krampus makes his lair among the deep crevasses of ice somewhere within the Winterwall Glacier, which lines Avistan's northernmost reaches. No adventurer has yet braved the treacherous expanse to find and defeat him.

Krampus — Creature 21

UNIQUE | NE | LARGE | HUMANOID

Perception +38; blizzard sight, scent (imprecise) 60 feet, *see invisibility*

Languages Common; *tongues*

Skills Acrobatics +36, Athletics +39, Festival Lore +35, Intimidation +42, Society +35, Stealth +39, Survival +38

Str +10, **Dex** +7, **Con** +10, **Int** +6, **Wis** +6, **Cha** +10

Items *+3 greater striking cold iron spiked chain*

Blizzard Sight Krampus ignores circumstance penalties to visual Perception checks due to ice or snow, as well as concealment due to ice or snow.

AC 46; **Fort** +39, **Ref** +34, **Will** +35

HP 380; **Immunities** cold, death effects; **Weaknesses** good 15; **Resistances** physical 20

Frightful Presence (aura, emotion, fear, mental) 120 feet, DC 42 (page 305)

Limited Immortality Though Krampus still needs to eat, drink, and sleep, he doesn't age and can't die of old age. If Krampus is killed, a new Krampus forms elsewhere in the world after a year's time. The new Krampus retains the memories of the previous iteration and likely holds a grudge against whoever killed him the year before. If a method to disrupt this cycle exists, it has yet to be discovered by mortals.

Speed 60 feet; *air walk*, snowstep

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Melee ❖ *spiked chain* +42 (disarm, evil, finesse, magical, reach 60 feet, trip), **Damage** 3d8+18 slashing plus Improved Grab (page 305)
Melee ❖ claw +41 (agile, magical, reach 10 feet), **Damage** 4d6+25 slashing plus Improved Grab (page 305)
Melee ❖ horn +41 (magical), **Damage** 4d10+25 piercing
Primal Innate Spells DC 42, attack +34; **9th** *baleful polymorph* (×2), *cone of cold* (×2), *wall of ice*; **Cantrips (10th)** *dancing lights*, *ray of frost*, *sigil*, *tanglefoot*; **Constant (9th)** *air walk*, *see invisibility*, *tongues*
Capture ❖ (attack) **Requirements** Krampus has a Medium or smaller creature grabbed; **Effect** Krampus attempts to stuff the grabbed creature into his basket, attempting an Athletics check against the target's Reflex DC. If he succeeds, the creature is shoved into Krampus's basket and Krampus's spiked chain or claw is freed for future Strikes.

The captured creature is grabbed, slowed 1, and subjected to Krampus's regression ability (see below) at the start of each round it is captured. If the victim Escapes (DC 48), it climbs out of the basket. A captured creature can attack the interior of the basket, but only with unarmed attacks or weapons of light Bulk or less, against an AC of 40. If the captured creature deals 40 slashing or piercing damage, the basket is broken and all the creatures inside spill out. A creature that gets free by either Escaping or by someone breaking the basket is deposited in a square of their choosing adjacent to Krampus.

The basket is an extradimensional space, so the weight of the creatures within doesn't count against Krampus's Bulk limit. Up to four Small creatures or two Medium creatures can fit in the basket at one time. Krampus can Repair the basket as a 2-action activity that doesn't require tools. If the basket is lost or destroyed, Krampus can create a new one with 1 hour of work. The basket functions as a normal sack if used by anyone other than Krampus.

Punish the Naughty ❖ (concentrate) Krampus designates a single target he can see as "naughty." He gains a +2 circumstance bonus to Perception checks when he Seeks the naughty target and a +2 circumstance bonus to Survival checks to Track the naughty target. On melee attacks against the naughty target, Krampus's spiked chain gains the agile trait. In addition, when Krampus Grabs the naughty target, he can attempt to Capture them as a free action. Krampus can have only one naughty target at a time.

Regression (curse, polymorph, primal, transmutation) A creature that starts their turn Captured in Krampus's basket must attempt a DC 44 Fortitude save or be regressed back to their childhood. The target shrinks one size. In addition, all of the target's proficiencies of expert and better are reduced to trained, which might restrict the use of certain feats. The effect persists for 24 hours, after which the target regains their normal size and their proficiencies return to normal. A creature currently under the effects of regression can't be further affected by this ability.

Snowstep Krampus ignores difficult terrain and greater difficult terrain caused by snow and ice, and he leaves no tracks when moving through areas of snow or ice.

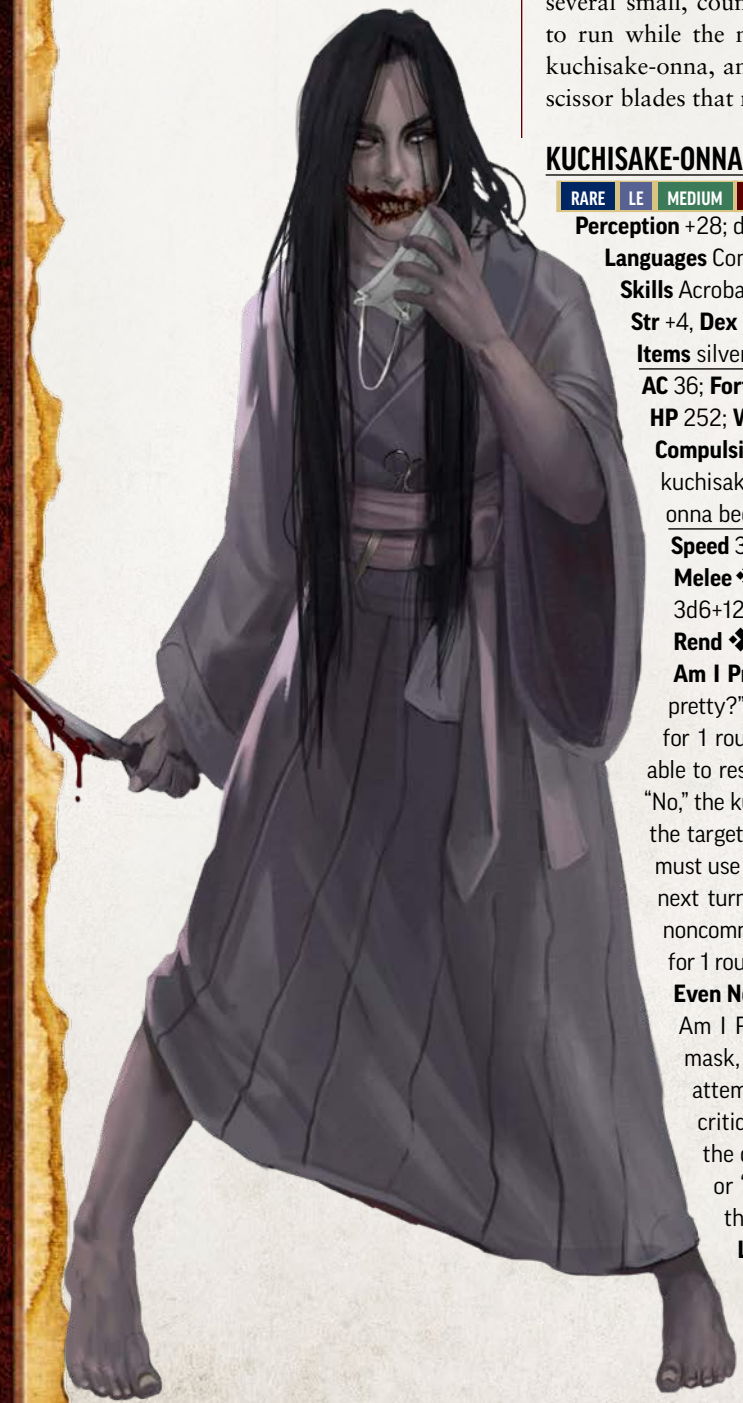


TARNISHED FESTIVITIES

Celebrations are the lifeblood of any community's morale, but especially so in frigid northern climes where the days are short and food is scarce. Here, holidays involve lighting fires, sharing meals, giving gifts, and forgiving grudges. Tales of Krampus remind children (and adults) of the price to be paid for acting against the spirit of such festivities.

Lingering Enmity

A kuchisake-onna is the congealed, collected malice of those who mutilate women or fixate on their physical appearances. While many tales center around women, fearful survivors have described kuchisake-onna in the guise of a variety of genders and appearances.



Kuchisake-onna

A kuchisake-onna, or slit-mouthed woman, is a tall, masked figure who moves with an eerie grace. These horrors are infamous for trapping hapless mortals and asking them, "Am I pretty?" A "no" response leads to a gruesome death wrought by the silver scissors the kuchisake-onna carries. A "yes" prompts them to remove their mask, revealing the scars and cuts running from ear to ear, giving the impression of a terrible, ever-present grin. They then open their mouth to reveal sharp, needle-like teeth and ask another question: "Even now?" A "no" leads to the same gory death, while a "yes" prompts them to use their silver scissors and make the same cuts on the target's face while repeating: "Then I will make you like me."

There are a handful of methods to weasel out of this otherwise no-win scenario. Answering noncommittally, saying the kuchisake-onna looks "okay," or throwing several small, countable objects like rice or candy often provides enough time to run while the monster is distracted. Few are foolish enough to attack the kuchisake-onna, and those that live to tell the tale speak of a flashing flurry of scissor blades that match even a swordmaster's prowess.

Kuchisake-onna — Creature 14

RARE | LE | MEDIUM | ABERRATION

Perception +28; darkvision

Languages Common

Skills Acrobatics +28, Athletics +22, Intimidation +27, Stealth +26

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

Items silver scissors (2)

AC 36; **Fort** +22, **Ref** +28, **Will** +24

HP 252; **Weaknesses** mental 10; **Resistances** slashing 15

Compulsive Counting When numerous small items are scattered before the kuchisake-onna, they compulsively begins to count them. The kuchisake-onna becomes flat-footed to all creatures for 1d4 rounds.

Speed 30 feet

Melee ❖ silver scissors +30 (agile, backstabber, fatal d12, finesse), **Damage** 3d6+12 slashing

Rend ❖ silver scissors (page 306)

Am I Pretty? ❖ The kuchisake-onna asks a single adjacent target, "Am I pretty?" The target must attempt a DC 35 Will save. If it fails, it is immobilized for 1 round, and if it critically fails, it is paralyzed for 1 round, though still able to respond to the question; this is a mental effect. If the target responds "No," the kuchisake-onna makes two silver scissors Strikes against the target. If the target responds "Yes," the kuchisake-onna makes no Strikes this turn and must use Even Now? as their next action (waiting until the first action of their next turn, if necessary). If the target otherwise responds in a confusing or noncommittal manner, the kuchisake-onna becomes flat-footed to all creatures for 1 round but can otherwise act normally.

Even Now? ❖ **Requirements** An adjacent creature previously targeted by Am I Pretty? answered "Yes"; **Effect** The kuchisake-onna takes off their mask, revealing their slit face and asking, "Even now?" The target must attempt a DC 35 Will save. If it fails, it is immobilized for 1 round, and if it critically fails, it is paralyzed for 1 round, though still able to respond to the question; this is a mental effect. Whether the target responds "Yes" or "No," the kuchisake-onna makes two silver scissors Strikes against the target.

Lingering Enmity The kuchisake-onna's silver scissors Strikes are manifestations of the toxic malice that created them and vanish when the kuchisake-onna is destroyed. When the kuchisake-onna has less than half their maximum Hit Points remaining, this concentrated enmity begins to leak out and make their attacks more vicious. Their silver scissors Strikes deal 6d6 persistent bleed damage.

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Kurobozu

A monk who violated their monastic vows in life might arise after death to become an undead horror known as a kurobozu. These predators feast upon the breath of mortals, creeping on twisted limbs into bedrooms to steal the life from sleeping victims. This act of feeding leaves its mark on the victim in the form of a vile scent of rot on the victim's breath and a debilitating disease that eventually results in exhaustion and finally death.

Kurobozus retain echoes of their ascetic training, enabling them to suck the breath from debilitated foes in the midst of battle. Their malevolent cunning combined with ascetic discipline helps them concoct elaborate and lengthy schemes to enact their jealous revenge. Few kurobozus are convincing enough to persuade their onetime allies to break their own oaths, but this doesn't stop them from making the attempt.

KUROBOZU — CREATURE 6

UNCOMMON | LE | MEDIUM | UNDEAD

Perception +14; darkvision
Languages Common
Skills Acrobatics +14, Athletics +15, Monastic Lore +11, Stealth +14
Str +5, **Dex** +4, **Con** +2, **Int** +1, **Wis** +4, **Cha** +2

AC 24; **Fort** +12, **Ref** +16, **Will** +14
HP 90; negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 35 feet
Melee ❖ fist +17 (agile, magical), **Damage** 1d6+8 bludgeoning plus 1d4 negative and sagebane
Black Apoxia (disease) The target can't recover from the fatigued condition caused by black apoxia until the disease is cured; **Saving Throw** DC 24 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
Brawling Critical When the kurobozu scores a critical hit with an unarmed attack, the target must succeed at a DC 22 Fortitude save or be slowed 1 until the end of its next turn.
Sagebane (necromancy, occult) When the kurobozu damages a living creature with an unarmed Strike, the target must succeed at a DC 24 Fortitude save or become stupefied 1 for 1 minute. Further damage dealt by the kurobozu resets the duration to 1 minute and increases the stupefied value by 1 on a failed save, to a maximum of stupefied 4.
Steal Breath ❖❖ (incapacitation, necromancy, occult)
Requirements The kurobozu is adjacent to a living creature that is paralyzed, slowed, stunned, or unconscious; **Effect** The kurobozu leans over and sucks the breath from the target, who must attempt a DC 22 Fortitude save. Regardless of the result, the creature is exposed to black apoxia and its breath reeks of carrion for 1 minute.
Critical Success The creature is unaffected.
Success The creature can't speak for 1 minute.
Failure The creature becomes sickened 2 and can't speak for 1 minute.
Critical Failure As failure, plus the creature falls unconscious and begins suffocating.
Stunning Flurry ❖ **Frequency** once per round; **Effect** The kurobozu makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses, and the target must succeed at a DC 22 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

SUBVERSIVE COLLABORATORS

Kurobozus are bitterly envious of living monks and often seek vengeance against members of their former monastery. They also have an affinity for outcast or malcontent monks, sometimes secretly assisting and safeguarding individuals who wish to destroy their former masters and fellow disciples.



The Shaman's Test

Some Varki villages in the far north acknowledge an aspiring shaman only after the acolyte has returned a tribe member transformed into a kushtaka back to their original form. This requires capturing the kushtaka in a net barbed with sharpened dog bones and then forcing the two halves of the soul back together.



Kushtaka

Kushtaka, or "land otters" as they are sometimes known, are devious shapeshifters. They propagate by luring a humanoid away from the shelter of their home and slowly transforming the kidnapped creature into a new kushtaka. Kushtaka have an easier time transforming willing prey, so they prefer to use their shapeshifting ability and innate magical powers to convince their chosen targets to follow them away to a kushtaka village.

Once a humanoid has been lured to a kushtaka village, they slowly begin to change, a bit at a time, until their body transforms fully into that of a kushtaka and ejects their mortal soul. These ejected souls often linger before giving rise to ghosts or haunts, though the kushtaka themselves are unaware of the souls' presence, having completely forgotten who they once were due to the magic that transformed them.

Kushtaka can be a scourge to small human villages, slowly pilfering villagers away one person at a time. This might mean the kushtaka village displaces the human one, or leaves the human village unable to survive with too small a population to hunt, fish, defend against threats, or raise the next generation.

Kushtaka — Creature 4

NE Small Amphibious Beast

Perception +12; darkvision, scent (imprecise) 30 feet

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Deception +11, Stealth +11 (+13 in oceans and forests)

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

Canine Vulnerability Dogs and other canines are natural enemies of kushtaka. Canine animals, including creatures transformed into a canine using *animal form* or a similar effect, ignore the kushtaka's resistance to physical attacks. In addition, a canine with imprecise scent can use it as a precise sense when detecting a kushtaka.

Null Spirit Kushtaka exist completely separated from their mortal souls, making them immune to the effects of haunts and most effects from incorporeal spirits and undead, but also unaware of their presence; incorporeal undead are both invisible and inaudible to them. Incorporeal spirits and undead can affect a kushtaka only with effects that manifest in the physical world. For instance, a ghost mage casting a *fireball* or a poltergeist throwing objects could harm the kushtaka, but a ghost commoner's Frightful Moan and ghostly hand Strike would not.

AC 21; **Fort** +8, **Ref** +13, **Will** +12

HP 40; **Resistances** physical 5

Persuasive Rebuttal ↻ **Trigger** A creature fails a check to Strike or Demoralize the kushtaka; **Requirements** The kushtaka has a *charm* spell available; **Effect** The kushtaka casts *charm* on the target.

Speed 25 feet, swim 40 feet

Melee ❖ jaws +14 (finesse), **Damage** 2d8+5 piercing plus Grab (page 305)

Melee ❖ claw +14 (agile, finesse), **Damage** 2d6+5 slashing

Occult Innate Spells DC 21, attack +13; **2nd** *charm* (×2), *invisibility* (×2), *sleep*; **Cantrips (2nd)** *ghost sound*, *mage hand*, *telekinetic projectile*; **Constant (2nd)** *undetectable alignment*

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The kushtaka takes on the specific appearance of a unique Small or Medium humanoid (page 304). Every time the kushtaka uses this ability, it takes on the same chosen form, though it can use non-magical disguises to further alter its appearance. This doesn't change the kushtaka's Speed or its attack and damage bonuses with its Strikes, though it does change the damage to an appropriate type, typically bludgeoning.

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Ledalusca

Ledaluscas are reflective water elementals that can bring forth images previously reflected on their surfaces and wholly freeze themselves in the shapes of what they reflected. They explore and protect the calmest boundaries of the icy regions of the Plane of Water, where ice forms in shiny, flawless sheets.

Insatiably curious, their eagerness propels some ledaluscas to pickpocket interesting-looking objects to play with. Others travel to different planes to locate, observe, and reflect a wider variety of creatures than those on their home plane. They pretend to be ice sculptures or still pools for this purpose, especially if they can find a spot in a high-traffic area to inhabit. Despite their perfect mimicry, ledaluscas are unable to create an appearance from scratch, nor can they adjust the appearance they take on or combine elements of different reflections. Some of them find this disheartening, like artists vexed by a lack of creativity.

One of the strangest encounters a ledalusca can experience is with a creature or object that has no reflection. A ledalusca can see a vampire, for example, but is unable to reproduce its image. For a creature that effectively has an unlimited memory for images, this proves utterly confusing. The vague memory of the encounter sticks in the ledalusca's mind like a splintering a humanoid's finger.

Treasured Reflections

A ledalusca must bring forth an old reflection to closely observe its details, much like a reader would need to reread text. Ledaluscas can't store reflections of reflections, but they enjoy studying interesting reflections from their kin. Some of these elementals accept novel reflections as suitable payment for favors or information.

Ledalusca — Creature 2

N Medium Cold Elemental Water

Perception +8; darkvision
Languages Aquan
Skills Acrobatics +7, Athletics +8, Deception +5, Stealth +9, Thievery +7
Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1
Recall Reflection (illusion, primal) A ledalusca can recall and replay any reflection ever cast on its surface, although it must still Seek to consciously notice fine or significant details.

AC 17; **Fort** +8, **Ref** +9, **Will** +6
HP 40; **Immunities** cold, paralyzed, poison, sleep; **Weaknesses** fire 5
Shell Block ↻ **Trigger** The ledalusca takes physical damage from an attack; **Requirements** The ledalusca's shell is frozen (see Freeze Shell); **Effect** The ledalusca angles their shell to absorb the blow, gaining resistance 5 to the triggering damage. If they takes bludgeoning or fire damage after applying this resistance, their frozen shell shatters until they freezes a new one.

Speed 25 feet, swim 30 feet
Melee ❖ wave +10, **Damage** 1d6+4 bludgeoning plus Push 5 feet (page 306)
Ranged ❖ ice shard +9 (deadly d6, thrown 20 feet), **Damage** 1d6+4 piercing plus 1d4 cold
Freeze Shell ❖ (cold, manipulate) The ledalusca freezes their surface into a translucent, faintly colored ice sculpture matching the mirror image of a Medium creature or object they have seen before. While in this form, instead of a wave, they have the following Strike:
Melee ❖ ice shell +10, Damage 1d6+4 physical plus 1d4 cold
The physical damage is a type that matches the new shape of the ledalusca's frozen shell. The ledalusca can revert to their liquid form by taking this action again.
Hold Still ❖ (concentrate) Until the next time they act, the ledalusca appears to be either an ice sculpture (if under the effects of Freeze Shell) or a pool of still water (if not). They have an automatic result of 28 on Deception checks and DCs to pass as what they appear to be.



Water Storage

Due to their internal cavities, cactus leshys can give water to surrounding creatures in times of need. They can give up to half of their water reserves without perishing. They might choose to sacrifice their water to help nearby plants that are parched or to save a comrade who is dying of thirst. Extracting water from a cactus leshy is not an exact science, so one must take care not to let the water slosh out of the leshy, lest it die from dehydration.

Leshy

Often found assisting practitioners of nature magic, leshys are sentient flora that protect the natural world and sacred spaces within forests, fields, and other environments. Leshys are nature spirits inhabiting bodies constructed of plant matter fused together by a primal ritual.

Vine Leshy

Irrepressible vine leshys love to explore and collect tales to share. They're curious without being reckless. Other cultures interest them greatly, and they can build friendships quickly as they trade stories with traveling companions. They also feel a pull toward protection, much like other leshys. Vine leshys, though, tend to protect a ward for only a brief period of danger before the leshy's wanderlust drives them onward into the unknown.

Vine Leshy **Creature 0**

N Small Leshy Plant

Perception +6; low-light vision

Languages Common, Druidic, Sylvan; *speak with plants* (plants with vines only)

Skills Athletics +4, Diplomacy +5, Nature +4, Performance +5 (+6 for oratory), Society +1, Survival +4

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

Items spear

AC 15; **Fort** +3, **Ref** +5, **Will** +8

HP 13

Verdant Burst When a vine leshy dies, a burst of primal energy explodes from its body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area fills with tangling vines, becoming difficult terrain. If the terrain is not a viable environment for the vines, they wither after 24 hours.

Speed 20 feet, climb 20 feet

Melee ❖ spear +6, **Damage** 1d6+2 piercing

Ranged ❖ spear +5 (thrown 20 feet), **Damage** 1d6+2 piercing

Primal Innate Spells DC 15; **4th** *speak with plants*

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The vine leshy transforms into a Small plant with vines. This ability otherwise uses the effects of *tree shape*.

Extend Vines ❖ The vine leshy Interacts to extend or shorten their arms. With limbs extended, the vine leshy has a 10-foot reach. The leshy can't use weapons that already have reach in this way, because they would be unable to keep their balance.



Cactus Leshy

These little plants are known for their nettlesome attitude. Their personalities mirror the spines that sprout from all over their bodies, making them cantankerous and slightly prickly, though they are unswervingly loyal to those who earn their trust. At home in dry and arid landscapes, cactus leshys store water inside their bodies in order to survive these harsh conditions.

Cactus leshys come in all different shapes and colors: tall and thin, with beautiful, vibrantly colored blooms on their heads; squat and rotund, with rows and rows of orderly spines; or seemingly haphazard, with flat segments stacked end to end as if they were balancing on one another.

Cactus Leshy **Creature 2**

N Small Leshy Plant

Perception +9; low-light vision

Languages Common, Druidic, Sylvan; *speak with plants* (succulents only)

Skills Nature +7, Stealth +6, Survival +7

Str +3, **Dex** +2, **Con** +4, **Int** –1, **Wis** +3, **Cha** +0

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Little Oasis If a cactus leshy is willing, a creature can harvest enough water from the leshy's inner cavity to fill a single waterskin without harming them. Doing so again before the leshy can replenish the water causes the leshy to immediately suffer from dehydration.

AC 18; **Fort** +10, **Ref** +6, **Will** +7

HP 30

Spiny Body A cactus leshy is covered in spines. A creature that Grabs the cactus leshy takes 1d8+3 piercing damage.

Verdant Burst As vine leshy, except plants regain 2d8 Hit Points and the area sprouts cacti instead of vines.

Speed 25 feet

Melee ❖ spine +11, **Damage** 1d8+3 piercing

Ranged ❖ spine +11 (range increment 30 feet), **Damage** 1d8+3 piercing

Primal Innate Spells DC 18; **4th** *speak with plants*

Change Shape ❖ (concentrate, polymorph, primal, transmutation) As vine leshy, except the cactus leshy transforms into a cactus.

Prickly Burst ❖❖ **Frequency** once per day; **Effect** The cactus leshy shoots their spines in every direction. All creatures in a 10-foot emanation take 3d6 piercing damage (DC 18 basic Reflex save).

SEAWEED LESHY

Calmer than most of their other botanical brethren, seaweed leshys are a tranquil, discerning breed of leshy. They seek to mimic the ocean in their attitudes, moving with the waves of life and accepting what comes and goes while acknowledging the good and the bad.

Seaweed leshys make their homes in tidal pools surrounded by other sea creatures. They believe their freshwater counterparts to be sheltered and naive, living in their secluded ponds and babbling brooks, though this doesn't stop them from forming friendships with freshwater leshys.

Seaweed leshys vary in size, shape, and physical makeup. While the majority of seaweed leshys reach about 2 feet in height, some remain as small bundles of strands that stand about 6 to 8 inches tall.

SEAWEED LESHY CREATURE 3

N SMALL AMPHIBIOUS LESHY PLANT

Perception +10; low-light vision

Languages Aquan, Common, Druidic, Sylvan; *speak with plants* (seaweed only)

Skills Athletics +9, Nature +10, Ocean Lore +9, Stealth +9, Survival +8

Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1

AC 19; **Fort** +8, **Ref** +11, **Will** +8

HP 45

Verdant Burst As vine leshy, except plants regain 3d8 Hit Points and the area sprouts seaweed instead of vines.

Speed 20 feet, swim 20 feet

Melee ❖ seaweed strand +11 (agile, finesse, reach 10 feet), **Damage** 1d8+4 bludgeoning

Ranged ❖ water jet +11 (range increment 30 feet), **Damage** 1d8+4 bludgeoning plus sea spray

Primal Innate Spells DC 20; **4th** *speak with plants*

Change Shape ❖ (concentrate, polymorph, primal, transmutation) As vine leshy, except the seaweed leshy transforms into a patch of seaweed.

Sea Spray A seaweed leshy's water jet has enough salt in it to temporarily impair their target's vision. On a hit, the target must succeed at a DC 20 Fortitude save or be dazzled for 1 minute or until it spends 3 Interact actions wiping the salt out of its eyes. On a critical hit, a target that fails its Fortitude save is also blinded for 1 round.

UNDERSEA TREASURES

Seaweed leshys are skilled treasure hunters. They often dive deep into the oceans to salvage any coin or other treasures they can find from shipwrecks. These leshys also sometimes bury caches of their loot once they rescue it from its former location.



Difficult to Destroy

Adventurers claim that the most reliable way to destroy a living graffiti is to trap it on a levitating canvas or to abandon its host surface in a windy desert.

Living Symbol

Magic is a complex thing to begin with, and at a certain level of sophistication, the differences between a spell and an autonomous creature become increasingly blurry. Living symbols are constructed creatures of reified and reinforced magic, held together by glyphs, runes, and eldritch formulae.

Living Graffiti

A living graffiti is a painting or drawing that has come to life by magic. These two-dimensional beings can move along any flat surface they touch, including walls, floors, furniture, doors, and even bodies of still water. They can't exist apart from the surfaces they traverse except in brief bursts, which they typically use to harass or attack nearby creatures. They exhibit a mischievous nature and desire to make the real world as much of a caricature as their own two-dimensional domain.

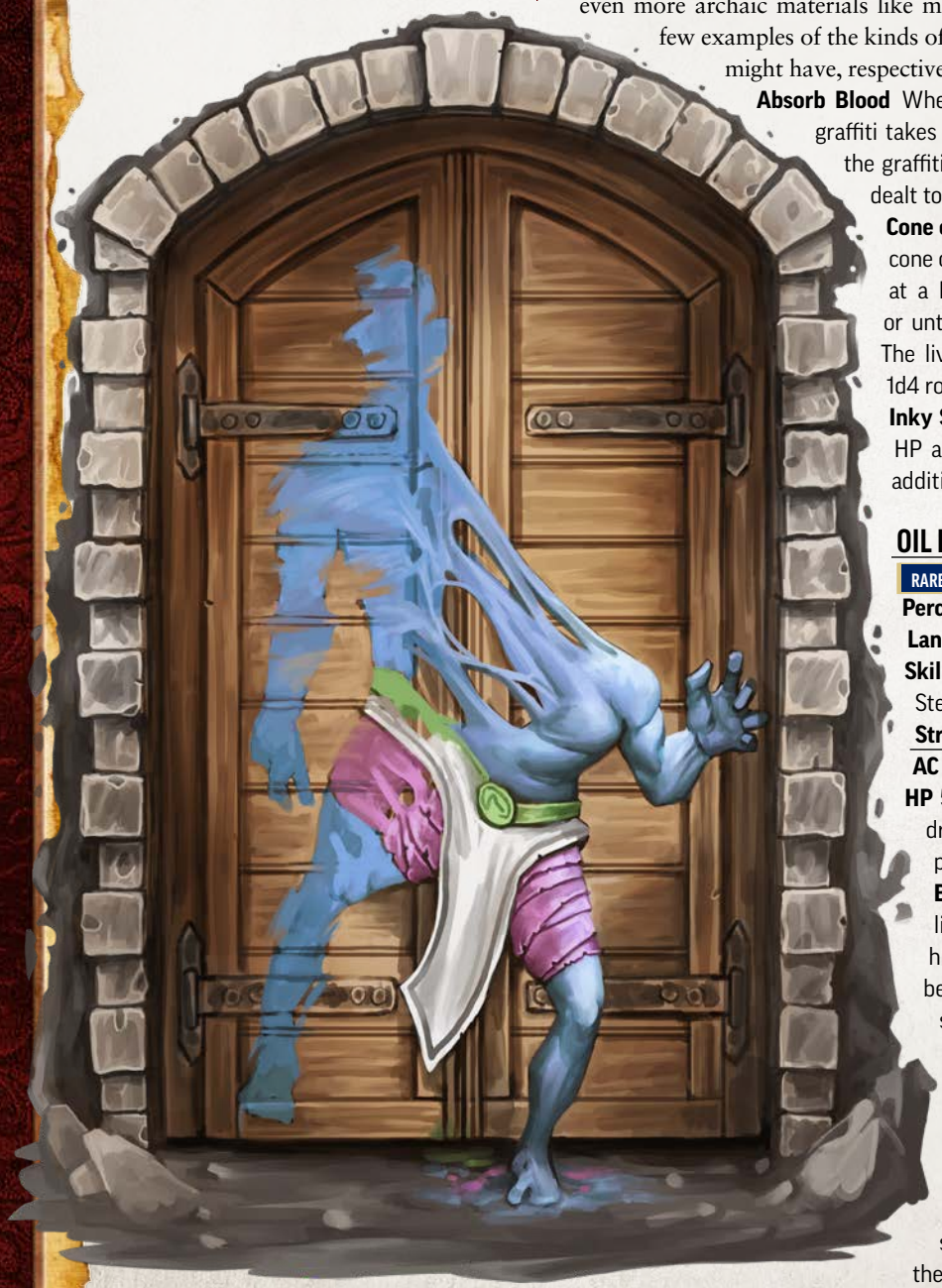
Variant Living Graffiti

Other living graffiti exist, made from media like chalk, pastels, ink, or tempera, or even more archaic materials like mud, beeswax, or blood. The following are a few examples of the kinds of abilities living graffiti in blood, chalk, or ink might have, respectively.

Absorb Blood Whenever a creature within 5 feet of the living graffiti takes slashing, piercing, or persistent bleed damage, the graffiti gains temporary HP equal to half the damage dealt to the adjacent creature.

Cone of Chalk ❖❖ The living graffiti expels a 15-foot cone of chalk. Each creature in the area must succeed at a DC 20 Reflex save or be blinded for 1 round or until it Interacts to wipe the chalk from its eyes. The living graffiti can't use Cone of Chalk again for 1d4 rounds.

Inky Substance The living graffiti has 60 maximum HP and its splatter Strike deals 2d6+4 damage (in addition to splatter), but it gains weakness 5 to water.



Oil Living Graffiti — Creature 3

RARE | CN | MEDIUM | CONSTRUCT

Perception +9; darkvision

Languages Common (can't speak any language)

Skills Acrobatics +11, Crafting +5, Deception +10, Stealth +11

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

AC 19; **Fort** +8, **Ref** +11, **Will** +7

HP 50; **Immunities** death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconscious

Backdrop When a creature attempts to Strike a living graffiti and critically misses, the attacker hits the surface (a canvas, wall, or so on) behind the living graffiti. This might damage the surface or the attacker's weapon, at the GM's discretion.

Surface-Bound A living graffiti can move only along flat surfaces. If the surface it's on is destroyed (such as a portrait hit by a *fireball* spell or a wall being smashed), the graffiti takes 2d6 damage and is shunted to the nearest flat surface. If there is no flat surface within 5 feet, the graffiti is destroyed.

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Speed 25 feet
Melee ❖ fist +11 (agile, finesse), **Damage** 2d4+4 bludgeoning
Ranged ❖ splatter +11 (nonlethal, range increment 20 feet), **Damage** 1d4+4 plus splatter
Splatter A living graffiti splatters into a creature's face with its splatter Strike. On a hit, the target is dazzled for 1 round or until it Interacts to remove the paint from its face.

LIVING RUNE

The most famous living runes are those of the ancient Runelords of Thassilon, resurging as Thassilon rebuilds in the modern era. Other living runes can be found, however, each with its own particular abilities. Living runes can also be crafted to deal different types of energy damage with their Strikes.

Divine: Divine living runes are crafted by various churches and sects and typically bear the symbol of a deity, archdevil, or other divine force. Divine living runes replace Arcana with Religion and have the following innate spells.

Divine Innate Spells DC 35, attack +27; **7th** *divine decree* (×2); **6th** *blade barrier, glyph of warding* (at will), *repulsion, spirit blast*; **5th** *divine wrath* (×2), *flame strike*

Occult: These runes are crafted by unknown hands and often left in out-of-the-way places. Occult living runes replace Arcana with Occultism and have the following innate spells.

Occult Innate Spells DC 35, attack +27; **7th** *visions of danger* (×2); **6th** *feeblemind, glyph of warding* (at will), *phantasmal calamity, vibrant pattern*; **5th** *crushing despair* (×2), *synesthesia* (×2); **Cantrips (7th)** *detect magic;* **Constant (6th)** *true seeing*

Primal: Primal living runes usually resemble animate carvings rather than lines of power or paint, and are often found on menhirs or sacred trees. Primal living runes replace Arcana with Nature and have the following innate spells.

Primal Innate Spells DC 35, attack +27; **7th** *volcanic eruption* (×2); **6th** *baleful polymorph, flesh to stone, glyph of warding* (at will), *tangling creepers*; **5th** *cone of cold* (×2), *wall of fire* (×2); **1st** *detect alignment* (at will); **Constant (6th)** *true seeing*

ARCANE LIVING RUNE — CREATURE 13

RARE LN SMALL CONSTRUCT

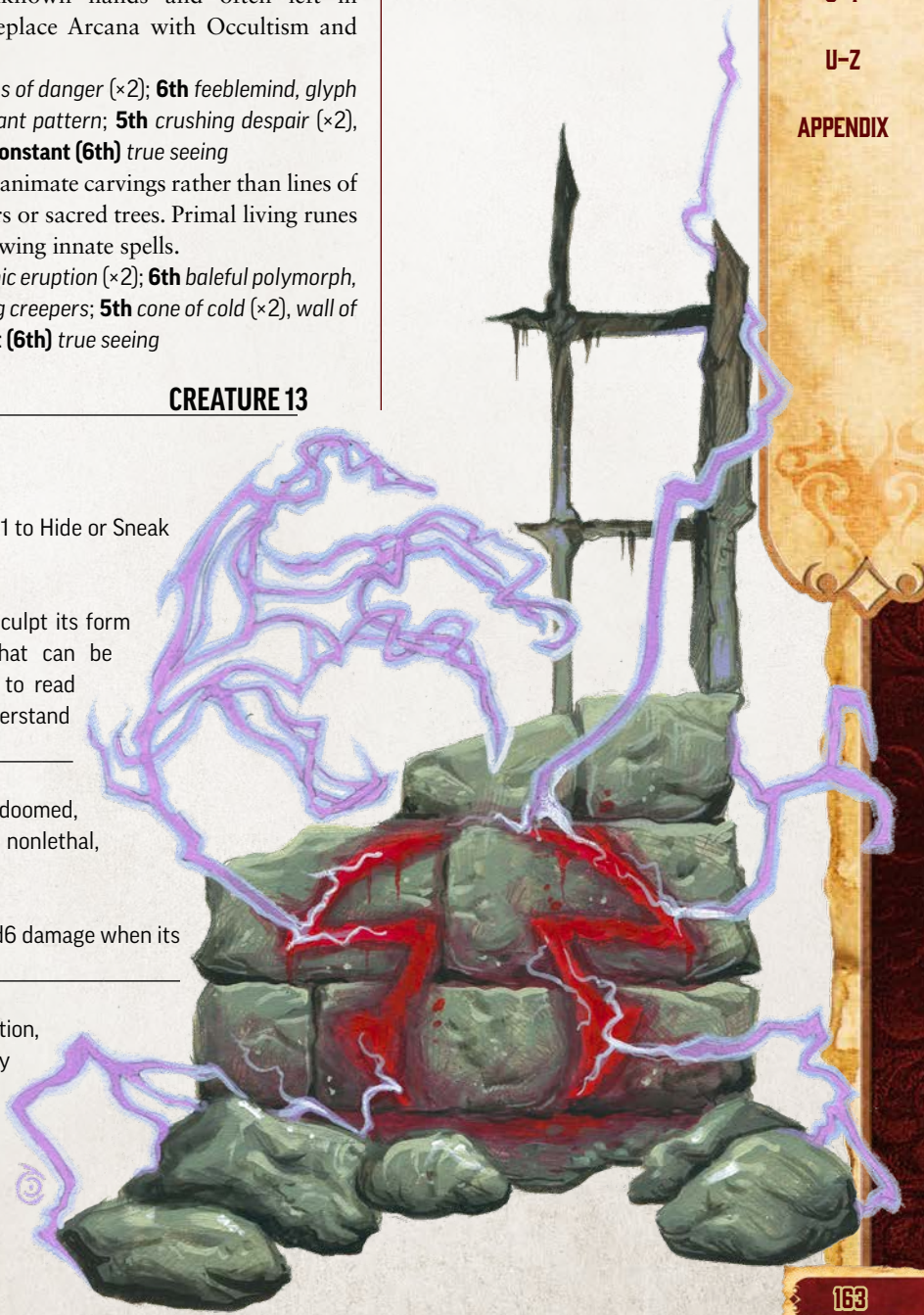
Perception +25; darkvision, *true seeing*
Languages truescript
Skills Arcana +27, Deception +24, Stealth +25 (+31 to Hide or Sneak among inscriptions)
Str +1, **Dex** +6, **Con** +1, **Int** +8, **Wis** +8, **Cha** +5
Truescript A living rune can't speak, but it can sculpt its form into complicated scripts and pictographs that can be understood by any creature with the ability to read written language. A living rune can also understand any written or spoken language.

AC 34; **Fort** +20, **Ref** +23, **Will** +27
HP 245; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal, paralyzed, poison, sickened, unconsciousness
Backdrop As living graffiti.
Surface-Bound As living graffiti, except it takes 7d6 damage when its surface is destroyed.

Speed 25 feet
Ranged ❖ electrical blast +25 (electricity, evocation, range increment 60 feet), **Damage** 4d12 electricity
Arcane Innate Spells DC 35, attack +27; **7th** *prismatic spray* (×2); **6th** *chain lightning, disintegrate, glyph of warding* (at will), *wall of force*; **5th** *black tentacles* (×2), *cloudkill* (×2); **Cantrips (7th)** *detect magic;* **Constant (6th)** *true seeing*

CAMOUFLAGE

Living runes are aware of the value of surprise attacks. They often hide themselves amongst other inscriptions or glyphs, observing foes for a time before striking, though clever adventurers who Investigate the inscriptions might notice the presence of the living rune. Living runes are also fond of setting up *glyphs of warding* as decoys and dummies.



Xidao

In Tian Xia, the underwater nation of Xidao lies in the shallow gulf between Minkai and the mainland. Though the nation-states that make up Xidao are independent, locathahs comprise the majority of the population and are in charge for all practical purposes. Stone obelisks called trade spires reach above the surface of the gulf to collect offerings from travelers. Locathahs monitor these and guide or trade with those who donate.

Locathah

Deep in the sea, schools of locathah—piscine humanoids armed with spears and specialized crossbows—stalk sharks, sea serpents, and giant squid from the backs of their giant moray eel mounts (*Bestiary* 142). The first hunters to strike are armed with barbed harpoons that deploy large fans of seaweed, slowing and exhausting their prey. A daring few locathahs use the embedded harpoon as a handle to ride prey for a short time. Once the creature is tired, remaining hunters finish it with longspears. Locathahs developed this hunting tradition to forge skilled warriors and deter potential attackers, partially in response to centuries of oppression and mistreatment from other aquatic cultures.

Locathahs rarely hunt land-dwellers, instead offering to trade their services as guides in exchange for metal and ceramic items they can't build underwater—and for tubers, which they consider earthy delicacies. They render aid to damaged sailing ships and rescue shipwrecked sailors, providing food and guidance.

Locathah communities—usually villages of 200 individuals or fewer—are matriarchal. The ruler is also as its primary egg-layer, providing each generation with powerful familial bonds. The communities are tight-knit and loyal. Matriarchs are advised and assisted by primal spellcasters and healers, who are often accompanied by octopus companions.



Locathah Hunter — Creature 3

N Medium Amphibious Humanoid Locathah

Perception +9; low-light vision

Languages Aquan, Common

Skills Athletics +11, Diplomacy +5, Nature +7, Stealth +8, Survival +7

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items crossbow (12 fan bolts), longspear, scale mail

AC 20; **Fort** +7, **Ref** +10, **Will** +9

HP 38

Speed 10 feet, swim 40 feet; smooth swimmer

Melee ❖ longspear +11 (reach 10 feet), **Damage** 1d8+4 piercing

Melee ❖ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing plus fan bolt

Cooperative Hunting After the hunter attempts a Strike at a Large or larger target (regardless of success or failure), the next Strike one of the hunter's allies makes against the same target gains a +2 circumstance bonus to the attack roll.

Fan Bolt The hunter prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a –10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.

Hunt Prey ❖ (concentrate) The locathah hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the locathah hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses Hunt Prey again.

Pack Attack The hunter's Strikes deal an additional 1d8 damage to creatures within reach of at least two of the hunter's allies.

Smooth Swimmer The locathah hunter ignores difficult terrain caused by aquatic terrain features.

Lovelorn

A particularly macabre form of undead, these spiderlike creatures resemble still-beating hearts with rib bones for legs and tendrils of gore dangling beneath. Their twisted forms hint at their ghastly origin, as these undead form from those who die tragic deaths in service to toxic love: star-crossed lovers who die rather than accept a life apart from one another, rejected suitors whose unrequited affections warp into malice, and other victims of tragic relationships both romantic and otherwise. Any of these might spawn a lovelorn in death, their anguish and fixation on their broken heart causing the organ to animate.

A freshly spawned lovelorn often seeks out those it knew in life, stalking and tormenting them or, in some cases, those around them. In undeath, they gain an understanding of emotions and how to manipulate them, cultivating the misery, anger, and cruelty they thrive upon. Typically, these undead long to enact vengeance upon those they feel drove them to their tragic fates, although in rare cases they may instead act as dark guardians, fixating on a particular loved one and "protecting" them by visiting misery upon anyone who slights them.

LOVELORN — CREATURE 4

UNCOMMON | CE | TINY | UNDEAD

Perception +10 (+12 to Sense Motive); darkvision, lifesense 30 feet (page 305)
Languages Common (can't speak any language)
Skills Athletics +12, Occultism +8, Stealth +13
Str +4, **Dex** +5, **Con** +3, **Int** –2, **Wis** +2, **Cha** +3

AC 21; **Fort** +9, **Ref** +13, **Will** +12
HP 60, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious

Gloom Aura (aura, emotion, illusion, mental, occult) 60 feet. A lovelorn's presence instills unease and turns the air cold, dark, and stale. Creatures within the aura take a –1 circumstance penalty to saving throws made to resist emotion effects. If the lovelorn makes a place home for a week or more, that location can become suffused with this magic even outside the lovelorn's aura, lasting until the lovelorn leaves or is destroyed.

Skitter Away ↷ **Trigger** A creature ends its movement in a space adjacent to the lovelorn; **Effect** The lovelorn Strides or Climbs 10 feet away from the triggering creature. This movement does not trigger reactions.

Speed 25 feet, climb 25 feet

Melee ❖ fangs +13 (finesse), **Damage** 1d6+6 piercing plus 1d6 persistent bleed and cynic's curse

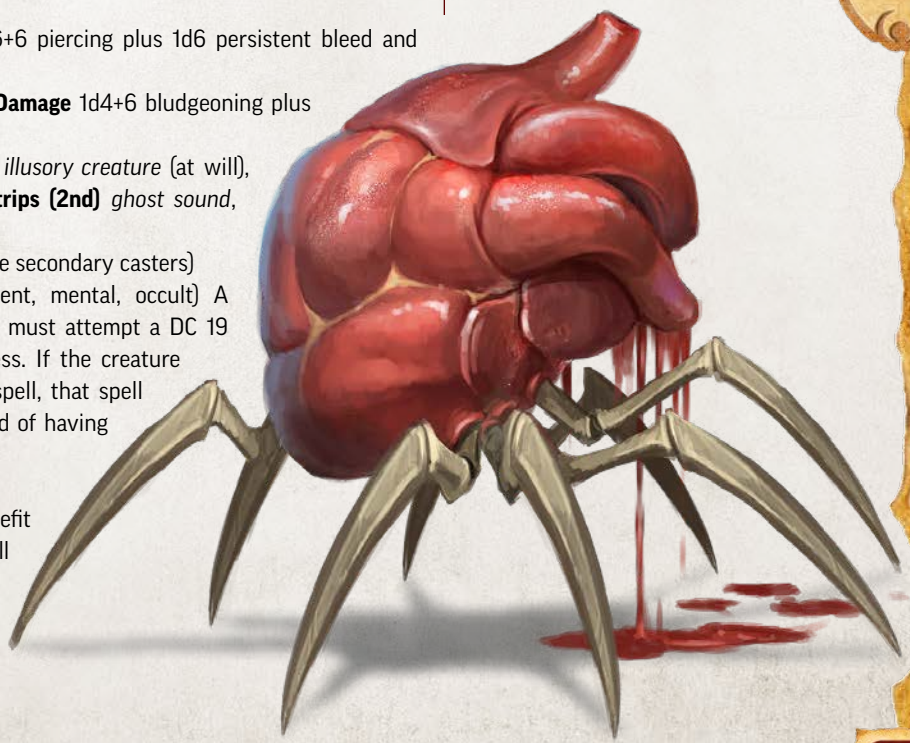
Melee ❖ gory tendril +13 (agile, finesse), **Damage** 1d4+6 bludgeoning plus Grab (page 305)

Occult Innate Spells DC 21; **2nd** *fear* (×3), *illusory creature* (at will), *illusory object* (at will), *invisibility*; **Cantrips (2nd)** *ghost sound*, *mage hand*

Rituals DC 21; *create undead* (doesn't require secondary casters)

Cynic's Curse (curse, emotion, enchantment, mental, occult) A creature hit by a lovelorn's fangs Strike must attempt a DC 19 Will save as it grows morose and listless. If the creature would be affected by a *calm emotions* spell, that spell attempts to counteract this curse instead of having its normal effect.

Critical Success The target is unaffected.
Success For 1 minute, the target can't benefit from helpful emotion effects, but can still be affected by harmful emotion effects.
Failure As success, plus the target is fatigued for the same duration.
Critical Failure As failure, but the curse's effects are permanent.



LOVELORN KEEPSAKES

While a lovelorn has little use for treasure and rarely collects or hoards it for monetary value, these passionate undead often collect mementos and trinkets, both from their own lives before becoming undead and from their victims since becoming a lovelorn. While many of these possess little intrinsic value—paintings, diaries, handmade toys, and the like—it's not uncommon for lovelorns to fill their twisted nests with bejeweled rings and necklaces, antique combs, gold and platinum lockets, and the like.

Shared Duties

Occasionally maftets and girtablilus (page 112) share a home. Since both groups respect locales and their history, they usually form a tacit partnership to guard ruins in tandem, with maftets keeping watch from the skies while girtablilus patrol the ground.

Maftet

Maftets are hawk-winged humanoids with leonine lower bodies that dwell in ancient ruins and cities thought lost, typically in desert or mountain regions. They view themselves as guardians and practice a specialized technique of dual-wielding scimitars so central to their culture that a maftet's scimitars are often cherished family heirlooms. Most maftets venerate their ancestors in addition to various deities, and even a child can detail their family lineage back multiple generations. Maftet prides tend to be matriarchal and isolationist, though maftets aren't necessarily hostile to outsiders who respect their homes and don't seek to loot them.

When a young maftet comes of age, they receive runic tattoos from a pride's elder. These tattoos are imbued with magic that allows a maftet to enchant their wielded weapons, but the individualized designs tell of the maftet's ancestors, childhood adventures, and positive qualities. Such tattoos are considered sacred and never given to non-maftets.



Maftet Guardian — Creature 6

N Medium Humanoid

Perception +14; darkvision

Languages Common, Sphinx

Skills Acrobatics +13, Arcana +13, Athletics +15, Ruins Lore +15 (applies only to their home ruins), Stealth +13

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

Items scimitar (2)

AC 23; **Fort** +14, **Ref** +15, **Will** +12

HP 92

Runic Resistance ↻ (arcane, abjuration) **Trigger** The maftet takes damage from a Strike or spell effect; **Effect** The maftet's protective runic tattoos glow, granting them resistance 5 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until the maftet uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, the maftet chooses which type to resist.

Speed 30 feet, fly 40 feet

Melee ❖ *scimitar* +17 (forceful, magical, sweep), **Damage** 2d6+8 slashing

Arcane Innate Spells DC 23; **1st** *sanctuary* (×3), *true strike*; **Cantrips (3rd)** *sigil*

Paired Strike ❖❖ **Requirements** The maftet is wielding two scimitars; **Effect** The maftet makes two Strikes against the same target, one with each of their scimitars. The maftet combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating the maftet's multiple attack penalty.

Powerful Scimitars (arcane, evocation) Any non-magical scimitar becomes a *+1 striking scimitar* while a maftet wields it.

Raptor Dive ❖❖❖ **Requirements** The maftet is flying at least 10 feet above the target; **Effect** The maftet Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.

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Mezlan

The bizarre shapeshifters known as mezlans were created ages ago as spies and infiltrators by a long-forgotten ritual infusing a magically constructed ooze with the soul of an exceptional sapient being. Having long since outlasted their creators, mezlans most often dwell alone amongst the ruins of the ancient civilizations they served as mortals.

MEZLAN CREATURE 14

RARE N MEDIUM OOZE

Perception +25; darkvision

Languages Aklo, Azlanti; polyglot

Skills Athletics +28, Deception +27 (+31 to Impersonate), Occultism +24, Stealth +28

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

Polyglot A mezlan can speak and understand any language they hear spoken after listening to the language for 1 minute. These languages fade from their mind after 24 hours.

AC 31; **Fort** +25, **Ref** +28, **Will** +23; +1 status to all saves vs. magic

HP 260, regeneration 15 (deactivated by acid); **Immunities** critical hits, precision, unconscious; **Weaknesses** acid 10

Absorb Spell ↻ Trigger The mezlan succeeds at a saving throw against a single-target spell; **Effect** The mezlan absorbs the spell, nullifying its effect and storing it for later. They can Cast the Spell using the original caster's spell attack modifier and DC. They can store only one spell at a time, but they can absorb a new spell to replace the spell they currently have stored. A willing caster can allow the mezlan to Absorb a Spell without requiring a save.

Discorporate When the mezlan is reduced to 0 Hit Points, their body dissolves into colorless slime and begins seeping into nearby cracks or porous surfaces. If this material is not immediately contained or destroyed, the mezlan will eventually re-form, though they may lie dormant for years or even decades before doing so.

Speed 30 feet

Melee ❖ polymorphic appendage +30 (magical, versatile P, versatile S), **Damage** 3d12+14 bludgeoning

Ranged ❖ ooze globule +28 (range increment 30 feet) **Effect** viscous trap

Change Shape ❖ (concentrate, polymorph, transmutation) The mezlan assumes the form of any Medium or Small creature, excluding those with the elemental, incorporeal, or swarm traits but including specific individuals whose appearance they've seen. This doesn't change the mezlan's Speed or their attack and damage bonus with their Strikes, but the damage type dealt by their Strikes might change based on their new form (page 304).

Extend Limb ❖ The mezlan extends one of their limbs, granting themself a reach of 20 feet with their polymorphic appendages until the end of their next turn.

Viscous Trap A creature hit by the mezlan's ooze globule takes a –15-foot circumstance penalty to all Speeds for 1 minute. On a critical hit, a target standing on a solid surface also becomes immobilized, while a target Flying via wings falls to the ground and becomes unable to Fly. A target can end all effects by Escaping (DC 32) or spending a total of 3 Interact actions to free itself.

KEEPERS OF SECRETS

Despite their strange nature, all mezlans retain the minds of the individuals they were before being transformed, making them potential repositories of knowledge long forgotten by any living creature. However, millennia of isolation have rendered most mezlans' personalities eccentric at best, with inscrutable motivations, so explorers brave enough to seek them out are advised to be wary.



MI-GO LANGUAGE

The mi-go language consists of pulsations and flashes of a wide range of colors (some of which can't be seen by humans) generated on a mi-go's head. This language can be learned by other creatures, but they cannot use it to "speak" to others without the use of illusion magic capable of generating the complex series of colors. Even then, most creatures can convey only basic notions and concepts.

Mi-Go

Mi-gos are both scientists and colonists, yet their extraterrestrial nature and malevolent motives color their investigations with cruelty. While their shape resembles that of an arthropod, mi-gos are in fact a highly evolved and intelligent fungus.

In mi-go society, the pursuit of secular knowledge and religious epiphany have no distinction and inspire their pursuits in tandem. They view the Outer Gods and Great Old Ones of the Elder Mythos less as gods to obey and more as muses or figures of inspiration. This results in their use of a strange blend of magic and technology to create bizarre, organic items that are grown and spliced together as much as crafted in the traditional sense.

A mi-go can survive in the void of outer space and flies through the vacuum at incredible speeds—though these journeys can take months within a single solar system and years to travel beyond. When they come to new planets to mine resources rare on their home worlds, they use clever disguises that mix technology and magic to appear as creatures of that world. While there, they select the greatest minds of that world as trophies, extracting their brains and preserving them within an eldritch cylinder that grants an awful immortality to the mind kept within.



MI-GO — CREATURE 6

UNCOMMON | NE | MEDIUM | FUNGUS

Perception +14; low-light vision, tremorsense (precise) 30 feet

Languages Aklo, Common, Mi-Go

Skills Acrobatics +13, Athletics +12, Arcana +15, Deception +14 (+18 to Impersonate), Medicine +17, Occultism +15, Religion +14, Stealth +13, Thievery +13

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

AC 24; **Fort** +13, **Ref** +17, **Will** +14

HP 120; **Immunities** cold; **Weaknesses** slashing 5

No Breath A mi-go doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Speed 25 feet, fly 40 feet

Melee ❖ claw +15 (agile, finesse), **Damage** 2d6+4 slashing plus Grab (page 305)

Clever Disguises A mi-go can use Deception to impersonate any Medium humanoid creature, although creating such a disguise takes 1 hour. It can't impersonate a specific individual with this ability.

Eviscerate ❖ (manipulate) The mi-go performs a swift and painful surgery on a creature it has grabbed or restrained or that is otherwise immobilized, attempting a Medicine check against the target's Fortitude DC. Regardless of the result, the target then becomes temporarily immune for 24 hours.

Critical Success The target takes 6d6 slashing damage, is slowed 1 for 1 round, and becomes clumsy 1, enfeebled 1, or stupefied 1 (the mi-go chooses) for 24 hours.

Success The target takes 4d6 slashing damage and is slowed 1 for 1 round by the pain.

Failure The target takes 2d6 slashing damage.

Critical Failure The target takes no damage.

Sneak Attack A mi-go deals an extra 1d6 precision damage to flat-footed creatures.

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Millindemalion

Millindemalion are cruel fey tricksters capable of causing mayhem with their magical, mind-altering hats. Many folk tales from around the world speak of industrious fey who help struggling crafters—cobblers, milliners, tailors, and so on—during the night, creating quality wares in secret for no payment greater than a crumb of bread or a saucer of cream. These stories hold a grain of truth, as gracious fey do occasionally journey from the First World to aid a humble artisan on a whim, for bribes of food, or sometimes even as part of a concerted effort to spread beauty throughout the world. However, when an artisan becomes too reliant on this help, their friendly fey helper might become warped and twisted with resentment and neglect. Eventually, they could transform into a cruel prankster who delights in punishing mortals who dare task a fey with such mundane work. The millindemalion is the result of a kindly, hat-making fey undergoing such a transformation. Some scholars believe this erratic behavior is caused by the preponderance of quicksilver used in most millinery.

MILLINDEMALION — CREATURE 13

NE SMALL FEY

Perception +23; low-light vision
Languages Aklo, Common, Sylvan
Skills Crafting +28, Millinery Lore +30, Occultism +24, Society +24, Stealth +27
Str +4, **Dex** +8, **Con** +1, **Int** +7, **Wis** +4, **Cha** +2
Items *+1 striking felt shears* (as dagger)

AC 34; **Fort** +20, **Ref** +27, **Will** +23
HP 275; **Weaknesses** cold iron 10

Attack of Opportunity ↷ (page 304) The millindemalion can use Hat Toss against the triggering creature instead of making a Strike, making a melee attack roll with a +27 modifier to do so.

Unsettling Mind Attempting to touch the frenetic mind of a millindemalion is a dangerous task. When the millindemalion succeeds at a saving throw against a mental effect, the creature originating that effect takes 4d6 mental damage.

Speed 30 feet

Melee ❖ *felt shears* +27 (agile, finesse, magic, versatile S), **Damage** 2d4+14 piercing plus 1d6 mental

Ranged ❖ *felt shears* +27 (agile, magic, thrown 10 feet), **Damage** 2d4+10 piercing plus 1d6 mental

Hat Toss ❖ (enchantment, manipulate, mental, primal) The millindemalion quickly crafts a mind-altering hat in combat and tosses it onto a target with a flick of their wrist. The millindemalion chooses one of the effects below and makes a ranged attack roll with a +27 modifier and a range increment of 20 feet. On a hit, the target must succeed at a DC 33 Will saving throw or experience the listed effect for 1d4+1 rounds. If the millindemalion critically succeeds at the ranged Strike, the target takes a –4 circumstance penalty on the save. A target can only wear one millindemalion hat at a time; a new hat replaces any previous hat. The hat can't be removed before the condition ends, but when the condition ends (or on a successful save), the hat falls to pieces.

- **Befuddling Bowler** The hat clouds the target's mind; the target becomes stupefied 2.
- **Bewitching Beret** The target is infatuated with their new hat and its creator, becoming fascinated by the millindemalion and the beret.
- **Dazzling Deerstalker** The target can barely see with the hat falling down over its eyes and gains the dazzled condition.
- **Fettering Fedora** The target feels a heavy weight pressing down on them from the hat and takes a –10-foot circumstance penalty to their Speeds.
- **Tiring Tricorne** The target grows sleepy and becomes slowed 1.

Sneak Attack A millindemalion deals an extra 4d6 precision damage to flat-footed creatures.

SIMILAR FEY

Millindemalion practice a cruel form of hat-making, but there have been sightings of similar trickster fey who can craft shoes that never stop dancing or jackets that inflict wild mood swings onto their victims.



Children of Gogunta

The boggards of Golarion believe mobogos to have hatched from the first clutch of eggs laid by their demon goddess Gogunta, following her awakening at the dawn of creation. The boggards, hatched millennia later from the second clutch, have been charged with serving and aiding their elder siblings in keeping her sacred swamplands untainted by the presence of outsiders.

Mobogo

Mobogos are massive, swamp-dwelling monstrosities that combine the worst aspects of giant toads and evil dragons. Lazy, cruel, and greedy, these vile creatures make their lairs in the most ancient and primordial swamps. The boggards who call such places home worship mobogos as living demigods, regularly bringing sacrifices of food and valuables lest they become the next victims of the mobogos' boundless appetites.

MOBOGO — CREATURE 10

CE HUGE AMPHIBIOUS BEAST

Perception +21; darkvision

Languages Boggard; *speak with animals*

Skills Acrobatics +19, Athletics +23, Nature +21, Stealth +19 (+21 in swamps)

Str +7, **Dex** +5, **Con** +6, **Int** –2, **Wis** +5, **Cha** +7

AC 29; **Fort** +22, **Ref** +17, **Will** +19

HP 160, regeneration 30 (deactivated by acid, cold, or fire; page 306)

Speed 25 feet, fly 20 feet, swim 30 feet; swamp stride

Melee ❖ jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing plus Improved Grab (page 305)

Melee ❖ tongue +23 (agile, reach 30 feet), **Damage** 2d6+13 bludgeoning plus tongue grab

Primal Innate Spells DC 27; **5th** *control water*; **4th** *create water* (at will), *entangle*, *obscuring mist*, *sound burst* (at will); **Constant (2nd)** *pass without trace*, *speak with animals*

Rituals DC 27; *plant growth*

Song of the Swamp ❖ (auditory, emotion, enchantment, mental, primal) **Frequency** once per 10 minutes; **Effect** The mobogo unleashes a booming croak. All boggards and mobogos within 50 feet gain a +2 status bonus to damage rolls and saves against fear for 1 round. Other creatures in the area of effect must attempt a DC 27 Will save. **Success** The creature is unaffected and is temporarily immune for 24 hours. **Failure** The creature is slowed 1 for 1d4 rounds. **Critical Failure** The creature is slowed 2 for 1d4 rounds.

Swallow Whole ❖ (attack) Large, 2d12+6 bludgeoning, Rupture 19 (page 306)

Swamp Stride A mobogo ignores difficult terrain caused by swamp terrain features.

Tongue Grab A creature hit by the mobogo's tongue becomes grabbed by the mobogo. The creature isn't immobilized, but it can't move beyond the reach of the mobogo's tongue. A creature can sever the tongue with a Strike against AC 27 that deals at least 10 slashing damage. This deals no damage to the mobogo but prevents it from using its tongue Strike until it regrows its tongue, which takes 1 round. The mobogo can move without ending the Grab as long as the creature remains within the tongue's reach.

Tongue Reposition ❖ The mobogo attempts to move a creature grabbed by its tongue. The mobogo rolls an Athletics check against the creature's Fortitude DC. On a success, the mobogo moves the creature into any space within the tongue's reach. If it wishes, the mobogo can transfer the grabbed creature to its jaws.



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Mokele-Mbembe

Mokele-mbembes are large, reptilian predators found deep within Golarion's jungles. Mwangi view mokele-mbembes as embodiments of nature's strength and majesty, and they consider the sighting of this rare being a sign of favor from the gods and an omen of powerful natural forces. Mokele-mbembes are solitary and excel at going undetected. Most information about them—including the fact that they're voracious predators—comes from following the signs of their passage.

MOKELE-MBEMBE CREATURE 9

UNCOMMON | N | HUGE | ANIMAL

Perception +15; darkvision, scent (imprecise) 30 feet
Skills Athletics +20, Stealth +19, Survival +17
Str +7, **Dex** +4, **Con** +6, **Int** –4, **Wis** +2, **Cha** +0

AC 27; **Fort** +21, **Ref** +15, **Will** +17
HP 172

Speed 30 feet, swim 30 feet
Melee ❖ jaws +22 (reach 15 feet), **Damage** 2d12+10 piercing
Melee ❖ tail +22 (agile, reach 20 feet), **Damage** 2d6+10 bludgeoning
Melee ❖ foot +22 (reach 10 feet), **Damage** 2d8+10 bludgeoning
Trample ❖❖❖ Large or smaller, foot, DC 28 (page 306)
Whip Tail ❖❖ (incapacitation, sonic) The mokele-mbembe cracks its tail, creating a sonic boom in a 5-foot burst centered on a corner within reach of its tail Strike. Each creature in the burst's area must attempt a DC 28 Fortitude save. Mokele-mbembes are immune.
Critical Success The creature is unaffected.
Success The creature is stunned 1.
Failure The creature is stunned 2.
Critical Failure The creature is stunned 3.

LOCATIONS

Mokele-mbembes live in tropical jungles close to lakes, rivers, and other bodies of water. They take great care to hide themselves from civilization and other large predators, so it can take many weeks or months of searching to locate even just their footprints. Travelers rarely encounter mokele-mbembes by accident, but those who do (and live to tell about it) are considered very lucky indeed.





Thieving Monkeys

In populated areas near jungle terrain, clever monkeys have been observed stealing objects from humans and holding them as ransom for bits of food. This doesn't always go as planned, as the victim is often afraid to go near them, and there's a chance that a traveler might encounter a monkey still holding onto ill-gotten gains from a previous heist.

Monkey

Monkeys vary greatly in size, color, and behavior. Some are distinguished by bright orange fur, others for black fur in sharp contrast with a white face. Some produce distinct noises, like howls that can be heard from a village away. Others vie for dominance within ever-changing social hierarchies. Their size and aptitude for climbing allow them to quickly escape threats; combined with being a little too clever for their own good, this allows them to get up to all sorts of mischief and usually escape to do it again.

Monkey

When these small, curious primates come in contact with large humanoid populations, they quickly adapt, learning to steal food or small objects before retreating to the nearest tree branch with their prize.

Monkey **Creature -1**

N Tiny Animal

Perception +6

Skills Acrobatics +5, Thievery +5

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 9

Speed 25 feet, climb 20 feet

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

Grab and Go ❖❖ The monkey Strides or Climbs up to its Speed. At any point during this movement, it can Interact to take a single unattended item of light Bulk or less that it can see from a square it moves through or is adjacent to. Alternatively, if not in combat, during this movement it can attempt to Steal from an adjacent creature.

Monkey Swarm

A single monkey can cause mischief. A troop of monkeys, emboldened by their numbers, can cause utter chaos, attacking anyone and looting anything in sight before scattering away with whatever they can carry.

Monkey Swarm **Creature 2**

N Large Animal Swarm

Perception +8;

Skills Acrobatics +8, Thievery +8

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

AC 16; **Fort** +6, **Ref** +10, **Will** +6

HP 20; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 3, splash damage 3; **Resistances** piercing 3, slashing 3

Cacophony (auditory, aura) 20 feet. The monkeys' awful racket of screeches and howls drowns out other sounds. Any creature performing an auditory action in the area must yell over the din, requiring a successful DC 15 Fortitude save or Performance check to project loudly enough; on a failure, the action is lost.

Speed 25 feet, climb 20 feet

Ransack ❖❖ The swarm rummages through the possessions of a single creature within its space, attempting a Thievery check against the creature's Reflex DC. On a success, the monkeys take one random item of negligible Bulk that the creature is wearing but not closely guarding, such as an object in a loosely carried pouch.

Swarming Bites ❖ Each creature in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save).

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Moose

Moose are a large, solitary type of deer. They're majestic, territorial, and extremely grumpy—traits that make them dangerous to unwary travelers and would-be predators alike. Males are instantly recognizable, standing 7 feet tall at the shoulder, with large heads and thick necks to support their impressive palmate antlers. They shed their antlers come winter and grow a new set each year at a rapid rate.

For most of the year, moose roam tundra, forest, and wilderness territories by themselves. Their hooves are wide, allowing them to more easily traverse the frequent snowfall of their native terrain, and they typically journey alone. Moose come together only during mating season, a time in which they become oddly social with one another, loud, and even more aggressive to other creatures than usual.

A moose's diet consists of leaves, woody plant matter like twigs or bark, and buds of trees and shrubs. Moose are so large they prefer to eat the leaves of trees taller than humans instead of lowering their giant heads all the way to the ground. This can make them easy to track, though hunters will find actually killing a moose is a far greater challenge than finding it. Despite their size, moose have many natural predators, especially pack animals like wolves and large carnivores like tigers. Large humanoids like ogres and trolls dwelling in the wilderness sometimes make sport of chasing down and wrestling moose.

Despite their large size, moose are expert swimmers in both fresh and salt water, and they readily feed on aquatic vegetation. Moose rarely swim into open seas, however, and usually stay close to land, though ocean predators have been known to hunt swimming moose. To an observer watching from the safe distance of a dry shore, the large branching antlers of a swimming moose can sometimes be mistaken for a tree bobbing along in the water.

Moose Tracks

Moose thrive in cooler climates and have many adaptations to survive in the cold, including thick skin and dense, heat-retaining fur. They often make their own trails in the snow to find the best food. Adventurers sometimes stumble upon these trails and assume they lead to shelter, only to find themselves happening upon a fiercely territorial moose.

MOOSE CREATURE 3

N LARGE ANIMAL

Perception +9; low-light vision, scent (imprecise) 60 feet

Skills Athletics +12 (+14 to Swim), Intimidation +8

Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +1

AC 18; **Fort** +11, **Ref** +10, **Will** +5

HP 50

Cold Adaptation The moose reduces the effects it suffers from cold environments by one step.

Speed 30 feet

Melee ❖ antler +12, **Damage** 1d10+7 piercing

Melee ❖ hoof +12, **Damage** 1d8+7 bludgeoning

Kick Back ❖ The moose bucks and kicks back with both hind hooves, making a Strike with a –2 circumstance penalty to the attack roll. If it hits, it deals an extra 1d8 bludgeoning damage. This counts as two attacks when calculating the moose's multiple attack penalty.

Thundering Charge ❖❖ The moose Strides twice and then makes an antler Strike. A Medium or smaller creature damaged by this attack must succeed at a DC 18 Fortitude save or be stunned 1.

Trample ❖❖❖ Medium or smaller, hoof, DC 20 (page 306)





Mortic

Mortics are humanoids overwhelmed by negative energy who still cling to life, surviving as twisted amalgams of living and undead. Though they feel unnatural cravings and resemble corpses, mortics live, breathe, eat, sleep, and procreate. However, a mortic can suspend their living functions simply by holding their breath, becoming more like a true undead.

Mortics are largely new to Golarion, with most created in droves when the Whispering Tyrant destroyed entire cities with his *Radiant Fire*, a magical explosion fueled by the collision of negative and positive energy. From among the corpses of these tragedies rose mortics, living survivors mistaken for corpses and left behind as a result. They found themselves in a twilight state—neither fully alive or undead. The necrotic pollutants of the Gravelands and the Isle of Terror continue to create mortics, seeping into neighboring lands through the air, earth, and water to infect the populace. Though most of the living in these lands fear becoming transformed, some believe becoming a mortic is their best chance of survival in the face of the encroaching hordes of the dead.

A mortic's powers differ by ancestry, though they do have a few commonalities. Reading or hearing scripture induces headaches, and they experience great discomfort when treading upon sacred ground. For those who were religious in life, these new changes can be devastating.

Scholarly Pursuits

Angheuvores retain the elven love of education, although the topics that interest them are decidedly macabre. Many study anatomy, haruspicy, medicine, pain, putrefaction, or trauma, preferring hands-on experiments and research whenever possible.

Angheuvore

Angheuvores, or mortic elves, have an insatiable hunger for raw humanoid flesh—though they're reluctant to feed on other elves. Most stalk the streets of human nations, such as Druma, Razmiran, and the River Kingdoms. Impatient and impulsive, they're opportunistic hunters, preying on the wounded and isolated.

Angheuvore Flesh-Gnawer **Creature 2**

RARE NE MEDIUM ELF HUMANOID MORTIC

Perception +7; darkvision, carrion scent (imprecise) 30 feet

Languages Common, Elven, Necril

Skills Acrobatics +8, Athletics +7, Intimidation +5, Medicine +5, Stealth +8, Survival +5

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

Carrion Scent An angheuvore can smell creatures that have the doomed, dying, or wounded condition as an imprecise sense.

Items composite shortbow (20 arrows), elven curve blade

AC 18; **Fort** +9, **Ref** +10, **Will** +5

HP 30, negative healing (page 305)

Consecration Vulnerability An angheuvore in a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by *sanctified ground*, is slowed 1.

Speed 30 feet

Melee ❖ jaws +10 (finesse), **Damage** 1d6+5 piercing plus paralysis

Melee ❖ elven curve blade +10 (finesse, forceful), **Damage** 1d8+5 slashing

Ranged ❖ composite shortbow +10 (deadly d10, propulsive, range increment 60 feet), **Damage** 1d6+3 piercing

Death Gasp ❖ (divine, necromancy) The angheuvore draws in a deep breath and holds it, temporarily suspending their biological processes and becoming undead. The angheuvore gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, poison, and sleep. Any such effects the angheuvore is currently suffering from are suspended, but take effect again once they take a breath.

Death Gasp lasts as long as the angheuvore holds their breath (up to 8 rounds, *Core Rulebook* 478).

Invigorating Feast ❖ (manipulate) **Requirements** The angheuvore is adjacent to a paralyzed, restrained, or unconscious creature, or a deceased creature that died in the

last hour; **Effect** The angheuvore feasts upon the creature, dealing their jaws Strike damage (basic Fortitude save); a corpse automatically critically fails with no save. If the target takes damage, the angheuvore gains 5 temporary Hit Points and a +10-foot circumstance bonus to their Speeds for 1 minute.

Paralysis (divine, incapacitation, necromancy) Any living creature hit by an angheuvore's jaws Strike must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save to end the condition at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

GURGIST

Humans that become mortics are known as gurgists. They retain their personalities and intelligence, but their bodies rot with every beat of their heart. Gurgists ceaselessly crave raw meat; consuming large quantities can slow, or even reverse, their body's putrefaction for a short time. A gurgist that refuses to consume raw meat rots to death.

Unlike other mortics, gurgists are capable of sating their hunger without resorting to depravity, making them more likely to be nonevil compared to other mortics. Most gurgists hunt and raise livestock for food—including animals many consider too dangerous to tame. To battle their constant hunger, many take up a single craft, hobby, or performing art to obsess over until the drive to create overcomes the urge to consume. Many study magic or medicine, researching methods to reverse their condition or suspend their putrescence. Others cling to religion, uttering prayers despite the pain and begging the gods to cleanse them of evil.

Nearly all gurgists are disgusted by their clumsy, rotting bodies. They shroud themselves in fine clothes and cover their faces with elaborate masks. Most consider their mask their true face.

GURGIST MAULER — CREATURE 6

RARE | N | MEDIUM | HUMAN | HUMANOID | MORTIC

Perception +14; darkvision

Languages Common, Necril

Skills Arcana +13, Athletics +17, Crafting +15, Deception +14, Medicine +12, Performance +12

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

Items composite shortbow (20 arrows), hide armor, *+1 maul*

Nourishing Feast The gurgist spends 1 hour consuming 1 Bulk of raw meat to reverse their body's putrescence. For 1 hour, the gurgist appears to be a pale, bloated human. They have an automatic result of 32 on Deception checks and DCs to pass as a non-mortic human. While under the effects of Nourishing Feast, Rotting Flesh ceases to function.

AC 23; **Fort** +14, **Ref** +12, **Will** +16

HP 120, negative healing (page 305); **Weaknesses** slashing 5

Consecration Vulnerability As angheuvore flesh-gnawer.

Rotting Flesh Any creature that hits the gurgist with an unarmed attack, tries to Grapple them, or otherwise touches the gurgist is covered with rotten flesh and putrid fluids. The creature must succeed at a DC 22 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 25 feet

Melee ❖ *maul* +18 (magical, shove), **Damage** 1d12+8 bludgeoning plus Knockdown (page 305)

Melee ❖ fist +17 (agile), **Damage** 1d8+8 bludgeoning

Ranged ❖ composite shortbow +14 (deadly d10, propulsive, range increment 60 feet), **Damage** 1d6+5 piercing

HOME SWEET HOME

Most gurgists are survivors from Roslar's Coffer or Vigil who fled together to Nirmathas or Ustalav, where they've since built their own insular communities. Some fled to Absalom but struggle to fit in; most camp in the Cairnlands or form gangs in the city's slums.



DEFYING DEATH

Lifeleechers are commonly formed when an orc tainted by the pollutants of the Gravelands falls in battle. As their ferocity overcomes them, they transform into mortics and continue the fight, drawing sustenance from the enemies that first laid them low.

Calculated Blow ◆◆ The gurgist makes a melee Strike, aiming for their target's weak points and taking their time to line up a precise blow. If this Strike hits, the gurgist deals an additional 1d8 precision damage, and the target must succeed at a DC 23 Fortitude save or become clumsy 2 for 1 minute.

Death Gasp As angheuvore flesh-gnawer, except up to 9 rounds.

Tackle ◆◆ The gurgist Strides twice and then attempts to Grapple a creature. On a success, the target is also knocked prone.

LIFELEECHER

Lifeleechers are mortic orcs with gray flesh, sharp claws, and protruding tusks. Resilient and strong, they devour the vital essence of their enemies, which heals their wounds and shackles those souls to the lifeleecher.

Many orcs believe lifeleechers are possessed by the spirits of fallen orc warriors too stubborn to die. Feared and revered, lifeleechers often rise to positions of power in their holds and battle on the front lines against the undead armies of the Whispering Tyrant.



LIFELEECHER BRAWLER CREATURE 8

RARE | CE | MEDIUM | HUMANOID | MORTIC | ORC

Perception +15; darkvision

Languages Common, Necril, Orc

Skills Athletics +18, Intimidation +16, Survival +15

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

Items breastplate, *+1 striking composite shortbow* (20 arrows)

AC 25; **Fort** +20, **Ref** +16, **Will** +13

HP 165, negative healing (page 305)

Consecration Vulnerability As angheuvore flesh-gnawer.

Mortic Ferocity ↻ As Ferocity (page 305), but the lifeleecher is also surrounded by visibly flickering fragments of the souls they've consumed, becoming concealed until the end of their next turn.

Soul Feast ↻ (divine, necromancy, negative) **Trigger** A creature adjacent to the lifeleecher dies; **Effect** The lifeleecher consumes a portion of the creature's soul, regaining 2d8 Hit Points.

Speed 25 feet

Melee ◆ tusk +20, **Damage** 2d6+6 piercing plus leech essence

Melee ◆ claw +20 (agile), **Damage** 2d8+6 slashing plus 1d6 persistent bleed

Ranged ◆ *composite shortbow* +19 (deadly d10, magical, propulsive, range increment 30 feet), **Damage** 2d6+3 piercing

Death Gasp As angheuvore flesh-gnawer, except up to 11 rounds.

Ghost Hunter The lifeleecher's tusks have the effects of the *ghost touch* property rune on attacks against incorporeal undead.

Leech Essence (divine, necromancy) When the lifeleecher damages a living or undead creature with their jaws Strike, they drain the target's life essence. The lifeleecher gains 5 temporary Hit Points that last for 1 minute, and the target must succeed at a DC 24 Fortitude save or become drained 1 if living, or stunned 1 if undead. If the target was already drained or stunned, the value of this condition instead increases by 1, to a maximum of 3.

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ETIOLING

When the primal spark of the First World nestled in a gnome's heart is engulfed in *Radiant Fire*, it fights back, pushing against death with riotous life and creating an etioling. Within their small frames, churning positive and negative energy fiercely battle for dominance, occasionally causing convulsions and babbling speech. This intense inner conflict warps an etioling's primal magic, transmogrifying it into an occult hybrid singular to these unfortunate mortics.

Nearly devoid of color, etiolings have vibrant eyes and pulsing green veins. Their bodies force the corrupting negative energy out through their pores, where it distills on their skin, covering them in a thin layer of ectoplasm and concentrated death. Around them, the world withers.

Incapable of focusing for long, etiolings are impulsive and moody, rapidly alternating between kindness, malice, and trickery. They forget themselves, their friends, and the things they once loved.

ETIOLING BLIGHTMAGE — CREATURE 10

RARE CN SMALL GNOME HUMANOID MORTIC

Perception +19; darkvision
Languages Common, Gnome, Necril, Sylvan
Skills Acrobatics +19, Deception +22, Diplomacy +22, Intimidation +22, Nature +19
Str +3, **Dex** +5, **Con** +3, **Int** +3, **Wis** +5, **Cha** +7

AC 29; **Fort** +19, **Ref** +21, **Will** +17
HP 150, negative healing (page 305)
Consecration Vulnerability As angheuvore flesh-gnawer.
Ectoplasmic Secretions (necromancy, occult) Any creature that hits the etioling with an unarmed attack, tries to Grapple them, or otherwise touches them becomes partially coated in ectoplasm. The creature takes 1d6 negative damage and must succeed at a DC 27 Reflex save or become enfeebled 2 until the ectoplasm is removed. The ectoplasm can be removed with a total of 3 Interact actions by the creature or creatures adjacent to the creature. These actions don't need to be consecutive or made by the same creature.
Ectoplasmic Shield ↷ (abjuration, occult) **Trigger** The etioling is the target of a physical ranged attack; **Effect** The etioling interposes a wave of ectoplasm between themself and the source of the ranged attack, giving them a +2 circumstance bonus to AC against the triggering attack. If the attack misses, the ectoplasm deflected it. The ectoplasm can't deflect unusually large or heavy ranged projectiles (such as boulders or ballista bolts).
Withering Aura (aura, necromancy, occult) 20 feet. The etioling drains nutrients from nearby plant and animal life. Each round a creature begins its turn in this aura, it takes 1d6 negative damage and must succeed at a DC 27 Fortitude save or become drained 1. All non-magical plant life in this aura instantly withers, removing any cover and concealment provided by trees and undergrowth.

Speed 25 feet
Melee ❖ corrupting touch +21 (agile, finesse, magical), **Damage** 2d12+6 negative
Occult Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *cloudkill*, *crushing despair*, *lightning bolt*, *synesthesia*; **4th** (4 slots) *dispel magic*, *freedom of movement*, *grim tendrils*, *phantasmal killer*; **3rd** (4 slots) *earthbind*, *false life*, *haste*, *wall of thorns*; **2nd** (4 slots) *blur*, *dispel magic*, *glitterdust*, *obscuring mist*; **1st** (4 slots) *bane*, *grease*, *ray of enfeeblement*, *ventriloquism*; **Cantrips (5th)** *acid splash*, *dancing lights*, *electric arc*, *ghost sound*, *prestidigitation*
Death Gasp As angheuvore flesh-gnawer, except up to 8 rounds, and the etioling gains the incorporeal trait, a fly Speed of 25 feet, resistance 10 to all damage (except force, *ghost touch*, or positive; double this resistance vs. non-magical) while they hold their breath. They can't cast spells during this time.



OTHER MORTICS

The mortics presented here are four of the most prevalent variations. Others—such as relictner dwarves, shadern goblins, and jitterbone halflings—are also common.



The Void Mosasaur

Slowly swimming the boundless seas of the Plane of Water, the Void Mosasaur has become legend to that plane's inhabitants. The creature is ancient, marked with massive gouges and scars, eyes entirely clouded with cataracts, and with a metabolism so slowed that days pass between its heartbeats. Its gullet is so vast that elemental creatures have built permanent homes inside it, using remnants of shipwrecks. Some of these shipwrecks are quite curious, appearing to have come from other planes entirely, and suggesting the Void Mosasaur plied other waters over the course of its extensive life.

Mosasaur

The massive swimming reptiles called mosasaurs thrash their powerful tails to propel them after prey. Four articulated, webbed paddles let them precisely steer their paths, and their hinged jaws—much like a snake's—allow mosasaurs to swallow larger creatures than their size would indicate. A small set of secondary pterygoid jaws in their gullets pull in their meals for more efficient digestion. As air breathers, mosasaurs must stay near the surface of the water, competing for food with whales. This proximity to the surface means they often capsize small boats, feasting on the crew members who fall out.

Platecarpus

The mid-sized platecarpuses are the most common type of mosasaur. They're typically 15 feet long, but larger specimens can grow up to 20 feet. The larger varieties sometimes eat Medium humanoids, but most stick to smaller fare.

Platecarpus — Creature 3

N Large Animal

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Athletics +10, Stealth +11
Str +5, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** –2
Deep Breath A platecarpus can hold its breath for 2 hours.

AC 19; **Fort** +10, **Ref** +11, **Will** +7
HP 46

Speed 5 feet, swim 35 feet
Melee ❖ jaws +12, **Damage** 1d12+5 piercing plus Grab
Aquatic Drag ❖ **Requirements** The platecarpus has a creature grabbed; **Effect** The platecarpus Swims up to half its Speed, carrying the grabbed creature with it.
Strafing Chomp ❖ The platecarpus Swims up to its Speed, making one jaws Strike at any point along the way. The Strike deals half damage.
Swallow Whole ❖ (attack) Medium, 1d6+2 bludgeoning, Rupture 10

Tylosaurus

Though large in size—sometimes exceeding 40 feet—tylosauruses have sleek bodies and long, narrow snouts. Few creatures compete with them in their environment, as most other aquatic giants reside in deeper water.

Tylosaurus — Creature 8

N Gargantuan Animal

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +19, Stealth +19
Str +7, **Dex** +5, **Con** +5, **Int** –4, **Wis** +4, **Cha** –2
Deep Breath As platecarpus.

AC 27; **Fort** +17, **Ref** +19, **Will** +14
HP 137

Speed 5 feet, swim 80 feet
Melee ❖ jaws +21, **Damage** 2d12+10 piercing plus Improved Grab
Melee ❖ tail +19, **Damage** 2d6+10 bludgeoning
Aquatic Drag ❖ As platecarpus.
Swallow Whole ❖ (attack) Large, 2d6+5 bludgeoning, Rupture 18
Vicious Strafe ❖❖ The tylosaurus Swims up to its Speed. It can make one jaws Strike and one tail Strike at any points during its movement, each attacking a different target.

Mothman

Little is known of the strange creatures known as mothmen, save that when they make themselves known, calamity is sure to follow. The mothman sees themself as an agent of fate—provided such fate is devastating and destructive. Often, those who encounter a mothman never recall the meeting, yet live on to unknowingly pursue and enable the creature's obscure plans.

The name "mothmen" is, of course, not these creatures' own name for themselves, but an appellation granted by the fearful who glimpse them and tell harrowing tales of their sightings. They each keep their own names, or a collection for use in different situations, yet have no need for a collective word for their kind.

MOTHMAN — CREATURE 7

RARE | CN | MEDIUM | ABERRATION

Perception +15; darkvision

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

Skills Acrobatics +16, Nature +13, Occultism +15, Society +13, Stealth +16

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

AC 26; **Fort** +13, **Ref** +18, **Will** +15

HP 90

Portentous Gaze (aura, emotion, enchantment, fear, mental, occult, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 25 Will save. A creature that fails is frightened 1 (or frightened 2 on a critical failure) The mothman can deactivate or activate this aura with a single action, which has the concentrate trait.

Speed 25 feet, fly 50 feet

Melee ❖ claw +16 (agile, finesse); **Damage** 2d8+4 slashing

Occult Innate Spells DC 25, attack +17; **4th** *invisibility, modify memory, nightmare, phantasmal killer, suggestion*; **3rd** *illusory creature, mind reading*; **2nd** *illusory object, misdirection*; **Cantrips (4th)** *daze, ghost sound, read aura*

Agent of Fate ❖❖❖ (primal) **Frequency** once per day; **Effect** The mothman casts any spell of 5th level or lower that normally takes 2 or fewer actions to cast, whether they have those spells in their innate spells or not. They can use this ability only if doing so steers the flow of fate in its proper course toward a disaster or otherwise significantly memorable event. What the proper flow of fate entails is determined by the GM, but some examples include casting *illusory scene* to coax someone to a portentous location, casting *sending* to deliver an important message to someone the exact moment they need to hear it, or casting *rusting grasp* to weaken a structure and cause some necessary calamity.

Focus Gaze ❖ (concentrate, emotion, enchantment, fear, mental, occult, visual) The mothman fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Will save against the mothman's portentous gaze. If the creature is already frightened when it attempts this save, on a failure it becomes stupefied 1 for 24 hours in addition to the frightened effect. After attempting its save, the creature is then temporarily immune for 1 minute.

THE RED BISHOP

Primary among mothmen on Golarion is the Red Bishop, a priest of Pazuzu whose mysterious plans for the small town of Sandpoint in Varisia hinge on the collection and manipulation of adventuring groups. The Red Bishop seeks to cultivate a group that will someday, albeit unknowingly, serve as a final catalyst to unleash a devastating, hidden plot upon the region.



A LIGHT IN THE DARKNESS

Munavris can play an important role in Darklands adventures, acting as allies in an environment where shelter and supplies are hard to come by.

Munavri

Although the subterranean Darklands are known for their cruel and domineering civilizations—led by fiend-worshipping drow, urdefhans, and others—that dwell within those sinister caverns, not every such subterranean society is ruled that way. Munavris are perhaps the best example of a people that tend to treat new arrivals to their Darklands territories with good temper, fairness, and respect.

These humanoids are the descendants of humans who survived the world-ending cataclysm called Earthfall—mariners who were abducted by alghollthus and dragged down through the ocean depths until they emerged on the other side of the seafloor, amid the Sightless Sea in the lightless realm of Orv.

Gradually, munavris' bodies adapted to their new home: they lost the pigments in their hair and skin, developed highly sensitive vision, and began to demonstrate telekinetic powers. These early munavris eventually settled on a mysterious archipelago of jade islands—mystical green landforms that seemed to resonate with strange, psychic energies that repelled their alghollthu captors. Safe from their abductors and nurtured by the strange powers of their jade islands, munavris have remained free to hone their telekinetic abilities into substantial psychic prowess.

Every munavri has the ability to concentrate psychic energy upon an object to immediately ascertain what it is and how it works. Such natural intuition doesn't come easily, though; using this power requires the munavri to expend a large portion of their limited psychic energy. Sleep is the only way for a munavri to replenish this psychic well.

Today, nearly all munavris dwell on these islands and ply the waters of the Sightless Sea. Their predominant culture promotes nobility of both deed and heart, and many munavri dedicate their lives to waging war against those who sew discord in the Darklands.



MUNAVRI SPELLBLADE — CREATURE 2

RARE NG MEDIUM HUMANOID MUNAVRI

Perception +7; darkvision

Languages Munavri, Undercommon; telepathy 30 feet (munavris only, page 306)

Skills Athletics +8, Deception +7, Occultism +6, Stealth +4

Str +4, **Dex** +0, **Con** +2, **Int** +0, **Wis** +1, **Cha** +3

Items bastard sword, breastplate

Light Blindness (page 305)

AC 18; **Fort** +8, **Ref** +6, **Will** +7

HP 28; **Resistances** mental 2

Speed 20 feet

Melee ❖ bastard sword +8 (two-hand d12), **Damage** 1d8+4 slashing

Occult Spontaneous Spells DC 17, attack +9; **1st** *mindlink*, *phantom pain*, *soothe*; **Cantrips (1st)** *daze*, *message*, *shield*, *telekinetic projectile*

Intuit Object ❖❖ (concentrate, divination, occult) **Frequency** once per day; **Effect** By concentrating their psychic energy on a held object, the munavri intuits its use and understands how to effectively wield it. The munavri chooses one item they are holding. They gain the trained proficiency rank in one statistic required to use that item, but only for the purpose of using that specific item. For example, they could become trained in greatswords (to use a specific greatsword) or Acrobatics (to use a *jade cat* talisman). This benefit lasts for 1 hour.

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Myceloid

The ambulatory fungus creatures called myceloids are notorious for spreading deadly purple pox, controlling creatures' minds, and devouring humanoid flesh. For a myceloid colony, any battle with humanoids is cause for excitement, as this new fodder presents so many delicious possibilities.

Myceloids consider humanoids to have an ideal life cycle of four simple steps. During childhood, they wander naive and afraid, unaware of myceloid colonies. In adulthood, humanoids discover their true purpose as they taste purple pox and become enslaved by the myceloids' spores. Next, they die, giving rise to a new myceloid. They're then sent on to the afterlife upon becoming a myceloid meal. Eating humanoid flesh is not a necessity—a myceloid can survive on any decaying matter—but it's certainly a pleasure.

Myceloids rarely make alliances, but when they do, they invite their new allies to share a meal to seal the pact. Few outsiders appreciate this hospitality.

Most myceloids have deep purple caps studded with off-white lumps. Their necks and bodies bear resemblance to the stipes of tough, leathery fungi. Smaller mushrooms often grow on a myceloid's body, which the creatures view as either adornments or particularly convenient snacks. They stand roughly as tall as a dwarf, with comparably stout builds.

Myceloid — Creature 4

NE MEDIUM FUNGUS

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Undercommon; telepathy 100 feet (myceloids and those afflicted by purple pox only; page 306)

Skills Stealth +11, Survival +10

Str +4, **Dex** +3, **Con** +4, **Int** –1, **Wis** +2, **Cha** +0

AC 20; **Fort** +14, **Ref** +9, **Will** +10

HP 70; **Weaknesses** slashing 5

Spore Pop If a myceloid is reduced to 0 HP by a critical hit, it pops, forcing it to immediately Emit Spores, even if it has already used the ability that day.

Speed 20 feet

Melee ❖ fist +14, **Damage** 2d6+4 bludgeoning plus purple pox

Emit Spores ❖ **Frequency** once per day; **Effect** The myceloid expels spores in a 10-foot burst centered on a corner of its own space. This cloud lasts until the start of the myceloid's next turn. Each creature that is in the cloud or enters it is exposed to purple pox.

Purple Pox (disease) Myceloids are immune; **Saving Throw** DC 20 Fortitude; **Onset** 1 minute; **Stage 1** 2d6 poison damage and stupefied 1 (1 day); **Stage 2** 6d6 poison damage, stupefied 3, and the creature is compelled to seek out the nearest myceloid colony–this compulsion is a mental emotion effect (1 day); **Stage 3** The creature dies. Over 24 hours, its corpse becomes bloated and bursts, releasing a new, fully grown myceloid.

Spore Domination ❖❖ (emotion, enchantment, incapacitation, mental, primal) The myceloid targets one creature affected by purple pox within 60 feet. That creature must attempt a DC 22 Will save. It is then temporarily immune to spore domination for 10 minutes.

Critical Success The target is unaffected.

Success Until the end of its next turn, the target is helpful to myceloids and can't take hostile actions against them.

Failure As success, but for 1 minute.

Critical Failure As success, but until the purple pox is cured.

Table Manners

Myceloids eat communal meals consisting of a series of corpses, beginning with creatures they killed in combat, followed by any that died in service while enslaved with spore domination. As they dine, they offer tasting notes, claiming they can taste intangibles like innocence or despair. They save any creature that died from purple pox as dessert. The new myceloid birthed from the corpse gets the first slice!



Nagajor

On Golarion, nagaji are native to the tropical wilds of Nagajor in southern Tian Xia. Despite the ostensible overarching governance of the First Mother, Nagajor is no monolith—its many territories vary as widely as the naga matriarchs who rule them, ranging from despotic fiefdoms to lush utopias.

Nagaji

Nagaji are brawny bipeds with humanoid figures and serpentine heads. Their bodies are covered in tightly layered scales that range in color from green to brown, and almost all nagaji have a colorful ridge along their head and back. Ophidian eyes lend nagaji an imperious visage, with irises that span every color of the rainbow.

Nagaji physiology varies somewhat. Some possess vestigial tails, while others have sharp claws, and some even sport impressive fangs that can inject a simple venom. Like snakes, nagaji are cold-blooded and reproduce by laying eggs; as a result, nagaji territories rarely overlap with those of mammalian humanoids, since their environmental needs diverge so widely. They're a hardy and strong people, but their close ties to nagas mean many have the potential for powerful magic, as well.



Long ago, the naga goddess Nalinivati created the first nagaji as the backbone of a society that respected nagas. But the nagaji were never mindless vassals, and the goddess gifted them with free will. Many nagaji willingly serve nagas to this day, honoring some as outright divinities. While outsiders might regard nagaji initially as brainwashed servants, nagaji dispute this claim. Of course there are evil and unfair naga overlords, but there are just as many fair and just naga rulers, and nagaji history remembers various rebellions and revolutions when a matriarch overstepped her bounds to support a new naga's claims of rulership. Nagaji accurately note that their long history with nagas is no simple matter and claim that the partnership goes both ways: nagas rely as much on nagaji for the running of their empires as nagaji rely on nagas to lead their people to prosperity.

Although nagaji might be encountered in diverse cities and urban centers, their communities are concentrated in environments that suit their biology, namely jungles and tropical forests. Where many species would languish in the heat and humidity, nagaji bask in the warmth and thrive.

Nagaji Soldier — Creature 2

N | Medium | Humanoid | Nagaji

Perception +8; low-light vision

Languages Common, Draconic

Skills Athletics +8, Intimidation +5, Nature +6 (+8 to Command an Animal that is a reptile)

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

Items leather armor, longbow (with 20 arrows), ranseur

AC 18; **Fort** +9, **Ref** +7, **Will** +6

HP 28; **Resistances** poison 2

Attack of Opportunity ↷ (page 304)

Speed 25 feet

Melee ❖ ranseur +10 (disarm, reach 10 feet), **Damage** 1d10+4 piercing

Ranged ❖ longbow +7 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

Slough Toxins ❖ **Frequency** once per round; **Requirements** The nagaji is afflicted with a poison; **Effect** The nagaji accelerates their metabolism. They roll a saving throw against the affliction with a +2 circumstance bonus. If they must attempt an ongoing save against the same poison at the end of their turn, they also get a +2 circumstance bonus to that save.

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Namorrodor

Namorrodor stalk the night, craving the flesh of the living. Though they dwell on the Shadow Plane, the shadowy substances of that plane offer them only the barest sustenance, and they forever seek to cross over onto the Material Plane—yet they can make this journey only on the eve of a death, and only in a place where their plane overlaps the Material. When they manage to make the leap between planes, a shooting star marks their passage.

Attracted by the smell of cooking meat but particularly vulnerable to flame, a namorrodor's most common meal is a traveler who has strayed from their campfire. Unattended babies are a treat so delectable, however, that a namorrodor will risk an encounter with dreaded fire if it spies an opportunity to snatch one.

A namorrodor's skin is torn and loose over jutting bones, through which the wind whistles with a distinctive, eerie tone. Able to change between a quadrupedal and bipedal stance, the namorrodor is an admirable hunter.

NAMORRODOR CREATURE 5

CE MEDIUM SHADOW UNDEAD

Perception +11; darkvision, lifesense 30 feet (page 305)
Skills Acrobatics +12, Athletics +13, Stealth +14, Survival +11
Str +4, **Dex** +5, **Con** +3, **Int** +3, **Wis** +2, **Cha** +0
Interplanar Lifesense While the namorrodor is on the Shadow Plane, its lifesense extends to the Material Plane as a vague sense with a 100-foot range.

AC 22; **Fort** +12, **Ref** +14, **Will** +11
HP 85; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** positive 5, fire 5

Whistling Bones (auditory, aura, emotion, fear, mental) 30 feet. Wind whistles through the namorrodor's jutting bones with an eerie tone. A creature entering or beginning its turn in the area must attempt a DC 19 Will save, becoming frightened 1 on a failure (frightened 2 on a critical failure). A creature can't reduce its frightened condition below 1 as long as it's in the aura.

Material Leap ↷ (conjuration, teleportation) **Requirements** The namorrodor is on the Shadow Plane; **Trigger** A creature the namorrodor can sense with its lifesense on the Material Plane dies; **Effect** The namorrodor leaps between planes, appearing on the Material Plane within 100 feet of the triggering creature. It remains on the Material Plane for 24 hours, after which it is recalled to its original location on the Shadow Plane.

Speed 40 feet
Melee ❖ jaws +15, **Damage** 2d8+6 piercing
Melee ❖ claw +15 (agile), **Damage** 2d6+6 piercing plus Grab
Ranged ❖ spit +14 (range 30 feet), **Damage** 1d8+6 bludgeoning
Bounding Sprint ❖❖ **Requirements** The namorrodor has nothing in its hands; **Effect** The namorrodor bounds forward, using four limbs for an extra burst of speed. It Strides twice and makes a single melee Strike at the end of its movement.

NIGHT STALKERS

Since living on the Shadow Plane gives them easy access to broad areas of the Material Plane, tales of namorrodors are told all over the world, from the Storval Plateau's river gorges to the Bandu Hills in northwestern Vidrian, Casmaron's Windswept Wastes, and the river dividing Hongal from the Shaguang desert in Tian Xia. Their names vary, but reports of shooting stars heralding their arrival and their eerie whistling auras are remarkably consistent.





Narwhals as Mounts

Some aquatic or amphibious beings capture narwhals for use as mounts, making use of their speed, endurance, and tusk attack. As narwhals are simple animals, they serve riders as varied as locathahs, sea devils, sea hags, and tritons.

Narwhal

Narwhals are mid-sized whales known for the long tusk that grows from their nose. The tusk, forming from a protruding canine tooth, appears primarily on males and can grow up to 10 feet in length over the course of an adult narwhal's life. In addition to helping the narwhal attract mates (much like a peacock's feathers), the tusk can serve as a weapon.

Like dolphins, narwhals communicate via clicks and whistles, and they use sound to navigate and hunt. They congregate in groups of five to 10, except in the summer when they gather in the hundreds. Adult narwhals are typically 13–18 feet long (not counting the tusk) and weigh 1,500–3,500 pounds.

The similarities between a narwhal's tusk and a unicorn's horn have led to the narwhals' nickname of "sea unicorns," but the narwhal's tusk is not made of the same highly sought material. Legends surrounding narwhals have nevertheless attributed magical characteristics to these remarkable tusks, such as neutralizing poison. Collectors and artisans also value the tusks as an elegant crafting material useful for carvings and other works of art.

Narwhal — Creature 3

N Large Animal Aquatic

Perception +10; aquatic echolocation 120 feet, low-light vision (page 305)
Skills Athletics +10
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0
Aquatic Echolocation A narwhal can use its hearing as a precise sense at the listed range, but only underwater.
Deep Breath A narwhal can hold its breath for 30 minutes.

AC 18; **Fort** +9, **Ref** +10, **Will** +8
HP 50; **Resistances** cold 5

Speed swim 60 feet
Melee ❖ tusk +12 (reach 10 feet), **Damage** 1d10+5 piercing
Melee ❖ jaws +12, **Damage** 1d8+5 piercing
Impaling Charge ❖❖ The narwhal Swims twice and makes a tusk Strike. If it moved at least 20 feet from its starting position, the narwhal deals an extra 1d10 damage on this Strike. A target damaged by Impaling Charge is grabbed until the start of the narwhal's next turn unless it Escapes before then (DC 20). The narwhal can't Grapple to extend the duration of this grab.



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Nemhaith

This undead guardian stands amid a whirling swarm of shackled spirits that rage against their fate. Bound by a profane necromantic ritual, a nemhaith and its servitors maintain watch over an object or place so important they embraced undeath to guard it. This ritual binds connected beings—friends, family, fellow worshippers, or even sacrificed innocents—to form a single nemhaith.

Most nemhaiths were, in life, priests or protectors who sought immortality to protect the temple they served or guard an important landmark. Others follow an endless and even impossible quest beyond the bounds of life and death. A nemhaith is not always evil at first, but the inherent evil and violence of a nemhaith's existence inevitably darkens even the brightest light.

Captive Spirits

The ritual to form a nemhaith doesn't require consent from its spirits, which might come as a shocking betrayal. A nemhaith can grow more powerful as living creatures drained of life by its touch join its coterie of spirits.

NEMHAITH — CREATURE 15

UNCOMMON | NE | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD

Perception +31; darkvision

Languages Common; telepathy 100 feet (page 306)

Skills Deception +27, Diplomacy +27, Dwelling Lore +25, Intimidation +29, Religion +31, Stealth +29

Str –5, **Dex** +6, **Con** +0, **Int** +4, **Wis** +8, **Cha** +6

Site Bound The nemhaith is bound to a place or large stationary object and can't venture more than 500 feet from this focus.

AC 36; **Fort** +23, **Ref** +27, **Will** +29

HP 255, negative healing (page 305), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Bound Spirits (aura, divine, necromancy, negative) 10 feet, 4d6 negative, DC 36 basic Fortitude

Rejuvenation (divine, necromancy) Destroying the ritual object or place used in the nemhaith's creation destroys the nemhaith, freeing its bound spirits to move on to the afterlife.

Speed fly 40 feet

Melee ❖ spirit tendril +29 (agile, finesse, magical), **Damage** 3d10+14 negative plus drain life

Ranged ❖ spirit dart +29 (agile, magical, range 100 feet), **Damage** 3d8+14 negative plus drain life

Divine Innate Spells DC 36, attack +28; **8th** *finger of death* (×3), *harm* (×3), *wall of force*

Drain Life (divine, necromancy) When the nemhaith damages a living creature with its spirit tendril Strike, the creature must succeed at a DC 36 Fortitude save or become drained 2. Further damage dealt by the nemhaith increases the condition value by 1 on a failed save, to a maximum of drained 4.

Rage of Spirits ❖❖ The nemhaith's bound spirits rage and smash everything in a 30-foot emanation. Creatures in this area take 4d6 sonic damage and 4d6 negative damage (DC 36 basic Fortitude save).

Throw Spirits ❖ The nemhaith directs its bound spirits as a group to move up to 1 mile away (they have a fly Speed of 60 feet). The nemhaith can see and hear through the thrown spirits, but it loses its aura and can't use its spirit dart ranged Strike or Rage of Spirits. The nemhaith regains these abilities when the spirits return to the nemhaith's space.



Emotion Eaters

Nightgaunts feed on emotions via touch, preferring unique cocktails formed of conflicting emotions, especially despair, horror, or nervous laughter. Such feeding has little lasting impact on their food source, but a nightgaunt can only feed on a given creature once. As a result, they tend to satiate themselves before seeking out another food source.

Nightgaunt

Nightgaunts dwell in dreams, lurking in wait to spirit away the unwary dreamer. Once connected to such a being, the nightgaunt feeds upon the mortal's emotions before abandoning them—often in places they might never wake from.

A nightgaunt appears as a bony humanoid with inky black skin, batlike wings, a long sinuous tail, and demonic horns atop a skull that lacks any face or features. Most nightgaunts have little interest in anything other than sating their hunger for emotions. They find the art of inducing nightmares to be a surefire way to feast, but they're even more adept at tormenting their victims to awful extremes through tickling while carrying them at precarious heights.

Nightgaunts often gather in vast colonies in the Dreamlands, where they entertain each other by sharing emotion-memories of their meals through strange caresses. These colonies pose great danger to any adventurer foolish enough to approach.

When conjured forth into other worlds, they serve only grudgingly, often working as hard to find a way to escape servitude and feed on their conjurer's emotions as they do on the task they've been compelled to perform.



Nightgaunt — Creature 4

UNCOMMON | CN | MEDIUM | ABERRATION | DREAM

Perception +10; darkvision, thoughtsense (precise) 60 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +11, Athletics +13, Stealth +11

Str +5, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** +0

Thoughtsense (divination, mental, occult) A nightgaunt senses all non-mindless creatures at the listed range.

AC 21, all-around vision; **Fort** +10, **Ref** +13, **Will** +10

HP 60; **Resistances** cold 5

Faceless The nightgaunt has no face, but it can still see in all directions as if its entire body were an eye. It has no need to breathe, and it is immune to all inhaled toxins and other olfactory effects.

Attack of Opportunity ↻ (page 304) Tail only.

Speed 25 feet, fly 30 feet

Melee ❖ claw +13 (agile), **Damage** 2d6+7 plus Grab (page 305)

Melee ❖ tail +13 (agile, reach 10 feet), **Effect** tickle

Clutches A nightgaunt can Fly at full Speed while it has a Medium or smaller creature grabbed or restrained in its claws, carrying that creature along with it.

Tickle The nightgaunt can use its tail to tickle a foe with horrible efficiency. A creature hit by its tail Strike must attempt a DC 21 Fortitude save; if the creature is grabbed by the nightgaunt, it uses the outcome one degree of success worse than the result it rolled.

Critical Success The creature is unaffected and is temporarily immune for 1 minute.

Success The creature is overcome with laughter and can't perform reactions for 1 round.

Failure As success, and the creature is sickened 1.

Critical Failure As success, and the creature is sickened 2 and can't speak for 1 round.

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Nightmarchers

While smooth roads remain a traveler's blessing, walking them after sunset risks nightmarcher attack. The ringing of conch shells and beating of drums herald the coming of these spirits as they walk the royal highways, unfettered by walls or barriers.

Nightmarchers react violently to those in their path. If a bystander is fortunate, an ancestor's spirit might call out to spare them. Those who refuse to show proper deference might be reduced to little more than ash on the wind come sunrise.

NIGHTMARCHERS — CREATURE 14

LN GARGANTUAN INCORPOREAL SPIRIT TROOP UNDEAD

Perception +27; darkvision, kinsense

Languages Common

Skills Athletics +25, Religion +27, Warfare Lore +27

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

Kinsense (detection, divination, divine) Nightmarchers can detect creatures who are their kin, whether by blood or bond, as an imprecise sense. If they focus their senses on a creature by Seeking, they learn whether they are related to that creature, and how.

AC 30; **Fort** +24, **Ref** +19, **Will** +25

HP 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** death effects, disease, paralyzed, poison, precision, sleep; **Weaknesses** area damage 20, splash damage 10; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, auditory, emotion, fear, mental) 90 feet, DC 31 (page 305)

Troop Defenses (page 306)

Speed 25 feet; *air walk*, troop movement

Divine Innate Spells DC 31; **Constant (4th)** *air walk*

Blazing Admonition ❖❖ (divine, evocation, fire, visual) Heat scorches those who lay eyes on the nightmarchers. All creatures in a 60-foot cone take 15d6 fire damage (DC 34 basic Reflex save). Prone creatures and the nightmarchers' kin are unaffected as long as they have not taken a hostile action against the nightmarchers. The nightmarchers can't use Blazing Admonition for 1d4 rounds.

Form Up ❖ (page 305)

Missile Volley ❖❖ The nightmarchers fling a hail of spears and stones, dealing 5d6+9 bludgeoning or piercing damage to creatures in a 10-foot burst within 20 feet (DC 31 basic Reflex save). When the nightmarchers are reduced to 8 or fewer squares, this decreases to a 5-foot burst.

Striking Koa ❖ to ❖❖❖ **Frequency** once per round; **Effect** The troop attacks with spears, clubs, and leiomano against enemies within 5 feet (DC 33 basic Reflex save) for their choice of bludgeoning, piercing, or slashing damage depending on the number of actions.

❖ 2d6+2 slashing damage

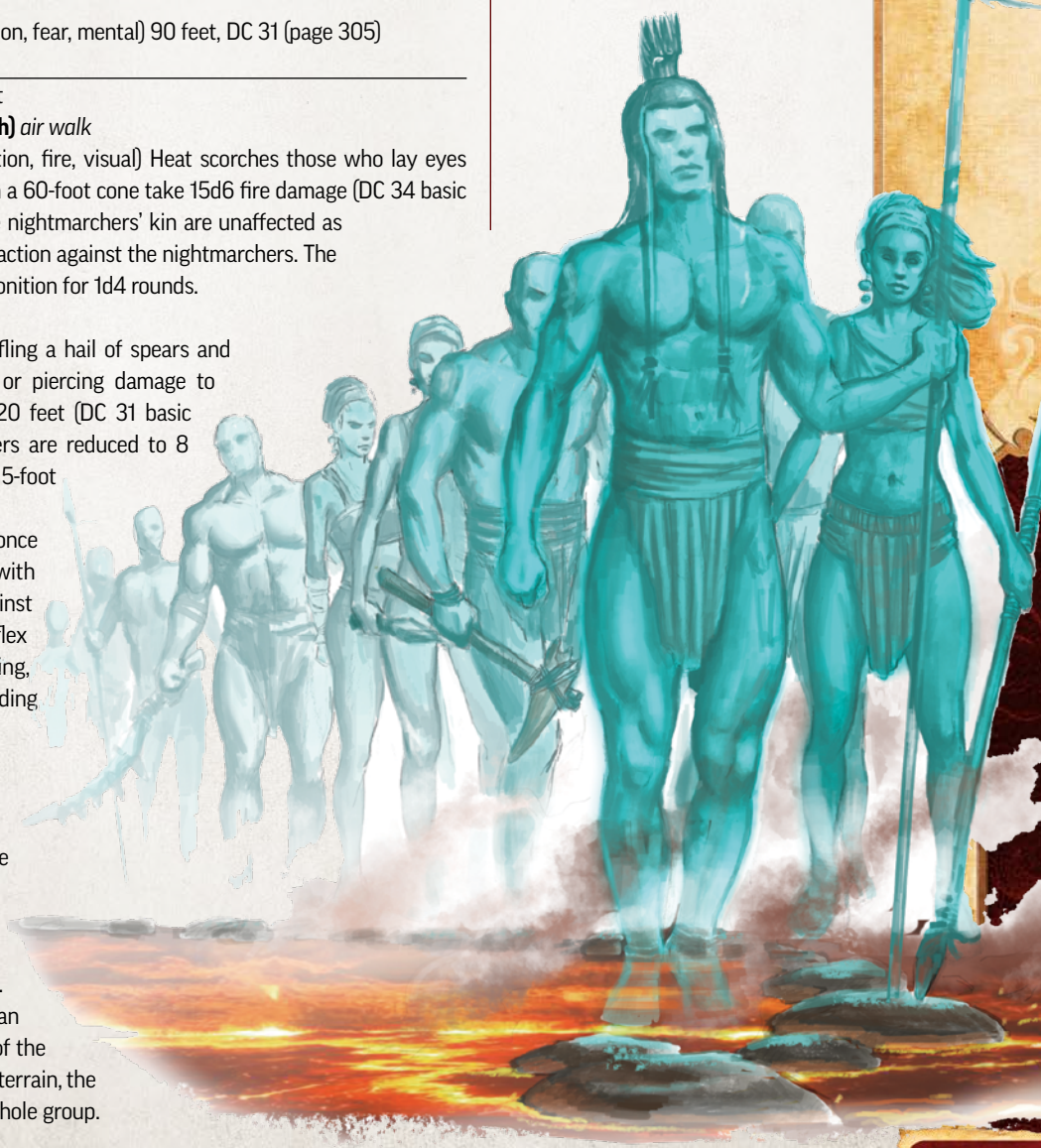
❖❖ 4d6+12 slashing damage

❖❖❖ 6d6+12 slashing damage

Troop Movement Whenever the nightmarchers Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move. This works just like a Gargantuan creature moving; for instance, if any of the nightmarchers' squares enter difficult terrain, the extra movement cost applies to the whole group.

AVOIDANCE AND DEFERENCE

True to their name, nightmarchers tend to walk royal highways only after nightfall, making daytime travel safer. While they can traverse virtually any barrier, they can't cross ti leaves or similar sacred plants. If one finds themself in nightmarchers' presence, the last recourse is to show proper deference by lying flat on the ground with eyes shut—if one hears a ghostly voice call out to claim them, it means that an ancestor is present among the nightmarchers and has directed the procession to spare the bystander from harm.



Strong Emotions

While lampads are ever vigilant in their assigned tasks, they're known to become lonely and forlorn, as the majority of underground denizens make poor company. True companionship and conversation are among the few things that can keep a moody lampad from sporadically weeping, though like most creatures they find such tears cathartic, feeling better for a time after a good cry.

Nymph

Nymphs are fey guardians of nature possessed of great beauty and forms that meld breathtaking humanoid features with the natural elements they guard. Nymph queens are powerful nymphs who rule over and protect a much greater territory of untouched wilderness. For instance, a lampad might guard a beautiful underground cavern, but a lampad queen might call an entire system of caves their domain.

Lampad

Lampads protect dark, hidden places underground. Not only do they defend subterranean caverns from threats, but they also safeguard well-meaning innocents from the dangers that lurk below the surface. Lampads are so-named for the wisps of magic light they often carry, guiding the lost to safety while luring threats to their doom. Lampads' mercurial nature makes their reactions difficult to predict, though they rarely demonstrate outright malice without sufficient provocation.



Lampad — Creature 5

CN Medium Earth Fey Nymph

Perception +12; darkvision

Languages Aklo, Common, Sylvan, Undercommon

Skills Acrobatics +12, Athletics +9, Diplomacy +14, Nature +10, Occultism +11, Performance +14, Society +9, Stealth +12

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

AC 22; **Fort** +11, **Ref** +14, **Will** +12

HP 85; **Weaknesses** cold iron 5

Cavern Dependent A lampad is mystically bonded to a single cavern or other self-contained underground area and must remain within 300 feet of it. If they move beyond that range, they become sickened 1 and are unable to recover. They must attempt a DC 19 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, they become drained 1, with this value increasing by 1 every additional 24 hours. A lampad can perform a 24-hour ritual to bond to a new cavern.

Speed 25 feet, climb 25 feet (on stone only)

Melee ❖ earthen fist +14 (agile, finesse), **Damage** 2d10+2 bludgeoning

Ranged ❖ light wisp +14 (magical, range increment 30 feet), **Damage** 1d8+2 mental plus 1d6 fire and 1d6 positive

Primal Innate Spells DC 22; **4th** *shape stone*; **3rd** *meld into stone* (at will), *pummeling rubble*[APG]; **2nd** *faerie fire*, *heal*; **Cantrips (4th)** *dancing lights*

Weep ❖ (auditory, emotion, enchantment, mental, primal) **Frequency** once per round; **Effect** The lampad begins a heart-wrenching fit of weeping, inspiring sympathetic sobbing in nearby creatures. Each non-lampad creature within 30 feet who hears the lampad's weeping must succeed at a DC 20 Will save or be unable to use reactions for 1 round and slowed 1 on its next turn as it sobs uncontrollably.

Hesperid

Hesperides are nymphs of sunset, guardians of the colorful golden hues of the setting sun. They live on remote islands, isolated coastal cliffsides, and hidden valleys, all places where the sunset's golden glow can have the strongest effect. Hesperides manipulate sunlight with dancelike motions, allowing them to create graceful ribbons of light at close range and searing rays at a distance. Due to their connection to the beauty of the daily cycle of the setting sun, hesperides feel a satisfaction from methodical routine that can feel alien to wilder, more chaotic fey.

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HESPERID

CREATURE 9

LN MEDIUM FEY LIGHT NYMPH

Perception +19; low-light vision

Languages Common, Sylvan, Utopian

Skills Acrobatics +19, Athletics +11, Deception +19, Diplomacy +21, Intimidation +19, Nature +19, Performance +21, Society +17, Stealth +17

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

AC 28; **Fort** +15, **Ref** +21, **Will** +19

HP 175; **Weaknesses** cold iron 10

Sunset Dependent A hesperid is mystically bonded to a single remote location with a good view of the sunset–usually an island, coastal cliff, or valley. If they aren't at that location and able to see the sky at sunset on any given day, they become drained 1, increasing the value by 1 for each missed sunset and reducing by 1 only when they see the sunset. A hesperid can perform a 24-hour ritual to bond to a new location.

Speed 30 feet, fly 60 feet

Melee ❖ sunset ribbon +21 (agile, finesse), **Damage** 2d10+6 slashing plus 1d6 fire and 1d6 positive

Ranged ❖ sunset ray +21 (magical, range increment 60 feet), **Damage** 2d12+6 fire plus 1d6 positive

Primal Innate Spells DC 28, attack +20; **5th** *heal*, *searing light*; **2nd** *faerie fire*; **1st** *illusory disguise* (×3); **Cantrips (5th)** *dancing lights, light*

Create Golden Apple ❖❖ (primal, transmutation) While the hesperid is within their bonded location, they can spin golden light around an object they're holding of up to 20 cubic feet in volume and up to 80 Bulk. Doing so condenses the object into a magic apple made of golden light with light Bulk. The golden apple reverts back to its original shape after a full day away from the hesperid's bonded location, or when the hesperid spends a single action (which has the concentrate trait) to end the effect.

LAMPAD QUEEN

Lampad queens are capricious monarchs and protectors of vast underground domains, regarded in ballads and tales as allies and foes, monsters and muses. Lampad queens have a particular animosity for the many predominantly evil underground ancestries, such as drow and duergar, and they are particularly fond of bats. Many lampad queens have nykteras (page 254) as favored attendants.

LAMPAD QUEEN

CREATURE 15

UNCOMMON CN MEDIUM EARTH FEY NYMPH

Perception +27; darkvision

Languages Aklo, Common, Sylvan, Terran, Undercommon; *stone tell*

Skills Acrobatics +27, Athletics +28, Deception +31, Diplomacy +33, Intimidation +33, Nature +27, Occultism +27, Performance +29, Society +25, Stealth +27

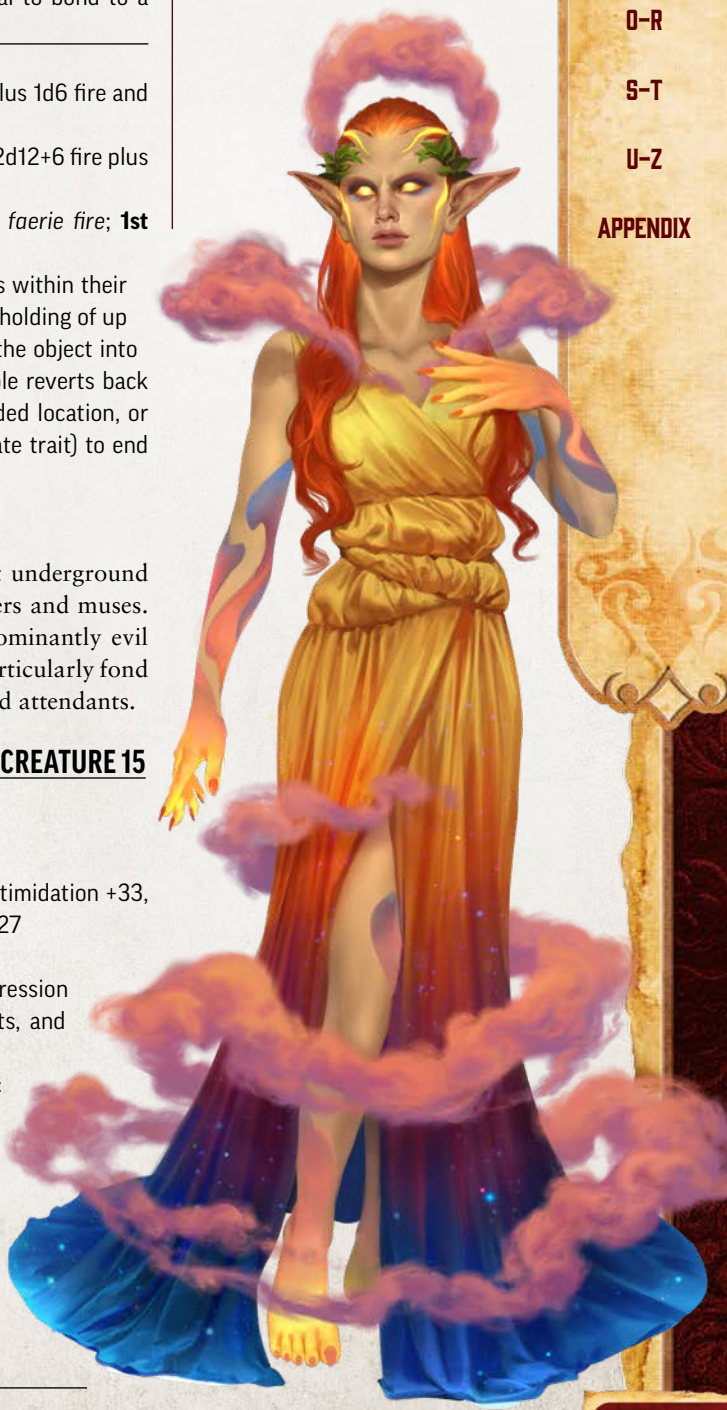
Str +3, **Dex** +8, **Con** +7, **Int** +4, **Wis** +4, **Cha** +8

Cavern Empathy The lampad queen can use Diplomacy to Make an Impression on and make very simple Requests of subterranean animals, plants, and fungi, as well as stones.

Tied to the Land A lampad queen is intrinsically tied to a specific underground region, usually a cave system. As long as the queen is healthy, the environment is exceptionally resilient, allowing the lampad queen to automatically attempt to counteract spells and rituals that would harm the environment, such as *blight*, with a +30 counteract modifier and a counteract level of 8. When the lampad queen becomes physically or psychologically unhealthy, however, their warded region eventually becomes twisted or unhealthy as well. In that case, restoring the lampad queen swiftly heals the entire region.

DUAL GUARDIANS

While all nymphs protect areas of natural beauty, hesperides often guard other unusual treasures of a more literal variety, sometimes including items long thought lost. Their steady temperaments and timeless loyalty ensure that they can be trusted to keep whatever they're protecting safe from harm.



Reciprocity

Lampad queens tend to change emotions on a whim and mirror what they find in others. Those who treat the queen's domain with respect, they protect and reward, while those who harm it meet their swift wrath. This leads to the vastly differing accounts of the queens' actions.



AC 39; **Fort** +26, **Ref** +29, **Will** +25
HP 234; **Weaknesses** cold iron 10
Nymph's Beauty (aura, emotion, enchantment, incapacitation, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a DC 33 Will save or be confused by the lampad queen's unearthly beauty for 1 minute. While confused by this effect, the creature's confused actions never include harming the lampad queen.

Speed 30 feet, climb 30 feet (on stone only)
Melee ❖ earthen fist +29 (agile, finesse), **Damage** 3d10+9 bludgeoning plus 1d6 mental
Ranged ❖ light wisp +29 (magical, range increment 60 feet), **Damage** 2d8+9 mental plus 2d6 fire and 2d6 positive
Primal Prepared Spells DC 38; **8th** *earthquake*, *summon plant or fungus*; **7th** *energy aegis*, *regenerate*, *volcanic eruption*; **6th** *flesh to stone*, *slow*, *stoneskin*; **5th** *death ward*, *passwall*, *wall of stone*; **4th** *fly*, *freedom of movement*, *resist energy*; **3rd** *earthbind* (×2), *haste*; **2nd** *animal messenger*, *enlarge*, *faerie fire*; **1st** *ant haul*, *fleet step*, *gust of wind*; **Cantrips** (8th) *detect magic*, *electric arc*, *guidance*, *prestidigitation*, *stabilize*
Primal Innate Spells DC 38; **8th** *pummeling rubble*[APG]; **7th** *heal*; **4th** *shape stone*; **3rd** *meld into stone* (at will); **2nd** *faerie fire*; **Cantrips (8th)** *dancing lights*; **Constant (6th)** *stone tell*
Change Shape ❖ (polymorph, primal, transmutation; page 304) Lampad queens can transform between their original form, which looks much like a typical nymph of their kind, and any Small or Medium humanoid form, typically choosing a version of their natural form that more closely resembles a humanoid.
Focus Beauty ❖ (emotion, enchantment, incapacitation, mental, primal, visual) The lampad queen focuses their beauty upon a target within their aura. The creature must attempt a Will save. On a failure, it is affected as if by the queen's beauty aura; if it was already affected by the aura, the conflicting emotions from the lampad queen's beauty intensify, causing the target to no longer get a flat check to end the confusion when it takes damage. The lampad queen can use a single action, which has the concentrate trait, to focus the emotions of a confused creature toward a particular emotion, causing it to spend its next turn sobbing uncontrollably, fawning over the lampad queen, or otherwise performing no actions beyond experiencing its emotions. Regardless of the save, the target is temporarily immune to Focus Beauty until the start of the lampad queen's next turn.
Inspiration ❖❖❖ (emotion, enchantment, mental, primal) A lampad queen can inspire a single intelligent creature by giving that creature a token of their favor, typically a lock of their hair. As long as the creature carries the token and remains in good standing with the lampad queen, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves.

If a lampad queen grants their Inspiration to a bard and they are that bard's muse, the bard gains an additional benefit depending on their muse theme: for lore muse, the bard also gains a +1 status bonus to all Lore checks; for maestro muse, the status bonus to Performance checks increases to +2 for the purpose of determining the effects of compositions; for polymath muse, the bard gains a +4 status bonus to untrained skill checks; and for all other muses, the Will save bonus increases to +2 against fey.
Despairing Weep ❖ (auditory, emotion, enchantment, mental, primal) **Frequency** once per round; **Effect** The lampad queen begins a heart-wrenching fit of weeping, inspiring sympathetic sobbing in nearby creatures. Each non-lampad creature within 120 feet who hears the lampad's weeping must succeed at a DC 36 Will save with the effects of *crushing despair*.

Hesperid Queen

Hesperid queens rule over isolated regions soaked in the light of sunset. They guard countless treasures and secrets, though for those who approach them with

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respect and offer an intriguing bargain, they're willing to part with knowledge or items beyond those secrets or valuables they've sworn to keep to themselves.

Hesperid queens are relatively likely to have powerful objects under their protection, such as ancient relics or artifacts. As such, they're keenly aware of the danger posed by unscrupulous treasure hunters seeking to obtain these items at any cost, and they use their incredible minds to set up devious countermeasures to protect their wards, even in the event of their own deaths.

HESPERID QUEEN CREATURE 19

UNCOMMON LN MEDIUM FEY LIGHT NYMPH

Perception +34; low-light vision

Languages Celestial, Common, Draconic, Sylvan, Utopian

Skills Acrobatics +32, Arcana +30, Athletics +28, Deception +37, Diplomacy +39, Intimidation +37, Nature +32, Performance +35, Society +30, Stealth +32

Str +5, **Dex** +9, **Con** +6, **Int** +7, **Wis** +7, **Cha** +10

Tied to the Land As lampad queen, except the hesperid queen is tied to an isolated region such as an island or island chain, a remote coast, or a secluded valley. Their counteract modifier is +37 and their counteract level is 10.

AC 45; **Fort** +31, **Ref** +36, **Will** +34

HP 306; **Weaknesses** cold iron 15

Nymph's Beauty (aura, emotion, enchantment, incapacitation, mental, primal, visual) 30 feet. As lampad queen, except the save DC is 38, and creatures that fail their save become transfixed in awe, causing them to be stunned for 1 round.

Speed 30 feet, fly 90 feet

Melee ❖ sunset ribbon +36 (agile, finesse), **Damage** 4d10+13 slashing plus 1d6 fire and 1d6 positive

Ranged ❖ sunset ray +36 (magical, range increment 120 feet), **Damage** 4d12+13 fire plus 1d6 positive

Primal Prepared Spells DC 44; **10th** *primal phenomenon*; **9th** *meteor swarm*, *storm of vengeance*, *sunburst*; **8th** *punishing winds*, *stone skin*, *wind walk*; **7th** *energy aegis*, *regenerate*, *volcanic eruption*; **6th** *dispel magic*, *slow*, *true seeing*; **5th** *control water*, *death ward*, *hallucinatory terrain*; **4th** *freedom of movement*, *resist energy*, *solid fog*; **3rd** *earthbind*, *haste*, *meld into stone*; **2nd** *animal messenger*, *glitterdust*, *water breathing*; **1st** *feather fall*, *gust of wind*, *pass without trace*; **Cantrips (10th)** *detect magic*, *electric arc*, *guidance*, *prestidigitation*, *read aura*

Primal Innate Spells DC 44, attack +36; **10th** *searing light*; *faerie fire*, *heal*, *illusory disguise* (×3); **Cantrips (10th)** *dancing lights*, *light*

Change Shape ❖ (polymorph, primal, transmutation; page 304) As lampad queen.

Create Golden Apple ❖❖ (primal, transmutation) As hesperid.

Focus Beauty ❖ (emotion, enchantment, incapacitation, mental, primal, visual) As lampad queen, except that on a failure, a target that wasn't already affected by the aura becomes overwhelmed with visions of bliss and beauty. The creature departs from the hesperid queen's domain as quickly and efficiently as it can for 1 hour, after which time it forgets ever reaching the hesperid queen's domain, how it did so, and everything that happened while it was within the domain.

Inspiration ❖❖❖ (emotion, enchantment, mental, primal) As lampad queen.

DRACONIC RAPPORT

Hesperid queens and gold dragons have an unusual affinity, sometimes working together to guard treasure. The queen might guard such valuables as part of their ward, even as the dragon sees them as their hoard. The competing viewpoints don't bother either party, and such alliances can last millennia.



Tail Tales

A Kellid legend holds that the khravgodon once had a beautiful tail covered with bright, thick fur. One night, the khravgodon fell asleep in the open, having danced all night showing off its beautiful tail. When it awoke, ankhravs had chewed all the hair off khravgodon's tail, leaving it with the bald appendage we see today. Khravgodons have been taking revenge on ankhravs ever since.

Opossum

Few creatures have survived as long and in as many environments as the opossum.

Giant Opossum

Larger species of opossum can eat nearly anything human-sized or smaller.

Giant Opossum — Creature 2

N Large Animal

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Athletics +10, Stealth +8, Survival +6
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 17; **Fort** +11, **Ref** +8, **Will** +5; +2 circumstance to all saves vs. disease
HP 35; **Resistances** poison 3

Feign Death ↷ **Trigger** The opossum is reduced below 15 HP; **Effect** The opossum collapses. It is flat-footed and can use actions that require only its mind, but any other action ends the ruse. A successful DC 18 Perception check to Seek or Medicine check to Recall Knowledge is required to determine that the animal is not, in fact, dead.

Revived Retaliation ↷ **Trigger** The opossum is attacked or disturbed by a creature within reach while Feigning Death; **Effect** The opossum Strikes the triggering creature.

Speed 30 feet, climb 20 feet
Melee ❖ jaws +10 (deadly d10), **Damage** 1d10+4 piercing
Melee ❖ claw +10 (agile), **Damage** 1d6+4 slashing
Melee ❖ tail +10 (reach 15 feet), **Damage** 1d4+4 bludgeoning plus Grab (page 305)
Grasping Tail A giant opossum can drag a Small or Tiny creature it has grabbed with its tail along with it when it Strides.

Khravgodon

Few creatures can shrug off an ankhrav's acid and crunch its chitin like a khravgodon.

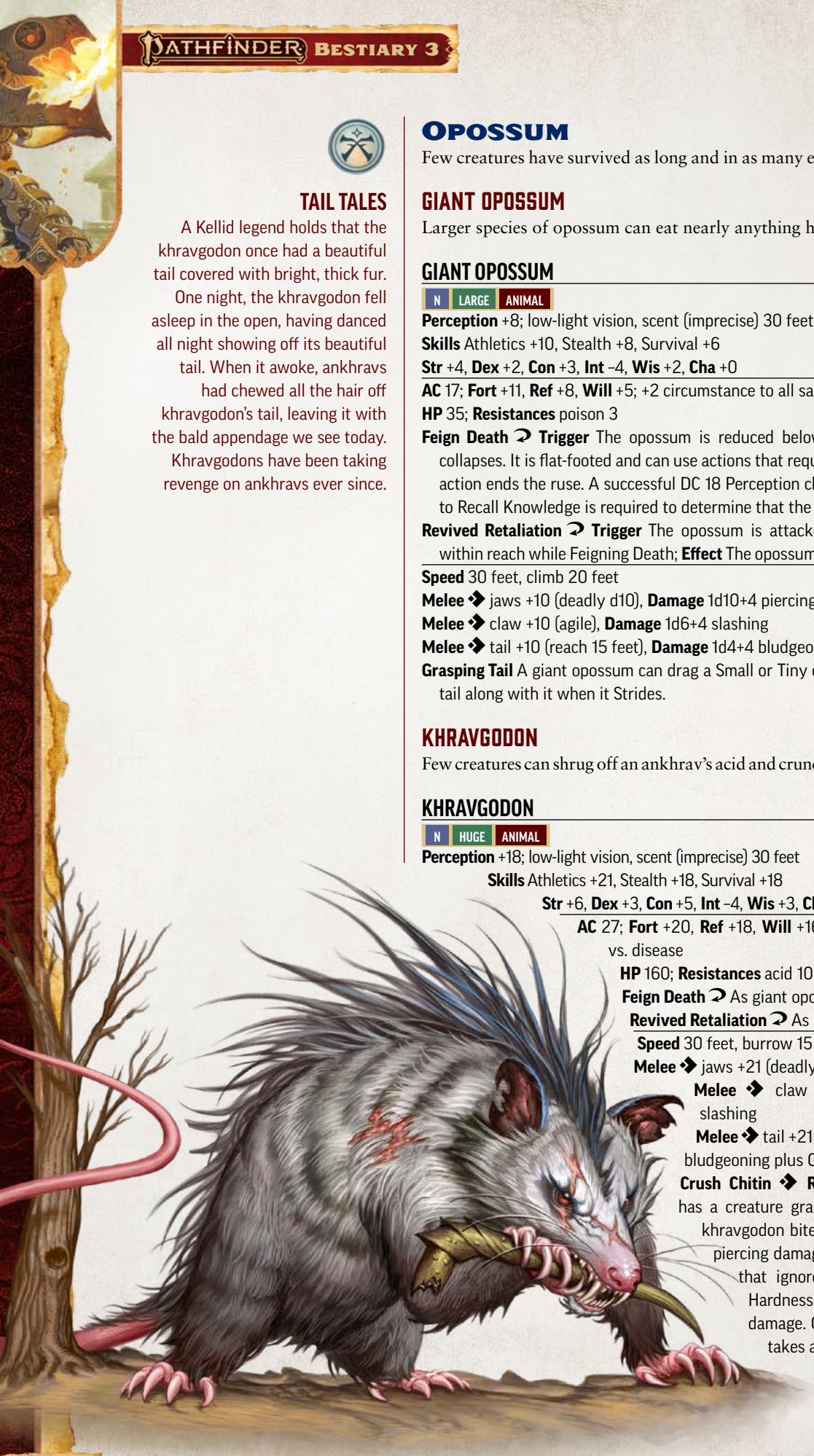
Khravgodon — Creature 9

N Huge Animal

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +21, Stealth +18, Survival +18
Str +6, **Dex** +3, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0

AC 27; **Fort** +20, **Ref** +18, **Will** +16; +2 circumstance to all saves vs. disease
HP 160; **Resistances** acid 10, poison 10
Feign Death ↷ As giant opossum, but 70 HP.
Revived Retaliation ↷ As giant opossum.

Speed 30 feet, burrow 15 feet, climb 15 feet
Melee ❖ jaws +21 (deadly d12), **Damage** 2d12+9 piercing
Melee ❖ claw +21 (agile), **Damage** 2d10+9 slashing
Melee ❖ tail +21 (reach 20 feet), **Damage** 2d6+9 bludgeoning plus Grab (page 305)
Crush Chitin ❖ **Requirements** The khravgodon has a creature grabbed or restrained; **Effect** The khravgodon bites the creature, dealing 2d12+9 piercing damage (DC 28 basic Fortitude save) that ignores the first 5 of the target's Hardness or resistance to physical damage. On a failed save, the target also takes a –2 circumstance penalty to AC for 1 round.
Grasping Tail As giant opossum, but can drag Large or smaller creatures.



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Ostovite

Skittering scavenger vermin common throughout the Abyss, ostovites roam battlefields to harvest flesh and bones. After the ostovites dissolve and slurp up the flesh for sustenance, they craft the bones into elaborate shells they refer to as "bone chariots."

These bone chariots move under the ostovites' command and serve as an important marker of rank in ostovite nests. To the tiny ostovites, bigger is better, and building large skeletal conveyances is the only way for them to increase their standing in life. Although they feel deeply inferior to creatures larger than themselves, this fear can be overwhelmed by the ostovites' visceral desire to harvest those creatures' bones to increase their own status. When confronted with a particularly massive skeleton, ostovites generally fight among themselves and end up splitting the haul. However, there are rare instances of the selfish creatures working together to puppeteer a much larger bone chariot.

Ostovites' faint understanding of anatomy results in bone chariots that look more like a nightmarish attempt at art than any creature the bones were pulled from. Some powerful fiends and their admirers collect this strange art by bribing ostovites with skeletons or finding ways to kill ostovites without disrupting the chariot around them.

Despite ostovites' origins in the Abyss, they are neither demons nor qlippoth. Without the protection of the major fiends, they find their homes in nooks and crannies along the corners of their home plane. Though they have no innate ability to cross the planar boundaries, flaws in the Abyss's fabric often lead them to worlds across the planes. Ostovites that have thus migrated are often much happier. Away from demonic abuse, they usually can be found near mortal crypts and battlefields. On the Material Plane, they rarely have to face any threats other than the undead, clerics of Pharasma, and families of the deceased.

Ostovite Lairs

Ostovites are most often found on battlefields, scavenging for food and bones, regardless of the plane. If one of the vermin finds a suitable location and can bring others along with it, a colony might form.

Ostovite — Creature 1

CE SMALL FIEND

Perception +4; darkvision
Languages Abyssal
Skills Crafting +4 (+6 when using bone), Stealth +7
Str +0, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 15; **Fort** +6, **Ref** +9, **Will** +4
HP 30; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, good damage, healing, lawful damage, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious

Bone Chariot Ostovites build and inhabit moving shells of bone. The ostovite's base statistics, particularly its immunities, assume the ostovite is safely inside its bone chariot. The bone chariot is destroyed when the ostovite is reduced to less than half its Hit Points or immediately after it takes damage from a critical hit. Damage that can specifically affect the ostovite controlling the chariot even while it's inside (such as the spell *spirit blast*) doesn't destroy the bone chariot, and it bypasses the ostovite's immunities.

Without the bone chariot, the ostovite loses its immunities and bone spike Strike, and it is reduced to Tiny size. It also gains weakness 5 to good, mental, and physical damage. Building a new bone chariot requires the skeleton of a Small or larger creature and 10 minutes. An ostovite in a bone chariot is normally Small, though larger bone chariots are possible, especially when ostovites work together.

Scuttle Away ↷ **Trigger** The ostovite's bone chariot is destroyed; **Effect** The ostovite within Steps or Strides.

Speed 25 feet
Melee ❖ mandibles +9 (finesse, magic), **Damage** 1d4 piercing plus 1d4 acid
Melee ❖ bone spike +9 (finesse), **Damage** 1d12 piercing plus 1d4 persistent bleed



Mythological Permeations

The ouroboros's depiction varies across Golarion's cultures. Some imagery depicts a dragon feasting on their own tail, indicating the possibility for different kinds of ouroboros. The first ouroboros was referred to as "the coiled one," and is credited by some faiths as having assisted in the expansion of the universe and defining the cyclical nature of life and procreation. It is now theorized to have become the barrier of the Astral Plane.

Ouroboros

Ouroboros are the embodiment of eternity. Though they're prevalent as a symbol, often scrawled across the margins of alchemical tomes, few know that the beasts actually exist in the Astral Plane, where they fly through the silvery-gray void like a serpentine wheel. The ouroboros is usually depicted as a snake devouring its tail. This circular symbol is synonymous with infinity, self-sufficiency, and eternal unity.

An ouroboros' form exemplifies the unfathomable concepts of forever. Its undulating body is composed of smaller serpents, who are in turn composed of ever smaller serpents, continuing indefinitely. These smaller components are recycled as the ouroboros devours its tail, existing in a perpetual, cyclical process of creation and destruction. It is a massive creature, forming a loop roughly 50 feet in diameter and weighing hundreds of tons.

An ouroboros's most striking feature is its ability to almost instantly grow new flesh and heal from nearly any wound. This profound regenerative ability comes in part from an ouroboros's magical blood, which is rumored to have many miraculous properties.

Through their inscrutable behavior suggests that an ouroboros is mindless, the creatures boast crude intellects and can understand speech, though they have no way to speak. They possess an instinctive, almost obsessive will to survive and defend themselves ferociously if threatened in even the slightest way. Often these perceived threats take the form of another creature simply existing within the ouroboros's line of sight, leading other Astral creatures to give these powerful beings a wide berth. The only creature an ouroboros reliably ignores is another ouroboros, but they're so incredibly rare that these meetings occur only once an age.



Being entirely self-sustaining, an ouroboros rarely deigns to emerge from its consumption to engage with the Material Plane. Yet, the creature remains capable of inflicting tremendous devastation that far surpasses what it could wreak leveraging only its massive size alone. Left to its own devices, an ouroboros is likely to simply roam the Astral Plane in eon-spanning cycles, following some pattern too long and large for any mortal to even chart, much less fully comprehend. When conjured to the Material Plane, however, an ouroboros eagerly begins to initiate the cycle of renewal for which it is best known, beginning with that cycle's first step: destruction.

Ouroboros — Creature 21

RARE | N | GARGANTUAN | ASTRAL | BEAST

Perception +33; darkvision

Languages Aklo (can't speak any language)

Skills Acrobatics +36, Athletics +41

Str +10, **Dex** +5, **Con** +7, **Int** –4, **Wis** +4, **Cha** +8

AC 45; **Fort** +38, **Ref** +34, **Will** +33; +1 status to all saves vs. magic

HP 500, regeneration 50 (deactivated by fire); **Immunities** acid, death effects, disease, negative, poison, precision; **Weaknesses** piercing 15, slashing 15

Unfathomable Infinity (aura, incapacitation, mental, visual) 100 feet. The ouroboros is the embodiment of perfect

infinity, and this concept pulls at the threads of mortal minds, desperately straining the limits of their comprehension. When a creature ends its turn in the aura, it must attempt a DC 41 Will save. The creature is then temporarily immune for 1 minute.

Critical Success The creature is stupefied 1 for 1 round.

Success The creature is stupefied 1 for 1 minute.

Failure The creature is stupefied 1 for 1 minute and stunned 3.

Critical Failure The creature is stupefied 3 and stunned, both for 1 minute.

Attack of Opportunity ◆ (page 304) Incalculable fangs only. Because the ouroboros contains an infinite number of snakes that act independently, its Attack of Opportunity is a free action (though it can still use only one per trigger).

Sanguine Spray When the ouroboros takes slashing or piercing damage, or when Devour Tail ends, blood gushes from the wound in a 15-foot cone. Each creature in the area takes 5d6 acid damage (DC 41 basic Reflex save). A creature that takes any damage is exposed to the ouroboros's regenerative blood (see below).

Where the blood falls upon ground, it coagulates into magical snakes that bite at anyone who passes. This is hazardous terrain deals 17 piercing damage and 5 poison damage to any non-ouroboros creature that moves through the square or ends its turn there. A creature that avoids all the piercing damage doesn't take the poison damage. After 1 hour, a blood patch permanently becomes a living snake, typically an emperor cobra (*Bestiary 2* 245).

Speed 100 feet, fly 100 feet

Melee ◆ maw +39 (magical, reach 30 feet), **Damage** 4d12+18 piercing plus Improved Grab (page 305)

Melee ◆ body +39 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning

Melee ◆ incalculable fangs +37 (agile, magical, reach 10 feet), **Damage** 3d6+16 piercing plus 2d8 poison

Melee ◆ tail +39 (magical, reach 30 feet), **Damage** 4d12+18 bludgeoning

Devour Tail ◆ An ouroboros spend most of its life eating its own tail, which perpetually regrows at the same rate it's consumed. The ouroboros places its maw around the end of its tail and begins devouring its own body.

While the ouroboros is consuming itself, its regeneration can't be suppressed, and it is immune to drained, enfeebled, fatigued, persistent damage, and sickened conditions. If any of these conditions is in effect when the ouroboros takes this action, the condition immediately ends. While eating its tail, the ouroboros can't make maw or tail strikes, and its Speeds are 50 feet. It continues devouring its tail even while dying, unconscious, stunned, or otherwise unable to act.

To end this effect, the ouroboros must first be immobilized, then a creature must successfully Grapple it, which tears the maw free in addition to its normal effects. The ouroboros can also cease Devouring its Tail with a single action. Either of these tears the maw free of the tail, causing the stump to spill blood as described in sanguine spray.

Fast Swallow ↷ **Trigger** The ouroboros Grabs a creature with their maw; **Effect** The ouroboros uses Swallow Whole.

Flying Wheel ◆◆ **Requirements** The ouroboros is eating its own tail (see Devour Tail); **Effect** As Trample, except the ouroboros can Fly up to double its Speed instead of Striding. Huge or smaller, body, DC 45

Regenerative Blood (contact, curse, incapacitation, poison, polymorph, primal, transmutation) The regenerative and transmutative properties of ouroboros blood regenerate and mutate a creature's body into ouroboros-like snakes. A creature already affected by regenerative blood is immune to additional exposure. **Saving Throw** DC 42 Fortitude; **Maximum Duration** 24 hours; **Stage 1** regeneration 5 (deactivated by fire), slowed 1, and clumsy 2 (12 hours); **Stage 2** regeneration 5 (deactivated by fire), slowed 2 and clumsy 4 (12 hours); **Stage 3** The creature's body transmutes into a mass of writhing snakes, with the effects an 8th-level *animal form* spell but with an unlimited duration.

Swallow Whole ◆ (attack) Huge, 4d10+9 acid, Rupture 50 (page 306)



OUROBOROS BLOOD

Alchemists have attempted many times to harness the impressive regenerative powers of ouroboros blood. Experiments with ouroboros blood have been met with drawbacks as immense as the results. It's suspected that the blood can be used in place of diamonds in a *resurrect* ritual to bring back those the normal ritual would fail to return to life, or it can be treated to create a powerful healing elixir. However, most experiments have failed, with subjects plagued with serpent-like mutations and resurrected bodies degenerating into clusters of snakes. Regardless of how difficult it is to use, the blood is rare and potent enough to be quite valuable. Some wealthy necromancers have wasted gallons of the valuable blood in repeated failed rituals.

Shadows Among Shadows

Little is known about owbs' lives on the Shadow Plane. They keep to themselves so much that most other shadowy denizens either remain unaware of their presence or even disbelieve they exist. Some rumors suggest that these creatures lack any real power on the Shadow Plane and thus spend most of their time manipulating their strange caligni "children" on the Material Plane. Other theories indicate that owbs are even more subtle, able to manipulate creatures on the Shadow Plane without leaving behind any indication.

Owb

These ancient denizens of the Shadow Plane appear as grayish humanoid torsos covered in translucent funeral veils of shadow. Silent and mysterious, they float about, absent legs to hold them aloft. Never speaking a word aloud, they instead reach into the minds of creatures around them to whisper and mumble curses, threats, and strange bits of forlorn augury.

These haunting creatures are revered by caligni as proxies of the Forsaken—a strange array of ancestor-like demigods whom many caligni worship. Some even believe owbs are the Forsaken manifested.

A multitude of owbs visit and even remain to advise caligni communities, as varied in personality as the Forsaken. All owbs share a hatred of light and color, except for the flickering glow of the burning cold magic they can hurl as a weapon. Owbs who live among caligni tend to prohibit the use of light and color, using their curse of darkness to quench violators if necessary. The only other similarity across all owbs is their entrenched desire to manipulate their charges through mind-reading and deception, though such manipulation can be either subtle or overt.

Owb

Commonly called owbs, or lesser owbs by more powerful owb prophets, most of these mysterious creatures focus on manipulating caligni culture. Among caligni, an owb hides from mortals they deem beneath them—even including caligni in their charge. An owb prefers to select one caligni leader to control from the shadows, manipulating them using charisma and magic. Through coersion of such agents, owbs maintain a steady hand in the politics of the community, either blessing and breaking pacts with other creatures or acting as intermediaries and ambassadors between caligni and powerful external entities.



Owb **Creature 6**

Uncommon | NE | Medium | Shadow

Perception +13; greater darkvision

Languages Caligni (can't speak any languages); telepathy 100 feet (page 306)

Skills Acrobatics +15, Deception +13, Diplomacy +11, Occultism +12, Religion +11, Stealth +15

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

Light Blindness (page 305)

AC 24, **Fort** +14, **Ref** +15, **Will** +13; **Immunities** cold

HP 90

Speed 5 feet, fly 30 feet

Melee ❖ claw +16 (agile, magical), **Damage** 1d8+7 slashing plus 1d8 cold

Ranged ❖ burning cold +17 (magical, range 120 feet), **Damage** 2d8 cold plus 1d8 persistent cold

Occult Innate Spells DC 23, attack +15; **7th** *plane shift* (self only, to or from the Shadow Plane only) **5th** *shadow blast*, *shadow walk*; **4th** *darkness* (at will), *invisibility*; **3rd** *mind reading* (at will); **Cantrips (3rd)** *chill touch, daze, read aura, shield*

Curse of Darkness ❖ (curse, darkness, evocation, occult) The owb inflicts a curse on

one creature taking persistent cold damage from their burning cold Strike, stealing the victim's vibrancy. The creature must attempt a DC 23 Fortitude save. On a failure, the creature gains light blindness and its coloration turns to washed out shades of gray, along with all equipment it carries, wields, or wears. These effects have an unlimited duration. Regardless of the result of its save, the creature is temporarily immune for 1 minute.

If the owb uses this ability on a caligni, the curse can't be removed short of *wish* or similar powerful magic.

OWB PROPHET

An owb who comes into contact and is chosen by one of the Forsaken gains a fragment of that demigod's power and forges a permanent connection with it. This act transforms the owb into a larger, more powerful creature and imbues it with the power of divine transference, allowing the owb to gain followers and grant spells to them. These are owb prophets.

Owb prophets may have some portion of the Forsaken's power, but they use their authority to gain more sway over calignis and other worshippers.

OWB PROPHET — CREATURE 13

RARE NE LARGE SHADOW

Perception +24; greater darkvision (page 305)

Languages Aklo, Caligni, Common, Undercommon (can't speak any languages); telepathy 100 feet (page 306)

Skills Acrobatics +25, Deception +26, Diplomacy +24, Occultism +23, Religion +25, Stealth +25

Str +8, **Dex** +6, **Con** +8, **Int** +4, **Wis** +5, **Cha** +7

Forsaken Patron Each owb prophet serves as a conduit to one of the shadowy demigods known as the Forsaken. Forsaken patrons are detailed in the sidebar, and each grants the owb prophet additional abilities.

Light Blindness (page 305)

AC 34; **Fort** +25, **Ref** +23, **Will** +24; **Immunities** cold; **Resistances** mental 10

HP 225

Speed 5 feet, fly 40 feet

Melee ❖ claw +27 (agile, magical), **Damage** 2d8+11 slashing plus 2d8 cold

Ranged ❖ burning cold +25 (magical, range 120 feet), **Damage** 4d8 cold plus 2d8 persistent cold and clutching cold

Occult Innate Spells DC 33, attack +25; **7th** *plane shift* (to or from the Shadow Plane only; ×3), *shadow blast* (×3); **6th** *darkness* (at will), *dominate* (×3); **5th** *shadow walk* (×3, see shadow's swiftness); **4th** *invisibility*; **3rd** *mind reading* (at will); **Cantrips (7th)** *chill touch, daze, read aura, shield*

Burning Cold Fusillade ❖❖ The owb prophet makes three burning cold Strikes.

Clutching Cold A creature hit by the prophet's burning cold Strike becomes immobilized in a cluster of binding ice crystals (Escape DC 31).

Curse of Darkness ❖ As owb, but DC 32.

Shadow's Swiftness An owb prophet can Cast *shadow walk* as a 3-action activity instead of 1 minute. If they do so, they target only themself.

PROPHET CULTISTS

An owb prophet can transfer the power they gain from a Forsaken patron to those who worship them, effectively serving as a deity. Each owb prophet decides their own follower alignments, edicts, and anathema.

Divine Font *harm*

Divine Skill Stealth

Favored Weapon per Forsaken patron (see sidebar)

Domains ambition, darkness, nightmares, trickery

Cleric Spells 1st: *phantom pain*, 5th: *shadow walk*, any spell of the Forsaken patron at its minimum level; if this doesn't add three spells, then also add 3rd: *mind reading*

FORSAKEN PATRONS

Each owb prophet gains its power through a connection with a Forsaken patron. The patron grants the owb additional spells and has its own religious symbol and favored weapons. Each entry notes any ability or occult innate spell the Forsaken grants to its prophets, plus its favored weapon.

Enkaar, the Malformed Prisoner: This mutilated horror is the Forsaken patron of fetters, lethargy, and physical corruption. **Spell** *phantom pain* (4th, at will); **Favored Weapon** spiked chain

Eyes That Watch: This strange trio of feline eyes is the Forsaken patron of inferiority, cats, and strangers. **Ability** lifesense 120 feet (page 305); **Favored Weapon** dagger

Grasping Iovett: A beautiful form of indescribable variety, Iovett is the Forsaken patron of accidents, parasites, and reckless lust. **Spell** *charm* (4th, at will); **Favored Weapon** shortsword

Husk: This androgynous creature is the Forsaken patron of emptiness, loneliness, and narcissism. **Spell** *silence* (4th, at will); **Favored Weapon** shortsword

Lady Razor: This stern magistrate forbids showing kindness or mercy to family members. Lady Razor is the Forsaken patron of family strife, suspicion, and vengeance. **Spell** *weapon storm* (4th, at will); **Favored Weapon** dagger

Reshmit of the Heavy Voice: Taking the form of a massive shadow, Reshmit is the Forsaken patron of broken things, forgetting, and unexpected violence. **Spell** *modify memory* (4th, at will); **Favored Weapon** morningstar

Thalaphyrr Martyr-Minder: The Forsaken patron of failed heroics, imprisonment, and squandered time. **Spell** *slow* (4th, at will); **Favored Weapon** spear

Paaridar

Monks dissatisfied with the limits of their humanoid forms and yearning for a shortcut can steal the might from other creatures. These monks become paaridars, amalgamations that blend the features of their former ancestry with the form of another creature. The transformation challenges the limits of the paaridar's body and soul, demanding continual discipline to maintain control.

The rituals to make this transformation were developed by Paaridus, namesake of this loose monastic order. The process requires a captive creature—a victim to draw powers from. Over days of intense rituals, the monk displaces their own chakras with those of the victim. This unnatural process transforms the ki, and thereby the body. The lower chakras are considered "safer" to replace. Most Paaridars stop at the root, sacral, and navel chakras. To go farther risks losing control of one's emotions and intellect entirely, a fate Paaridus himself succumbed to. Paaridars consider this his sacrifice and lesson, but other monks recognize that even one step on this path is profane. The creature victimized by the ritual remains—still alive, but only a husk, as the transformed chakras within leave it weak and removed from its nature.

Other Paaridars

To make a Paaridar with chakras from a different creature, such as a dragon, minotaur, or aeon, swap out the spike Strike and Sharp Riposte for more appropriate abilities. Remove the fly Speed if the creature isn't winged, and add other Speeds as relevant. Change the Strikes and their damage types as needed (don't change the bonus or total damage).



Manticore Paaridar — Creature 7

UNCOMMON LE MEDIUM BEAST HUMANOID PAARIDAR

Perception +18; darkvision, scent (imprecise) 30 feet

Languages Common

Skills Acrobatics +16, Athletics +19, Intimidation +11, Manticore Lore +14, Occultism +10

Str +6, **Dex** +5, **Con** +3, **Int** –1, **Wis** +5, **Cha** –2

Items *+1 handwraps of mighty blows*

AC 26; **Fort** +14, **Ref** +18, **Will** +16

HP 110

Sharp Riposte ↷ **Trigger** An adjacent creature targets the paaridar with a melee attack; **Effect** The paaridar blocks the attack with their claws. The paaridar gains resistance 5 to physical damage from the attack, and if the attack hits, the attacker takes 1d8+4 slashing damage.

Speed 40 feet, fly 20 feet (limited flight)

Melee ❖ jaws +18 (magical), **Damage** 2d8+8 piercing

Melee ❖ claw +18 (agile, magical), **Damage** 2d6+8 slashing

Ranged ❖ spike +16 (propulsive, range increment 40 feet), **Damage** 1d10+5 piercing

Flurry of Blows ❖ **Frequency** once per round; **Effect** The paaridar makes two unarmed Strikes or two spike Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Limited Flight The manticore paaridar's wings are small and weak, insufficient to keep them in the air. If the paaridar Flies using their wings, they fall at the end of their turn if they haven't landed.

Monk Ki Spells The Paaridar's ki flow is unnaturally disrupted, causing them to take 1d6 negative damage each time they cast a ki spell. 3 Focus Points, DC 24; **4th** *ki rush* (*Core Rulebook* 401), *ki strike* (*Core Rulebook* 401), *wholeness of body* (*Core Rulebook* 402)

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APPENDIX

Pangolin

Despite their prodigious size, giant pangolins are solitary, reclusive creatures who forage by night for insects and vermin. To defend themselves from predators, they rely on a veritable arsenal of natural defenses to dissuade their foes: thick armor of wickedly sharp scales, a flexible and muscular body capable of rolling into a defensive ball, and a noxious musk. Against more persistent threats, giant pangolins' powerful digging claws prove mighty weapons in a pinch.

While a pangolin's defenses serve well against natural predators, they've long been targets of poaching by humanoid cultures, partly for meat, but largely due to the high value of their unique scales. These scales see widespread use in alchemy, folk medicine, and crafting, and thus demand for them—and the associated profits from their sale—remain high. Giant pangolins are better protected against humanoid hunters, but the larger size of their scales means wider applications and greater volume. The increased difficulty of acquiring pangolins makes doing so all the more profitable, and unscrupulous poachers can make a considerable living from hunting these creatures.

Giant Pangolin — Creature 4

N LARGE ANIMAL

Perception +12; scent (imprecise) 30 feet
Skills Athletics +13, Stealth +8, Survival +10
Str +5, **Dex** +0, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 21; **Fort** +11, **Ref** +8, **Will** +10
HP 63

Speed 30 feet, burrow 20 feet, climb 20 feet
Melee ❖ claw +13 (agile), **Damage** 1d10+7 piercing damage
Melee ❖ tongue +13, **Damage** 1d6+7 bludgeoning damage plus Grab (page 305)
Devourer of Swarms The giant pangolin ignores the resistances of swarms, and its tongue Strike deals an additional 2d6 damage against swarms.
Emit Musk ❖ (olfactory) The giant pangolin releases a disorienting and repulsive musk within a 5-foot emanation. Each creature in the area must attempt a DC 20 Fortitude save. The pangolin can't Emit Musk again for 1d4 rounds.
Critical Success The creature becomes temporarily immune to pangolin musk for 1 minute.
Success The creature is unaffected.
Failure The creature is sickened 1.
Critical Failure The creature becomes sickened 1 and is flat-footed until no longer sickened.
Roll Up ❖ (move) The giant pangolin falls prone and rolls up into a ball. While rolled up, the only actions the giant pangolin can perform are Emit Musk and Stand, and it also becomes blinded and gains resistance 10 to physical damage. An adjacent creature that hits a rolled-up giant pangolin with a melee Strike takes 1d6 slashing damage. These effects end once the giant pangolin Stands.

Digging Deeper

Giant pangolins live among the jungles of the Mwangi Expanse and Vudra. The Taralu dwarves of the eastern Mwangi jungles treat these burrowing mammals as kindred spirits, considering their scaled forms to be divine signs of the dragons they venerate. The Taralu's affinity with giant pangolins is so great that these usually friendly dwarves refuse to work with anyone who harms these beasts. The ratfolk of Vudra also favor giant pangolins; they take care to tame any they encounter, for the giant pangolins' sharp senses, powerful digging abilities, and vermin-devouring capacity often prove quite useful when defending warrens and caravans.



Tanggal Segmentations

Like penanggalans, other tanggals feed on flesh and separate from their body in some form. Such creatures also have their own weaknesses. The manananggal splits from the waist rather than from the neck, and the smell of vinegar repels them instead of signaling their presence. The balan-balan also splits from the neck like the penanggalan, but they leave illusion-draped banana trunks in coffins to resemble the corpses they stole.

Penanggalan

Penanggalans feed on the blood and entrails of the young. When their cannibalistic hunger strikes, penanggalans bathe their bodies in an alchemical substance that smells like vinegar. Once submerged in the concoction, their neck rips from side to side, allowing their head to float upward and pull out their lungs, stomach, and intestines. They leave their bodies in the vinegar bath much like a molting crab leaves its old shell, then fly off to find a victim filled with blood and guts.

As grotesque as these creatures are when hungry, the penanggalan appears young and healthy while wearing their body. Such is the nature of their existence: they consorted with otherworldy beings, gaining a lifetime of youth in exchange for an evil hunger for the young. But they are not immortal. They age and die normally like the people they once were—they just retain their youthfulness throughout this existence.

It can be difficult to spot a penanggalan among the populace. The faint scar ringing their neck at the point of separation can be explained away as a blemish, and it can be hidden under a flashy necklace. Meanwhile the faint, sour scent of a penanggalan's preserved body, while peculiar, is not uncommon in the sweaty tropics they frequent.

Penanggalan — Creature 5

CE | Medium | Aberration | Tanggal

Perception +11; darkvision

Languages Aklo, Common

Skills Deception +14, Intimidation +12, Midwifery Lore +9, Stealth +14

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

AC 22; **Fort** +9, **Ref** +16, **Will** +11

HP 83; **Weaknesses** slashing 5

Spewing Bile When the penanggalan takes slashing damage, their wound spews bile on adjacent creatures, dealing 2d10 poison damage (DC 19 basic Fortitude save). The penanggalan loses their spewing bile and penanggalan bile abilities until the end of their next turn.

Speed fly 40 feet

Melee ❖ proboscis tongue +14 (finesse), **Damage** 2d6+5 piercing plus penanggalan bile

Melee ❖ entrails +14, **Damage** 2d4+5 bludgeoning plus Grab

Constrict ❖ 2d4+3 bludgeoning, DC 21

Elongate Tongue ❖ The penanggalan's tongue extends, the membrane stretching and becoming translucent. Until the end of the turn, the penanggalan's proboscis tongue Strikes have a 10-foot reach, and any target is flat-footed against the Strike unless it has a Perception DC of 22 or higher or the ability to precisely sense invisible things.

Penanggalan Bile (disease) Rest doesn't decrease the drained value from penanggalan bile; **Saving Throw** DC 19 Fortitude; **Stage 1** drained 1 (1 week); **Stage 2** drained 2 (1 week); **Stage 3** drained 3 (1 week); **Stage 4** dead

Ride Corpse ❖❖❖ (concentrate, polymorph, transmutation) The penanggalan inserts their entrails into their humanoid body, allowing them to appear as and move about like a normal human. The body has 10 Hit Points and the same defenses as the penanggalan. When the body is destroyed, the penanggalan is ejected unharmed. The body becomes a corpse, and if it is neither controlled by the penanggalan nor stored in an alchemical vat, it decays as normal.

Peri

Peris are contrary, artful celestials renowned for their beauty as much as their deceptive natures. Mercurial, though never malicious, peris strive to aid mortals, though they are more likely to dispense riddles and quests than to offer aid outright.

PERI — CREATURE 14

CG MEDIUM CELESTIAL FIRE

Perception +26; darkvision, smoke vision

Languages Celestial, Common, Draconic, Elven, Ignan, Sylvan; telepathy 100 feet (page 306)

Skills Acrobatics +27, Athletics +25, Arcana +23, Diplomacy +28, Lore (any one celestial plane) +25, Performance +28, Religion +24

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

Smoke Vision A peri can see through smoke with ease, and they ignore the concealed condition from smoke.

AC 36; **Fort** +22, **Ref** +27, **Will** +26

HP 255; **Immunities** fire; **Weaknesses** cold iron 10, evil 10; **Resistances** cold 5

Shining Blaze (aura, divine, evocation, fire) 5 feet, 6d6 fire damage (DC 31 basic Reflex)

Melee ❖ scimitar +29 (forceful, good, magical, sweep), **Damage** 3d6+13 slashing plus 2d6 fire

Melee ❖ burning wings +29 (agile, finesse, fire, good, magical, reach 10 feet), **Damage** 3d10+13 fire

Ranged ❖ flame ray +29 (fire, good, magical, range 60 feet), **Damage** 8d6 fire

Divine Innate Spells DC 34, attack +26; **7th** *humanoid form* (at will), *wall of fire* (×3); **Cantrips (7th)** *produce flame*; **Constant (4th)** *fire shield*

Flame Jump ❖❖ (conjuration, divine, teleportation) **Frequency** once per hour; **Effect** The peri Strides into an open flame of their size or larger and instantly transports themself to any other flame of sufficient size within 100 miles. Once they enter the first flame, the peri instantly learns the locations of all other flames within range.

Flameheart Weapon The peri can call forth a powerful weapon from their heart of flame. In their hands, this is a *+2 greater flaming greater striking weapon* that deals 2d6 fire damage instead of 1d6.

Flamewing Buffet ❖❖ The peri makes one scimitar Strike and two burning wings Strikes, in any order.

Wildfire Storm ❖ (divine, fire) The peri spreads their wings and spins, forming a whirlwind of flame that deals 15d6 fire damage in a 20-foot emanation (DC 34 basic Reflex save). They can't use Wildfire Storm again for 1d4 rounds.

THE LAMBENT COURT

Though they eschew servitude and the worship of gods, many peris consider themselves friends and allies of Atreia, the Lambent King, the imprisoned elemental lord of fire. They guard and conceal his holy sites from his enemies and send mortals out in search of his prison, the Garnet Brand, hoping to bring the benevolent force of exalted light and fire back into the multiverse.



Passionate Souls

Many phantoms manifest from their own powerful emotions causing literal waves in the River of Souls that washed them ashore. This leads to many phantoms with emotionally themed abilities. The most common of these are anger, dedication, fear, hatred, jealousy, misery, and zeal.



Phantom

The typical trajectory for souls passing to the afterlife is fairly straightforward, according to most theologians. When a mortal dies, their soul enters the River of Souls and eventually reaches the Boneyard, where it is judged by Pharasma. The judged soul moves onto its appropriate domain of final rest—Heaven, Hell, Abaddon, and so forth—where it becomes a petitioner.

Complications arise, however, when a soul in queue for judgment prematurely departs from the River of Souls and is shunted into the Ethereal Plane. Whether as a result of nefarious interlopers like night hags, malignant planar magic, or even fate, these souls become dislodged from the natural order of life and death and linger in a sort of purgatory. Unlike petitioners, these ethereal phantoms retain memories of their life before death, and unlike spirits such as ghosts, phantoms aren't tinged with the foul influences of undeath—at least, not at first, though the threat of corruption hangs heavy over a phantom's existence. Some eventually succumb to that fate, while others eventually rejoin the River of Souls. Until then, these wandering souls are a kind unto themselves—one without a true home, agenda, or purpose.

Many phantoms have no desire to remain in their strange state of purgatory, either because they seek to continue their journey through the River of Souls or because they fear the corruption of undeath. In order to complete the natural spiritual cycle and become judged so they can continue to the afterlife, a phantom must simply find a way back into the River of Souls. Such a quest is no easy feat, however—the hazy mists of the Ethereal Plane can befuddle even the most experienced traveler, and numerous predators prowl the realm in search of stray souls to bind or devour.

Creating Phantoms

Phantom creatures have statistics similar to those they held as physical beings. You can turn an existing living creature into a phantom by trading their usual traits for the ethereal, incorporeal, and spirit traits. Their Strikes gain the magical and force traits (and the finesse trait, for melee Strikes) and deal force damage instead of their original damage type. Phantoms gain immunity to disease, paralyzed, poison, and precision damage and resistance to all damage (except force or *ghost touch*; double resistance vs. non-magical) from being incorporeal.

Many phantoms gain occult innate spells or special powers related to the Ethereal Plane, such as those described in the stat blocks on these pages. If you give a phantom more than one new ability, consider increasing their level and adjusting their statistics to match.

Phantom Knight

Cavaliers and knights who died for their cause make for particularly strong-willed phantoms. Though their motives vary, these phantoms often seek to continue their lifelong missions even in their purgatorial states, and their strong forces of will make them formidable fighters in spite of their incorporeality. A phantom knight might strive to find living followers of their church or order, or seek out other mortals they knew in life as a way of staying grounded and avoiding the corruption of undeath.

PHANTOM KNIGHT **CREATURE 4**

UNCOMMON | LN | MEDIUM | ETHEREAL | INCORPOREAL | PHANTOM | SPIRIT

Perception +13; darkvision

Languages Common

Skills Intimidation +12

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

Walk the Ethereal Line ❖❖ The phantom walks the thin line between the Ethereal and Material Planes in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

AC 21; **Fort** +8, **Ref** +12, **Will** +13; –1 status penalty to saves vs. death effects

HP 45; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 3 (except force or *ghost touch*; double resistance vs. non-magical)

Susceptible to Death Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *finger of death*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

Speed fly 25 feet

Melee ❖ phantom sword +14 (finesse, force, magical), **Damage** 1d8+7 force

Ranged ❖ phantom bow +14 (deadly d10, force, magical, range increment 120 feet, volley 30 feet), **Damage** 1d8+5 force

PHANTOM BEAST

The River of Souls, alongside the souls of dead sapient humanoids, also carries the spirits of monsters, animals, and other creatures. Likewise, it draws souls from the broad universe of the Material Plane, and thus human and elf souls mingle with those of far stranger creatures from untold worlds. Like any others, these far-flung spirits of strange creatures sometimes wash up on the shores of the Ethereal Plane, becoming phantoms far removed from the humanoid forms typically associated with ghosts and other undead.

The phantom below is one such entity: a strange beast from a distant world, echoing their behaviors from life as they search for their own fate post-mortem. Their unfamiliar appearance might lead observers to assume they're a monstrous being and attack, finding the phantom beast entirely willing to fight back. More compassionate adventurers might instead seek to help the phantom find their way back to the River of Souls to complete their spiritual journey.

PHANTOM BEAST — CREATURE 8

RARE | CN | MEDIUM | ETHEREAL | INCORPOREAL | PHANTOM | SPIRIT

Perception +18; darkvision

Languages telepathy 100 feet (page 306)

Skills Diplomacy +16, Intimidation +18, Occultism +14, Thievery +18

Str –5, **Dex** +6, **Con** +1, **Int** +0, **Wis** +4, **Cha** +6

Walk the Ethereal Line ❖❖ As phantom knight.

AC 26; **Fort** +13, **Ref** +18, **Will** +16; –1 status penalty to all saves vs. death effects

HP 120; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 8 (except force or *ghost touch*; double resistance vs. non-magical)

Susceptible to Death As phantom knight.

Speed fly 35 feet

Melee ❖ phantom horn +18 (agile, finesse, force, magical), **Damage** 2d8+8 force

Occult Innate Spells DC 28, attack +20; **4th** *phantom pain*, *sleep*, *spiritual weapon*; **Cantrips (4th)** *daze*, *telekinetic projectile*

Grab Item ❖ The phantom beast attempts to Steal one item of up to 1 Bulk from a creature, even if the creature is in combat, though the object still must not be one that is actively in use. If they succeed, they carry the object along with them telekinetically.



FINDING THE WAY HOME

Phantoms who seek to escape from undeath but aren't ready to move on can form links with summoners, using the summoner's force of personality as a safe harbor for their own soul. A phantom connected to and manifested by a summoner maintains an ectoplasmic but ultimately corporeal form.

Aphorite Gear

Due to their propensity for tinkering, many aphorite soldiers and mercenaries carry odd or improbable weapons—such as crossbows with precision sights, exquisitely balanced blades, or partitioned quivers with arrows for every occasion. Outsiders often express skepticism about these weapons, but no one can deny their effectiveness.



Planar Scion

Planar scions are beings infused with the essences of other planes. While the examples presented here include humans with planar heritages, members of nearly any ancestry can be born with an influx of planar energies and become a planar scion.

Aphorite

The denizens of the Eternal City of Axis first forged aphorites to serve as emissaries, agents, and facilitators, with one foot in the sublime, perfect order of the Plane of Law, and one in the messy, murky, confusing muck of the Material Plane. In time, aphorites spread across the length and breadth of Golarion. Today they can be found in any corner of any land, and only a fraction still serve Axis directly.

Aphorites, like all planar scions, stand out quite vividly from their fellow mortals, sporting metallic skin, a faint coating of crystalline dust, a swirl of mathematical symbols, or perfectly symmetrical features. Many aphorites think logically and find satisfaction in careers dealing with numbers and information. Often, this leads them to become bookkeepers, clerks, or architects, but some become military engineers or sharpshooters. Others are drawn to the art of production, becoming blacksmiths, carpenters, engineers, architects, tailors, masons, or other such artisans. But no matter their careers, aphorites often feel the urge to tinker, and aphorite inventions draws both mockery and appreciation in equal measure.

Aphorites who work in less academic professions, such as mercenaries or laborers, sometimes hide their keen analytical intelligence beneath extravagant demeanors and flamboyant hats. Some craft even these disguises with the same depth and complexity they do others aspect of their lives, considering every theatrical mannerism carefully and planning out their every detail.

Aphorite Sharpshooter — Creature 4

LN | Medium | Aphorite | Human | Humanoid

Perception +8; darkvision

Languages Common, Utopian

Skills Acrobatics +10, Athletics +8, Deception +10, Diplomacy +10, Engineering Lore +9, Intimidation +10

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

Items breastplate, crossbow (50 bolts), outrageous hat, shortsword

AC 21; **Fort** +10, **Ref** +12, **Will** +8

HP 60

Crystalline Dust ❖❖ **Frequency** once per day; **Effect** The sharpshooter becomes concealed for 4 rounds, though they can't use the concealment to Hide or Sneak, as normal for concealment where their position is obvious.

Speed 20 feet

Melee ❖ shortsword +14 (agile, finesse, versatile S), **Damage** 1d6+8 piercing

Ranged ❖ crossbow +14 (range increment 60, reload 1), **Damage** 1d8+8 piercing

Divine Innate Spells DC 18; **1st** *true strike*

Calculated Reload When the sharpshooter reloads their crossbow, they also calculate the best angle to their target, increasing the damage die from 1d8 to 1d10 and gaining a +2 circumstance bonus to their damage roll for their next crossbow Strike, as long as it occurs before the end of their next turn.

Hurtful Critique ❖ (auditory, emotion, linguistic, mental) The sharpshooter makes witty, but disparaging comments about the fighting style of a target within 30 feet, expressing sympathy over every missed blow and providing sarcastic advice on how to improve. The target must succeed at a DC 18 Will save or take a –1 circumstance

penalty to attack rolls (–2 on a critical failure) for 1 minute or until it makes a successful Strike against the sharpshooter. A creature who critically succeeds or who Strikes the sharpshooter after failing is immune to that sharpshooter's Hurtful Critique for 1 hour.

GANZI

Children of primeval chaos, ganzis intertwine the churning pandemonium of the Maelstrom with the more mundane tumult of mortal life. Some arise in bloodlines touched by creatures of chaos in generations previous, while others are changed by planar friction as the Maelstrom seethes upon the shores of creation, but all share the essence of anarchy in their blood and bone.

As children of chaos, ganzis vary wildly in appearance; protean-kin remain the most common, with patches of scales and feathers and mischievous slithering tails. Others might have stranger features, such as horns, glowing orange eyes, or limbs flickering with harmless auras of entropic energy. Ganzis might be dramatically shorter, taller, thinner, or stouter than is typical for their ancestry, and it's not uncommon for them to be mistaken for more common planar scions.

Independent-minded to a fault, often creative and capricious, ganzis prefer professions that allow them to serve as their own masters. If such a profession gives a ganzi opportunity to baffle or befuddle Golarion's more staid citizens, then all the better. Many ganzis develop reputations as outgoing, deviant, or thrill-seeking, and many heartily embrace these reputations and lean into them. Of all the planar scions, ganzis are among the most likely to take up life as wanderers.

Ganzis with a taste for close combat are sometimes drawn to martial arts, turning their curious forms into potent and unexpected weapons. It's common to find such ganzi in the temporary employ of others, whether out of a legitimately shared ideology or simply the need for money. Just as often, though, one may simply find a ganzi martial artist demonstrating their craft on a street corner or dealing out justice to enforcers of cruel laws.

GANZI MARTIAL ARTS

Ganzi martial artists are often drawn to styles that emphasize acrobatics, mobility, flexibility, or artistry. The ganzis of Arcadia are particularly famous for a dancelike style—rarely shared with outsiders—which emphasizes fluid motion over rigid positioning and commonly employs maneuvers such as inverted kicks and sweeping leg strikes.



GANZI MARTIAL ARTIST — CREATURE 3

CN MEDIUM GANZI HUMAN HUMANOID

Perception +9; low-light vision
Languages Common, Protean
Skills Athletics +10, Acrobatics +9, Deception +7, Performance +7, Stealth +9
Str +3, **Dex** +4, **Con** +0, **Int** –1, **Wis** +2, **Cha** +2
Items explorer's clothing, shuriken (20)

AC 21; **Fort** +7, **Ref** +11, **Will** +9; +1 to saves vs. effects that cause the controlled condition
HP 36; **Resistances** acid, electricity, or sonic 1 (chosen randomly each day)

Speed 35 feet
Melee ❖ foot +11 (agile, finesse, sweep), **Damage** 1d8+5 bludgeoning
Ranged ❖ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+5 piercing
Divine Innate Spells DC 19, attack +11; **2nd** two of the following chosen at random each day using 1d12 (1: *acid arrow*; 2: *blur*; 3: *hideous laughter*; 4: *humanoid form*; 5: *illusory object*; 6: *mirror image*; 7: *resist energy*; 8: *see invisibility*; 9: *shatter*; 10: *sound burst*; 11: *spider climb*; 12: *telekinetic maneuver*)
Flurry of Kicks ❖ **Frequency** once per turn; **Effect** The martial artist makes two melee Strikes. The martial artist applies their multiple attack penalty to these Strikes normally.
Handspring Kick ❖ **Requirements** The martial artist has both hands free; **Effect** The martial artist Steps, then makes a melee Strike at a –1 penalty.

Perverse Vanity

Popobawas seek out lands where unrest is high, hungering for the fevered emotions brought on by chaos, danger, persecution, and war. After attacking or dominating someone, a popobawa commands its victim to spread word of the shapechanger's cruelty.



Popobawa

Cruel shapechangers, popobawas feed on negative emotions, particularly fear, despair, and anguish. Though they're dangerously strong carnivores that drink the blood of their victims, their greatest pleasure lies in mesmerizing victims to cause suffering and spread chaos. A popobawa moves about populated areas in disguise, seeking new victims and revisiting past victims to bask in their suffering, spreading gossip and incriminating innocents for its crimes while still relishing its own loathsome infamy.

Popobawa — Creature 15

UNCOMMON CE MEDIUM HUMANOID

Perception +25; darkvision, scent (imprecise) 60 feet

Languages Common

Skills Acrobatics +24, Athletics +26, Deception +29, Intimidation +29, Lore (its home settlement or country) +24, Occultism +22, Stealth +26

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

AC 37; **Fort** +26, **Ref** +24, **Will** +27

HP 270; **Immunities** disease, sickened, stunned

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 34 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, climb 30 feet, fly 80 feet

Melee ❖ jaws +30, **Damage** 3d10+15 piercing plus 1d10 mental and shameful loathing

Melee ❖ talon +30 (agile), **Damage** 3d10+15 slashing plus Grab (page 305)

Occult Innate Spells DC 36, attack +28; **6th** *animated assault*[APG], *dominate*; **5th** *clairaudience* (at will), *clairvoyance* (at will), *telekinetic haul*, *telekinetic maneuver*, *ventriloquism* (at will); **Cantrips (7th)** *ghost sound*, *mage hand*

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The popobawa can take on the appearance of a human or a Small or Medium bat. It loses its stench aura while transformed. In human form it also loses its Strikes but can make fist Strikes that deal the same amount of bludgeoning damage as its talon Strike.

Feed on Sorrow ❖ (concentrate, healing, necromancy, occult, positive) **Frequency** once per round; **Effect** The popobawa draws strength from the suffering of others. It regains 10 Hit Points for each enemy within 30 feet that has one of the following conditions, to a maximum of 40 Hit Points: confused, doomed, dying, enfeebled, fatigued, frightened, sickened, slowed, stunned, stupefied, or wounded.

Hallucinatory Haunting ◈ **Trigger** The popobawa moves an object with *mage hand* or *telekinetic haul*, controls a creature with *dominate*, or casts *animated assault*; **Effect** The popobawa casts *ghost sound* or *ventriloquism*, with the sound originating from the target or area of the spell.

Shameful Loathing (curse, emotion, enchantment, mental, occult) A creature damaged by the popobawa's jaws is overcome with shame and self-hatred and must attempt a DC 36 Will save.

Success The target is unaffected.

Failure The target becomes stupefied 1 until the curse is removed.

Critical Failure As failure, but the target is also doomed 1.

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APPENDIX

Porcupine

The porcupine, sometimes called a quill pig, is a shy, gray-and-brown herbivore covered in barbed quills. Though most comfortable on the forest floor, a porcupine can climb trees adeptly to seek out leaves, bark, and insects for food. The giant porcupine is no less shy than its smaller kin, but these 5-foot-long specimens climb only the ancient old growth of deep forests. Both species are found only in temperate woodlands, though a giant porcupine prefers forests with less undergrowth where it can maneuver more easily.

When startled or threatened, a porcupine employs multiple strategies to discourage potential predators. It emits a pungent odor that warns other creatures away, rattling its quills and chattering its teeth loudly to provide an additional auditory warning. If cornered, it raises its quills, faces away from the danger, and charges backwards at full speed, impaling any unlucky creatures is in its path.

A porcupine's barbed quills—in actuality long, stiff hairs—hook into a foe's flesh. A creature can easily pull free from the porcupine should a creature come into contact with one, but the quill's barbed tips continue to dig into the victim's skin from the creature's own movements. Removing the quills is a painful process, and quills that break off under the skin can sometimes requires a healer's assistance to remove effectively. Contrary to popular belief, however, a porcupine can't shoot its quills, making it a threat only to a creature brazen or foolish enough to attack it directly.

Porcupines use the same defensive tactics regardless of size, but the giant porcupine is often devastatingly effective given its sheer mass. Fortunately, these creatures tend to flee at the first opportunity to do so. The few attempts to train them as guardians have ended poorly for this reason, though some druids and other woodfolk have, on occasion, persuaded these creatures to accompany them as companions.

Giant Porcupine — Creature 2

N MEDIUM ANIMAL

Perception +8, low-light vision, scent (imprecise) 30 feet
Skills Athletics +8 (+10 to Climb)
Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +10, **Ref** +8, **Will** +6
HP 32

Passive Points A creature that hits a porcupine with an unarmed Strike or a non-reach melee Strike takes 1d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d4 persistent piercing damage as the quills hook into its flesh.

Speed 25 feet
Melee ❖ quills +11, **Damage** 1d8+4 piercing plus embed quill
Melee ❖ tail +11, **Damage** 1d6+4 bludgeoning
Embed Quill A creature damaged by the porcupine's quills Strike must succeed at a DC 18 Reflex save or some of the quills remain embedded in its body, dealing 1d4 persistent piercing damage.
Rearward Rush ❖❖ **Effect** The porcupine scuttles backward, quills extended. It Strides twice, then makes a quill Strike. The target is flat-footed against this Strike unless it has seen a Rearward Rush before.



Protected Assets

While a giant porcupine is well protected, it's also highly sought after by hunters. Its soft flesh is very tasty when cooked, a delicacy prized in woodland communities. The porcupine's quills are another valued commodity, reaching nearly 3 feet long. Skilled artisans use the smaller quills to craft beautiful, wearable art, while the longer ones can be made into lightweight throwing weapons.

Trepidatious Trade

Pukwudgies rely heavily on their knowledge of local plants, which they use for food, medicine, magical weapons, and their signature poison. If shown proper respect, pukwudgies trade their crafts for items they deem valuable. They have little use for coin but accept unique foods, items of beauty, and even interesting stories as payment. The slightest transgression, however, can quickly turn pukwudgie encounters hostile.

Pukwudgie

Pukwudgies go by many names in many regions, but those who know of them agree that defying their mischievous nature provokes their wrath.

In ancient times, pukwudgies traveled to the Material Plane from the First World, perhaps in the wake of the gnome emigration. These proud fey are obsessed with displays of respect, and while they first attempted to befriend mortals, each attempt ended in tragedy as the pukwudgies perceived any potential slight as a grave insult. Mortals, fearing these reactions, began to view pukwudgies as nuisances, and pukwudgies in turn began to resent mortals and the gods that favored them. At their best, pukwudgies play cruel jokes on mortals they encounter. At their worst, they've been known to kidnap and even kill those who don't treat them with proper respect.

Pukwudgies make their villages in the oldest forests, concealed under *hallucinatory terrain* spells and *fantastic facade* rituals (*Advanced Players Guide* 241). They travel freely between the Material Plane and the First World through tiny portals beneath hills, trees, or stones. No strangers to violence, pukwudgies rarely travel alone and often anoint their quills or weapons with a custom-brewed poison before entering hostile situations.

Standing about 2 feet tall, a pukwudgie sports sharp quills growing from their head that extends down their back. Their skin tone varies by the region in which they live, ranging from pale gray to brown.



Pukwudgie — Creature 7

UNCOMMON | NE | SMALL | FEY

Perception +17; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Crafting +15, Deception +14, Medicine +15, Nature +17, Stealth +17, Thievery +15

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

Items *+1 hatchet*, shortbow

AC 25; **Fort** +12, **Ref** +15, **Will** +17

HP 100; **Resistances** poison 5; **Weaknesses** cold iron 10

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet

Melee ❖ *hatchet* +17 (agile, magical, sweep), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ❖ *hatchet* +19 (magical, thrown 10 feet), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ❖ shortbow +18 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing plus pukwudgie poison

Primal Innate Spells DC 25, attack +17; **4th** *freedom of movement*, *hallucinatory terrain*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The pukwudgie takes on the physical form of a giant porcupine (page 207). Their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+18 for 2d8+6 piercing plus 1d8 persistent poison).

Pukwudgie Poison (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

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Quintessivore

Quintessivores are cunning creatures that wield arcane magic and scalpel-sharp spider limbs that can rend one's soul just as easily as flesh. A quintessivore doesn't immediately kill its prey—it drags the creature to its lair and separates the victim's soul from their body with its bladed limbs. The flicking blades then pull out the creature's individuality, reducing the soul down to pure soul-stuff called quintessence, which the quintessivore then consumes.

QUINTESSIVORE — CREATURE 10

RARE NE MEDIUM BEAST

Perception +17; darkvision
Languages Abyssal, Aklo, Common, Infernal, Undercommon
Skills Arcana +25, Athletics +17, Intimidation +19, Stealth +20
Str +3, **Dex** +6, **Con** +6, **Int** +7, **Wis** +3, **Cha** +3
Items *scroll of dimensional anchor*, *scroll of fly*

AC 28; **Fort** +22, **Ref** +20, **Will** +21
HP 180

Instant Suspension ↷ **Trigger** The quintessivore reduces a creature within 15 feet of it to 0 Hit Points; **Effect** The quintessivore uses Suspend Soul, targeting the creature.

Speed 40 feet, climb 20 feet

Melee ❖ blade-leg +22 (finesse, magical), **Damage** 1d10+9 slashing damage plus 1d10 negative damage and tattered soul

Arcane Prepared Spells DC 29, attack +21; **5th** *black tentacles*, *grim tendrils*, *passwall*; **4th** *clairvoyance*, *enervation*[APG] (×2); **3rd** *slow*, *vampiric touch* (×2); **2nd** *comprehend language*, *see invisibility*, *web*; **1st** *feather fall*, *fleet step*, *ray of enfeeblement*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *ray of frost*, *read aura*

Feed on Quintessence (arcane, exploration, manipulate, necromancy) Over the course of 1 hour, the quintessivore removes and deconstructs the soul of a creature. The creature must either be captive or have been dead for no more than 2 hours before the start of the process. At the end of the hour, the quintessivore consumes the quintessence of the creature's soul. For the next month, it gains a +1 status bonus to its spell DC and spell attack roll, and it adds 6th-level *feeblemind* and *vampiric exsanguination* to its arcane prepared spells.

Deconstructing a soul maps the unique properties of the creature's soul into the quintessivore's blade-legs. The soul can be reconstructed by binding it to quintessence. A dead quintessivore's soul flees its body as pure quintessence suitable for this purpose.

Suspend Soul ❖ (arcane, necromancy) The quintessivore suspends the life processes of a dying creature within 15 feet of it. The creature can't decrease or increase its HP or dying value for 10 minutes. The creature can attempt a DC 29 Will save to avoid this effect. If the creature receives magical healing, it can attempt a new save, ending the effect and being healed normally on a success. The effect ends if the quintessivore uses Suspend Soul again.

Tattered Soul A creature hit by the quintessivore's blade-leg Strike must succeed at a DC 29 Fortitude save or become drained 1 (drained 2 on a critical failure). If the creature is already drained, it's immune to this effect.

QUINTESSENCE

Quintessence not only makes up a creature's soul, but also forms most of the planes of the Outer Sphere. Through the cycle of life and death, mortal souls travel to the Boneyard for judgment before moving on to their afterlives. After eons, souls lose their individuality and are recycled. Passed through the Maelstrom, the quintessence is broken down to pure potentiality, then reforms as new quintessence that sprouts in the Positive Energy Plane as the source of new souls.



Rakshasa Reincarnation

Rakshasas typically reincarnate after their deaths and retain hazy memories of their past lives. Successful and particularly wicked rakshasas take more powerful forms when reborn, while weak rakshasas reincarnate as lesser forms or even fail to reincarnate entirely.



Rakshasa

Rakshasas are evil spirits who cloak themselves in the guises of humanoid creatures, that they might walk unseen among their prey. They often seek to shape and corrupt society from within.

Raktavarna

The least of all rakshasas, raktavarnas resemble wicked serpents with glowing red eyes and oversized fangs. Often forced into service by mortal conjurers or more powerful rakshasas, raktavarnas frequently act subservient to their masters while secretly plotting to overthrow them.

Raktavarna — Creature 1

Uncommon | LE | Tiny | Fiend | Rakshasa

Perception +6; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +7, Athletics +6, Deception +7, Stealth +7

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

AC 16; **Fort** +5, **Ref** +9, **Will** +6; +2 status to all saves vs. divine magic

HP 14; **Weaknesses** good 3; **Resistances** physical 3 (except piercing)

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ❖ fangs +9 (agile, finesse), **Damage** 1d6+1 piercing plus raktavarna venom

Occult Innate Spells DC 16; **4th** *read omens*; **1st** *charm*, *command*; **Cantrips (1st)** *detect magic*

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The raktavarna takes on the appearance of a Tiny inanimate object. If, while transformed, the raktavarna takes any action other than the purely mental (such as Recall Knowledge), they immediately revert to their original form. Until then, they can use Deception to Impersonate the object.

Designate Master A raktavarna can designate a creature as their master using a 10-minute invocation in which the master must participate. The raktavarna can revoke this status at any time.

Master's Eyes As a 3-action activity with the concentrate trait, a raktavarna's master can observe the world through the raktavarna's eyes, instead of their own. This uses the raktavarna's Perception and darkvision. Each round, the master must spend a single action, which also has the concentrate trait, to maintain the connection. This ability functions at any range, even on different planes of existence. If the raktavarna dies while their master is using this ability, the master is stunned 5.

Raktavarna Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and stupefied 1 (1 round); **Stage 2** 1d4 poison damage and stupefied 2 (1 round)

Maharaja

The most powerful of all rakshasas, maharajas form very rarely, never more than once or twice a century, and only from the reincarnated spirits of other powerful and wicked rakshasas. The birth of a new maharaja rakshasa is a momentous occasion, and less powerful rakshasas will seek to curry favor with the new maharaja at an early age. Each maharaja rakshasa is unique and boasts their own selection of spells. All are generally humanoid save for their many heads, which always number at least four and can range up to a dozen. One of these heads tends to be humanoid, while the others take the forms of cats, snakes, and other predatory animals.

MAHARAJA

CREATURE 20

RARE LE MEDIUM FIEND RAKSHASA

Perception +37; darkvision

Languages Abyssal, Common, Infernal, Undercommon; *tongues*

Skills Acrobatics +33, Arcana +33, Deception +41, Diplomacy +38, Intimidation +38, Lore (any three) +33, Occultism +35, Religion +35, Society +35

Str +8, **Dex** +9, **Con** +7, **Int** +7, **Wis** +7, **Cha** +10

Items *+2 greater striking falchion*

AC 45, all-around vision (page 304); **Fort** +31, **Ref** +33, **Will** +35; +2 status to all saves vs. magic; +3 status to all saves vs. divine magic

HP 320; **Weaknesses** good 20; **Resistances** physical 20 (except piercing)

Reflect Spell ↷ (abjuration, occult) **Trigger** A foe Casts a Spell the maharaja knows, and the maharaja rakshasa can see its manifestation; **Effect** The maharaja expends one of their spell slots to reflect the triggering creature's spell. The maharaja loses their spell slot as if they had cast the triggering spell, and then attempts to counteract it (counteract modifier +37, counteract level 10). On a success, the maharaja turns the spell back on its caster. The reflected spell affects only the caster, even if it's an area spell or would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

Speed 40 feet, fly 30 feet

Melee ❖ *falchion* +38 (forceful, sweep), **Damage** 3d10+16 slashing plus 3d6 mental

Melee ❖ fangs +34 (agile), **Damage** 4d6+14 piercing

Occult Spontaneous Spells DC 47; **10th** (1 slot) *fabricated truth*; **9th** (4 slots) *dispel magic*, *foresight*, *overwhelming presence*, *telepathic command*, *weird*; **8th** (4 slots) *discern location*, *dispel magic*, *maze*, *mind blank*, *prismatic wall*; **7th** (4 slots) *dispel magic*, *haste*, *possession*, *project image*, *reverse gravity*; **6th** (4 slots) *repulsion*, *scrying*, *true seeing*, *vampiric exsanguination*; **5th** (4 slots) *crushing despair*, *dispel magic*, *false vision*, *shadow blast*, *shadow walk*; **4th** (4 slots) *confusion*, *dimension door*, *dispel magic*, *modify memory*, *read omens*; **3rd** (4 slots) *dispel magic*, *enthrall*, *haste*, *hypercognition*, *nondetection*; **2nd** (4 slots) *darkness*, *dispel magic*, *misdirection*, *see invisibility*; **1st** (4 slots) *magic missile*, *sanctuary*, *true strike*, *ventriloquism*; **Cantrips (9th)** *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *shield*

Occult Innate Spells DC 47; **10th** *dominate*; **9th** *clairaudience* (at will), *clairvoyance* (at will), *mind reading* (at will); **Constant (9th)** *tongues*

Autonomous Spell ❖ **Frequency** once per round; **Trigger** a foe's turn begins; **Effect** The maharaja's four heads allow them to quickly cast additional spells. They cast one of their 8th-level or lower occult spontaneous spells that normally takes 2 actions or fewer to cast.

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The maharaja takes on the appearance of any Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning). They lose their fangs Strike unless the humanoid form has fangs or a similar unarmed attack, and they lose Four-Fanged Assault unless the new form has four or more heads and fangs.

Four-Fanged Assault ❖ The maharaja makes four fangs Strikes, each against a different target. These Strikes count as only one attack for the maharaja's multiple attack penalty, and the penalty doesn't increase until after they have made all four attacks.

RAKSHASA LOCATIONS

Rakshasas are one of the few types of fiends native to the Material Plane and aren't typically found on other planes. Instead, most rakshasas live in urban areas where humanoids congregate, supplying these fiends with a variety of mortals to prey upon and bend to their wills, as well as all the luxuries that humanoid society can offer.



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Mindspin Rams

Rosethorn rams developed their unique horns along the steep slopes of the rugged Mindspin Mountains in western Avistan, where foraging is scarce but abundant natural caverns provide shelter from predators and the elements. Though the creatures have since spread, most cultures in Avistan refer to them as Mindspin rams.

Ram

Rams are sturdy, stubborn herd animals suited to rugged terrain and cold weather. Regardless of their territory, all share a stubborn nature and surefootedness, navigating uncertain terrain with ease and weathering all seasons in scattered herds.

Ringhorn Ram

Ringhorn rams, named for the massive, curving spirals protruding from their heads, travel the plains. Though these rams tend to be slightly more playful and less vindictive than those in the mountains, they are no less stubborn or hardy.

Ringhorn Ram **Creature 0**

N Medium Animal

Perception +6; low-light vision

Skills Acrobatics +4, Athletics +5, Stealth +4, Survival +6

Str +3, **Dex** +2, **Con** +2, **Int** –5, **Wis** +2, **Cha** +0

AC 16; **Fort** +6, **Ref** +6, **Will** +4

HP 15

Speed 30 feet; nimble stride

Melee ❖ hoof +7, **Damage** 1d6+3 bludgeoning

Melee ❖ horn +7 (agile), **Damage** 1d4+3 piercing

Nimble Stride Rams ignore difficult terrain caused by narrow ledges.

Ram Charge ❖❖ The ram Strides twice in a straight line and then makes a horn Strike with a +1 circumstance bonus to its attack roll.



Rosethorn Ram

These hardy mountain dwellers surpass their lowlander cousins in stubbornness and agility. Rosethorn rams sport distinctive, twisted horns that measure up to 4 feet in length and bear thorny growths, which they use to damage enemies in combat and strip the bark from trees during harsh winters when other food is scarce.

Though hardly a domesticated species, rosethorn rams' shaggy outer coats cover fine hair that makes a yarn prized for both its softness and rarity. Their milk also provides nourishment during severe seasons.

Rosethorn Ram **Creature 2**

N Medium Animal

Perception +8; low-light vision

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

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

AC 18; **Fort** +9, **Ref** +10, **Will** +6

HP 30

Speed 30 feet, climb 20 feet; mountain stride

Melee ❖ hoof +11 (finesse), **Damage** 1d8+5 bludgeoning

Melee ❖ horn +11 (agile, finesse), **Damage** 1d6+5 piercing

Broken Thorns ❖ **Requirements** The rosethorn ram damaged a creature with its horns on its most recent action this turn; **Effect** The ram breaks off one of the thorny protrusions of its horns and leaves it in the wound, dealing 1d6 persistent bleed damage.

Mountain Stride The Rosethorn ram ignores difficult terrain caused by narrow ledges and icy terrain, and reduces the effects it suffers from cold environments by one step.

Ram Charge ❖❖ As ram.

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Rancorous Priesthood

Followers of Rovagug must usually conceal their devotion to the Rough Beast, hiding in remote cave complexes or abandoned ruins; but they emerge from these strongholds when they sense weakness, gathering together into a destructive, homicidal mob to hunt down high-ranking priests of rival deities or slaughter entire towns. Alternatively, if their hidden bolthole is compromised, a mob of Rovagug's faithful might emerge—not hoping to save themselves, but intent only on taking their enemies with them as they die.

RANCOROUS PRIESTHOOD — CREATURE 11

CE GARGANTUAN HUMANOID TROOP

Perception +21

Languages Abyssal, Common

Skills Athletics +22, Intimidation +21, Religion +22

Str +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

AC 31; **Fort** +23, **Ref** +17, **Will** +22

HP 195 (16 squares); **Thresholds** 130 (12 squares), 65 (8 squares); **Weaknesses** area damage 15, splash damage 8

Troop Defenses (page 306)

Speed 25 feet

Divine Spontaneous Spells DC 27, attack +19; **6th** (2 slots) *cry of destruction*, *destructive aura* (*Core Rulebook* 391); **5th** (3 slots) *burning hands*, *fireball*, *hurtling stone* (*Core Rulebook* 393); **Cantrips (6th)** *daze*, *detect magic*, *divine lance* (chaos or evil)

Rituals DC 27; *blight* (doesn't require secondary casters)

Form Up ❖ (page 305)

Troop Movement Whenever the troop Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

Troop Spellcasting When the rancorous priesthood Casts a Spell, their constituent members combine their efforts into casting a more powerful version of the spell than any one member could achieve alone. When Casting a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Wild Swing ❖ to ❖❖❖ **Frequency** once per round; **Effect** The members of the mob wildly swing their weapons—primarily greataxes—in a chaotic attack at each enemy adjacent to the troop (DC 27 basic Reflex save). The damage depends on the number of actions.

❖ 1d12+2 slashing damage

❖❖ 2d12+9 slashing damage

❖❖❖ 3d12+9 slashing damage

TROOPS WITH SPELLS

Though Rovagug's followers are the most common, other deities might have rancorous priesthoods. You can use these statistics to represent other troops capable of casting spells simply by replacing the spells in the list and altering the alignment. Limit the troop to spells with a normal level no higher than 2 below what a creature of the troop's level would normally be able to cast; you can heighten some of these spells to fill the troop's highest-level spell slots, representing the combined effect of several lower-level spells cast at the same time.





Connoisseurs of Thoughts

Rhu-chaliks lack both mouths and digestive systems. Instead they gain sustenance from the thoughts and emotions of sentient beings. Each emotion has a distinctive flavor to rhu-chaliks and, as this feeding doesn't harm the food source, rhu-chaliks often dine repeatedly upon their favorite minds. Some rhu-chaliks even incite various emotions in their prey to elicit new tastes for their mental banquets.

Rhu-Chalik

The alien entities known as rhu-chaliks serve as scouts for a conglomeration of deep-space conquerors called the Dominion of the Black. Their masters use them as spies, tasking them with harvesting the thoughts and memories of sentient creatures into a vast repository of knowledge designed to eventually unravel every secret of existence.

Also called void wanderers, rhu-chaliks can survive the depths of space indefinitely. They are extremely long-lived and capable of traversing the vastness of space between worlds. Rhu-chaliks prefer to work alone in order to reduce potential overlap in their mind predations. The furtive beings are calculating and infinitely patient, seeking only the most exceptional minds to cast beyond the stars to their masters.

RHU-CHALIK — CREATURE 6

UNCOMMON | CE | SMALL | ABERRATION

Perception +17; greater darkvision

Languages Aklo; telepathy 100 feet (page 306)

Skills Athletics +13, Deception +13, Diplomacy +13, Intimidation +13, Stealth +15

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

AC 23, all-around vision (page 304); **Fort** +14, **Ref** +11, **Will** +17

HP 95

No Breath A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

Speed 5 feet, fly 35 feet

Melee ❖ tendril +15 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 mental and excruciating enzyme

Occult Innate Spells DC 23; **5th** *mind probe*; **4th** *modify memory*; **3rd** *invisibility* (self only; at will), *mind reading* (at will)

Excruciating Enzyme (occult, poison) A rhu-chalik's tendrils secrete an enzyme that causes intense pain. A living creature hit by a tendril Strike must succeed at a DC 24 Fortitude save or become sickened 1 from the pain.

Project Terror ❖❖ (emotion, enchantment, fear, mental, occult) **Requirements** The rhu-chalik has successfully affected the target with *mind probe*, *mind reading*, or Project Terror in the last minute; **Effect** The rhu-chalik creates nightmarish visions in the target's mind. The target must attempt a DC 24 Will save.

Critical Success The target creature is unaffected and temporarily immune to Project Terror for 1 minute.

Success The target is unaffected.

Failure The target becomes frightened 2. Failing additional saves against this effect increases the frightened condition value by 2; if this would increase the target's frightened value beyond frightened 4, the target is fleeing for 1 round and frightened 4.

Critical Failure As failure, but the target becomes unconscious for 30 minutes instead of fleeing.

Void Transmission (concentrate, enchantment, exploration, mental, occult) **Requirements** The rhu-chalik is adjacent to an unconscious creature; **Effect** The rhu-chalik spends 10 minutes copying the creature's entire consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward. If the creature is revived or moved away from the rhu-chalik during the process, Void Transmission fails and the target is unaffected.



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Roiling Incant

Though many spellcasters can harness the forces of magic in a consistent manner, such power can't always be controlled, especially in the hands of reckless researchers, megalomaniacal villains, or untested novices. When magical accidents result in large-scale property damage and the loss of life, these forces sometimes take on lives of their own, forming a dangerous amalgamation of ongoing magical energy known as a roiling incant.

A roiling incant's appearance depends on the type of magic it sprang forth from, though it always carries with it an echo of the destruction it has caused. A fiery evocation roiling incant might look like a storm of burning ashes echoing with the sounds of crackling timber, while a necromancy roiling incant could be mistaken for ghostly tendrils puppeteering shambling corpses. No matter what it looks like, a roiling incant roams mindlessly, attacking everything it encounters, heedless of further carnage it causes.

Roiling Incant Variations

Each roiling incant is tied to a magic tradition as well as to a school of magic, and thus each has the traits of that tradition and school. Its innate spells must come from that tradition and school of magic, and they are usually related to the accident that caused the roiling incant's creation. The additional damage from their Engulf ability also changes based on their innate cantrip. Variant roiling incants usually have one 4th-level spell, one 3rd-level spell, one 2nd-level spell, and a cantrip, just like the example roiling incant presented below. Evocation roiling incants are the most common, as that school of magic is often the most destructive.

Roiling Incant — Creature 9

UNCOMMON | N | LARGE | ARCANE | EVOCATION | MINDLESS

Perception +15

Skills Acrobatics +19

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

AC 25; **Fort** +19, **Ref** +17, **Will** +15

HP 155; **Immunities** bleed, death effects, disease, doomed, drained, evocation, fatigued, healing, mental, necromancy, negative, nonlethal attacks, paralyzed, poison, sickened, unconscious

Absorb Evocation A roiling incant is made of evocation energy. Any time it would be affected by another creature's non-cantrip evocation spell, after applying its immunity, it also regains 5 Hit Points.

Speed fly 40 feet

Melee ❖ arcane tendril +19 (arcane, evocation, magical, reach 10 feet), **Damage** 2d12+10 force

Ranged ❖ arcane bolt +19 (arcane, evocation, magic, range increment 30 feet), **Damage** 2d10+10 force

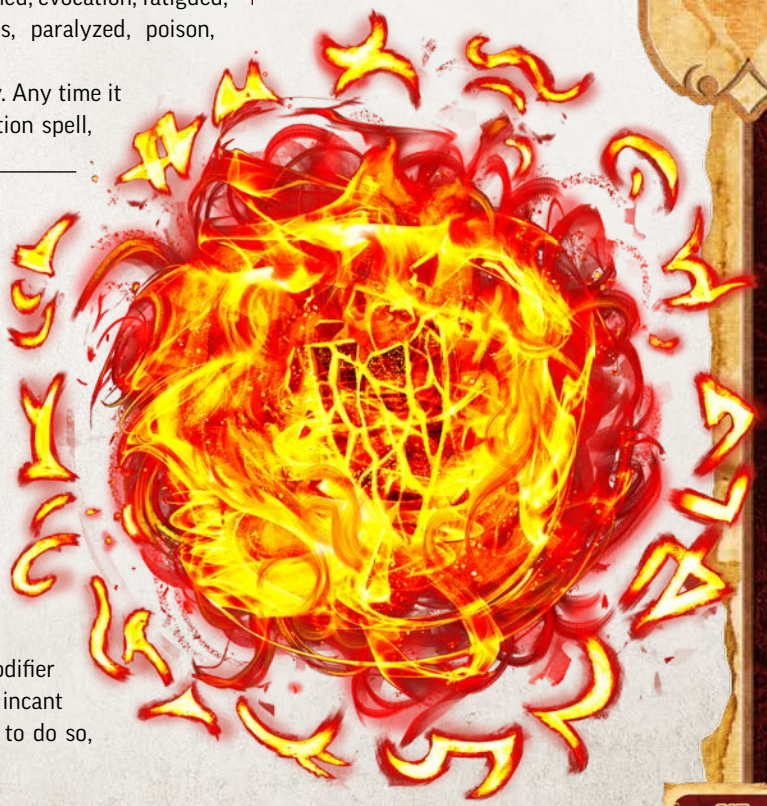
Arcane Innate Spells DC 30, attack +20; **4th** *wall of fire* (at will; see Unstable Magic); **3rd** *fireball* (at will; see Unstable Magic); **2nd** *flaming sphere* (at will; see Unstable Magic); **Cantrips (4th)** *produce flame*

Engulf ❖❖ DC 28, 2d8 force plus 4d4 fire, Escape DC 28, Rupture 20 (page 305)

Unstable Magic A roiling incant is as much a mass of unstable magic as it is a creature. Is isn't living or undead, nor is it even a construct. It can't be healed or Repaired and is destroyed at 0 Hit Points, though it naturally recovers a number of Hit Points equal to its level × its Constitution modifier (54 for most roiling incants) each day. Each time a roiling incant casts one of its non-cantrip spells, it drains its own magic to do so, taking 5 force damage.

Roiling Incant Origins

A roiling incant is a curiosity among scholars. It is neither living nor dead, nor is it a construct. Instead, it is magic of its tradition and school manifesting as a mindless entity, a magical force of nature. While some particularly vile spellcasters have attempted to create these beings intentionally and unleash them on an enemy's home, thus far no one has determined a reliable method to do so.



Long Necks, Long Tales

While an encounter with a real rokurokubi is terrifying, many are familiar with them in a less chilling form as the subject of ghost stories and plays, often told by a wandering storyteller at the side of a road or at a festival. An especially common performance involves two performers against a black curtain—one with a black hood covering their head, the other covered in black tights from the neck down—portraying one creature, with a length of cloth or string between the two giving the illusion of an extending neck.

Rokurokubi

Rokurokubi come into being when mortals are cursed for some misdeed, though often the one who bears the curse is not the one who committed the offense, but instead their child or spouse. The curse slowly transforms the individual into a rokurokubi as they sleep. At first, their neck extends, or even detaches altogether, to let their head roam freely and engage in simple mischief like scaring neighbors or animals. The sleeper may awaken the next morning from a hazy dream of drinking the oil from nearby lanterns, only to find them indeed empty.

Over time, the bizarre acts progress to increasingly mischievous or even violent crimes. There's only a brief period during which the nascent rokurokubi might still be saved by dispelling the curse, but before long, they are fully consumed, never to sleep again.

Most rokurokubi despair at their state, seeking to drown their sorrows in drink or simply stay out of sight. A nefarious few rokurokubi embrace their fate and seek to enhance their power by completely giving in to the curse. This grants them the ability to cast potent occult spells but inevitably twists them even more toward evil.

Rokurokubi — Creature 2

N Medium Humanoid

Perception +9; darkvision

Languages Common

Skills Athletics +7, Deception +8, Diplomacy +8, Intimidation +8 (+10 to Demoralize with Threatening Lunge), Society +6, Stealth +8

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

AC 18; **Fort** +7, **Ref** +8, **Will** +9

HP 30; **Immunities** sleep

Attack of Opportunity ↻ Jaws only (page 304)

Drink Oil ↻ **Trigger** The rokurokubi is the target of an alchemical bomb Strike; **Requirements** The rokurokubi is aware of the attack, not flat-footed against it, and doesn't have a creature grabbed with their jaws; **Effect** The rokurokubi attempts to catch the flung bomb in their mouth. They gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, they catch the bomb in their mouth and harmlessly drink its contents down, regaining Hit Points equal to the bomb's item level.

Speed 25 feet

Melee ❖ jaws +10 (finesse, reach 10 feet), **Damage** 1d8+3 piercing plus 1d6 persistent bleed

Melee ❖ claw +10 (agile, finesse), **Damage** 1d8+3 slashing

Extend Neck ❖ The rokurokubi extends their neck, increasing the reach of their jaws Strike from 10 feet to 20 feet until the end of their next turn.

Threatening Lunge ❖❖ **Requirements** The rokurokubi's neck is not currently extended; **Effect** The rokurokubi's head comes within an inch of their target's face before striking. They Extend their Neck, attempt to Demoralize one opponent within 20 feet, and then make a jaws Strike against that opponent. Their Demoralize check is a visual rather than auditory effect, and they don't take a penalty if the target doesn't understand their language.



Sabosan

Sabosans are intelligent, bat-like humanoids who live in warm forests and drink the blood of other creatures, particularly people. They have thin, emaciated torsos and broad, leathery wings that can reach a span of almost 20 feet. Sabosans' heads, necks, shoulders, and upper chests are covered with red or dark-brown fur that obscures their stretched-thin flesh. Though their ears are large and pointed like a bat's and they can echolocate as bats do, their vision is also quite strong, enough so that they can use it to easily track quarry in low light.

Some naturalist scholars believe that sabosans are distant descendants of humans who were afflicted with vampirism but managed to avoid succumbing to undeath. Others posit they were once a cult of demon worshippers whose dark rites transformed them into their current forms. No matter their true origins, sabosans have infamous reputations among towns and cities south of Golarion's equator. Even mere rumors of sabosans in an area are enough to set off city-wide hunts, and the truly superstitious aren't above setting fires near every grotto, nook, and foxhole they come across in order to smoke out the nocturnal creatures.

Sabosans hunt during the twilight hours or just after dark, when their echolocation gives them an edge over sleeping prey. They are capable hunters but indiscriminating when it comes to food sources; their rapid metabolisms means sabosans must eat nearly 20 pounds of meat and fruit per day, supplemented, of course, with copious amounts of blood.

Sabosans' obscure faith reveres two deities: the slain Demon Lord Vyriavaxus, Lord of Shadows, and the nearly forgotten sun god Easivra. Vyriavaxus has an obvious link with the creatures, with his appearance as a giant bat, but their connection to the sun god hints at a complex depth in sabosan beliefs.

THE SABOSAN KINGDOM

Sabosans were not always so confined to the edges of the wilderness. Once, many of their kind occupied the stone metropolis of Jaytirian in the heart of the Mwangi Jungle and defended it against the bestial forces of the dread Gorilla King. However, over the last few hundred years, some unknown force drove the sabosans out, and now they roam the Mwangi Expanse in dwindling numbers, searching for a new home.



SABOSAN — CREATURE 5

NE MEDIUM HUMANOID

Perception +10; echolocation 20 feet, low-light vision, scent (imprecise) 30 feet
Languages Abyssal, Mwangi
Skills Acrobatics +16, Athletics +11, Stealth +16
Str +4, **Dex** +5, **Con** +2, **Int** –1, **Wis** +1, **Cha** +0
Items spear

Echolocation A sabosan can use their hearing as a precise sense at the listed range.

AC 22; **Fort** +11, **Ref** +14, **Will** +10
HP 78

Speed 25 feet, fly 25 feet
Melee ❖ jaws +15 (finesse), **Damage** 2d10+4 piercing plus 1 persistent bleed
Melee ❖ claw +15 (agile, finesse), **Damage** 2d8+4 slashing plus Grab (page 305)
Melee ❖ spear +15, **Damage** 1d6+7 piercing
Ranged ❖ spear +16 (thrown 20 feet), **Damage** 1d6+7 piercing
Drain Blood ❖ **Requirement** The sabosan has a creature grabbed; **Effect** The sabosan drains blood from the creature. The creature must succeed at a DC 23 Fortitude save or become drained 1. The sabosan gains a number of temporary Hit Points equal to the number of Hit Points lost by the creature.
Fell Shriek ❖❖ (auditory) The sabosan emits a deafening cry in a 30-foot cone. Non-sabosan creatures in this area must each succeed at a DC 23 Fortitude save or be deafened for 1 minute.
Powerful Charge ❖❖ The sabosan Strides up to double their Speed and then makes a claw Strike. If the sabosan moved at least 20 feet, they deal an additional 1d6 damage on a hit.

Check with Friends

Sahkils are creatures of fear and terror. Roleplaying encounters with sahkils could be troubling to some players, and delving deep into the kinds of traumas sahkils relish in unleashing could have unintentional effects on your game and your friends. Before introducing sahkils into your game, talk with your players to learn about any particular phobias or limits to determine what content you bring to the table, and consider that on your own behalf as well. Some specific elements to be aware of are the ximtal's abilities around sensory deprivation and social isolation, as well as the kimenhul's trauma-related abilities and themes.

Sahkil

Ages ago, when this cycle of the multiverse was still adolescent, a cabal of psychopomps who already felt bored and restrained in their role of ushering souls to their ultimate resting place rebelled against their station. It was this corruption of the cycle of souls that spawned the first sahkils.

Ambivalent to the prescribed order of the multiverse and spiteful of mortals, sahkils delight in spreading fear and unease to all beings, clogging up the metaphysical cycle with anxiety-ridden mortals too scared to achieve their potential. These fiends have drastically changed from their dedicated psychopomp predecessors. They are creatures of spite and torment, fear and disgust. They exploit the most common and rare fears for their own perverse satisfaction, and they want nothing more than to frighten mortals and make them question their reason for existence.

Most sahkils lurk on the Ethereal Plane, but they frequently invade the Material Plane to torment mortals and spread terror. They use their innate ability to slip between the veils of the Ethereal and Material effortlessly, often stalking their targets for days or weeks before enacting their devious plots.

Esipil

Among the least of the sahkils, esipils delight in spreading fears and uncertainty among people who live with animals that could turn on them. They generally appear to their prey as some benign creature such as a domesticated dog or cat, but once they gain trust and get their victims close, they transform into a terrifying creature that looks part dog and part worm with tendrils of viscera that the creature uses as both a tongue and a weapon.

Of all the sahkils, esipils are most likely to ingratiate themselves with mortals, sometimes serving powerful spellcasters and other times simply living among unsuspecting victims, biding their time until they strike.

Esipil **Creature 1**

NE TINY FIEND SAHKIL

Perception +7; darkvision

Languages Abyssal, Celestial, Infernal, Requian; telepathy (touch; page 306)

Skills Acrobatics +7, Intimidation +7, Stealth +7

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

Easy to Call A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.

AC 17; **Fort** +7, **Ref** +9, **Will** +5

HP 16; **Immunities** fear; **Weaknesses** good 2

Speed 30 feet

Melee ❖ jaws +9 (finesse, versatile P), **Damage** 1d8 slashing plus 1d4 evil and Grab (page 305)

Melee ❖ claw +9 (agile, finesse), **Damage** 1d6 slashing plus 1d4 evil

Divine Innate Spells DC 15; **3rd** *fear*; **2nd** *mirror image*; **1st** *fear* (at will); **Cantrips (1st)** *mage hand*

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The esipil transforms into a Tiny cat, dog, or other unassuming domestic animal (page 304). This doesn't affect the esipil's statistics, but it could change the damage type of its Strikes.



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Skip Between ❖ (conjuration, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

NUCOL

Representing the fear of parasites and affliction, nucols appear as violent, pestilence-ridden boars. They pollute their victim's body and mind, spreading not only fear but a mind-altering affliction that exacerbates feelings of self-doubt.

Though very aggressive, the fiends are capable of cunning manipulation. After they infect a victim with potent insecurity, they'll offer to remove the affliction for a price. Many of these deals are esoteric in nature, driving the victim into despair and forcing them to give up things they cherish. The sinister nucol may even reinfect its victim after completing the bargain, but a canny negotiator may be able to turn the tables on the fiend and free themselves from its grasp.

NUCOL CREATURE 4

NE MEDIUM FIEND SAHKIL

Perception +11; darkvision, scent (imprecise) 100 feet
Languages Abyssal, Celestial, Infernal, Requian; telepathy 60 feet (page 306)
Skills Athletics +12, Deception +10, Intimidation +12, Stealth +10
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2
Easy to Call As esipil.

AC 20; **Fort** +13, **Ref** +10, **Will** +11
HP 75; **Immunities** disease, fear; **Weaknesses** good 5; **Resistances** poison 5

Speed 30 feet
Melee ❖ tusk +12 (deadly d10), **Damage** 2d8+6 piercing plus 1d4 evil and nervous consumption
Divine Innate Spells DC 20; **3rd** *fear* (at will), *remove disease*; **1st** *grease* (×3); **Cantrips (2nd)** *detect magic*, *mage hand*
Nervous Consumption (disease, divine, emotion, enchantment, mental) **Saving Throw** DC 21 Fortitude; **Onset** 1 minute; **Stage 1** sickened 1 and stupefied 1 (1 day); **Stage 2** clumsy 1 and stupefied 2 (1 day); **Stage 3** clumsy 2 and stupefied 3 (1 day)
Skip Between ❖ As esipil.
Spray Pus ❖ The nucol flexes one of its infected wounds, releasing a spray of pus in a 15-foot cone or targeting an individual creature within 30 feet. A creature targeted or in the area is exposed to nervous consumption.



WIHSAAK

These gaunt and insectile sahkils torment their foes by focusing on a widespread fear of insects and creeping, crawling vermin. Unlike their more subtle cousins, wihsaaks don't lurk in the periphery and instead directly engage their targets, using their unnerving buzzing to disorient and terrify. When encountering multiple foes,

FEEDING ON FEAR

Sahkils are immortal planar beings and don't require material sustenance, but they do seem to gain some semblance of nourishment from the fear they spread. Whether this is psychological or biological remains to be seen, but their obsession with frightening other creatures is clear. Sahkils recognize that they are already feared, so it may be that they are simply fulfilling what they believe is their ultimate purpose.

wihsaaks attempt to spread fear to everyone before slashing at them with their devastating claws.

WIHSAAK CREATURE 6

NE MEDIUM FIEND SAHKIL

Perception +14; darkvision
Languages Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306)
Skills Acrobatics +13, Deception +15, Intimidation +15, Stealth +15
Str +4, **Dex** +5, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3
Easy to Call As esipil.

AC 24; **Fort** +14, **Ref** +15, **Will** +14
HP 105; **Immunities** fear; **Weaknesses** good 5
Swarmwalker Swarms of animals and other unintelligent creatures instinctively leave a wihsaak alone. A wihsaak is immune to the damage from and effects of swarms with an Intelligence of –5.

Speed 30 feet, fly 40 feet
Melee ❖ claw +17 (finesse), **Damage** 2d10+7 slashing plus 1d4 evil
Divine Innate Spells DC 23; **4th** *suggestion*; **3rd** *fear*, *vomit swarm* [APG]; **2nd** *blur*, *see invisibility*; **Cantrips (3rd)** *detect magic*
Droning Distraction ❖ (auditory, divine, evocation, incapacitation, mental) **Effect** The wihsaak beats its wings rapidly, creating a buzzing drone that numbs creatures' minds. Each creature within 100 feet must attempt a DC 23 Will save. They are then temporarily immune for 1 minute.
Success The creature is unaffected.
Failure The creature is confused and stupefied 1 for 1 round.
Critical Failure The creature is confused for 1 round and stupefied 2 for 1 minute.
Skip Between ❖ As esipil.

WAR AGAINST HOPE

Sahkils and couatls (page 56) are eternal enemies. The creatures each vie for the hearts of mortals, but from different sides of a single ideological coin. Sahkils wish to instill only fear into mortal hearts, trying to reduce them into useless piles of flesh who accomplish little. Couatls work to light the fires of hope, inspiring mortals to rise up and achieve their potential.



PAKALCHI

Pakalchis strive to intensify their preys' inherent insecurity over personal and emotional bonds, playing on the threat of those relationships falling into ruin. These sahkils are among the most manipulative of their kind, pulling strings both literal and figurative on their victims over stretched-out periods of time, exhilarating in the despair and fear for as long as possible.

PAKALCHI CREATURE 9

NE MEDIUM FIEND SAHKIL

Perception +18; darkvision, *true seeing*
Languages Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306), *tongues*
Skills Acrobatics +18, Deception +21, Diplomacy +21, Intimidation +21, Stealth +18
Str +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +6
Easy to Call As esipil.

AC 26; **Fort** +17, **Ref** +18, **Will** +20
HP 140; **Immunities** fear, poison; **Weaknesses** good 5
Entangling Train ↷ **Trigger** A creature moves adjacent to the pakalchi; **Effect** Writhing, pitch-black vines wrap around the creature. The creature takes 1d6 slashing damage and takes a –15-foot circumstance penalty to its Speeds until the end of its next turn.

Speed 30 feet
Melee ❖ vine +18 (finesse, reach, versatile P), **Damage** 2d10+6 slashing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin
Melee ❖ claw +18 (agile, finesse), **Damage** 2d10+6 slashing plus 1d6 evil

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Ranged ❖ thorn +18 (agile, range increment 50 feet), **Damage** 2d4+6 piercing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin

Divine Innate Spells DC 30; **7th** *mask of terror* (self only); **6th** *dominate*; **5th** *charm*, *calm emotions*, *suggestion* (at will); **Cantrips (5th)** *detect magic*; **Constant (6th)** *tongues*, *true seeing*

Betrayal Toxin (divine, enchantment, mental, poison) A creature affected by betrayal toxin hears whispers of incessant doubt in their head and can't treat any creature as their ally; **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 (1 round)

Skip Between ❖ As esipil.

XIMTAL

The struggles of loneliness and the anxiety that accompanies that feeling plague many creatures, and ximtals delight in exploiting this fear for their own perverse gain. Appearing as hybrids of rats and crabs with grasping tentacles, these scheming fiends manipulate their victims over long spans of time, like pakalchis, to savor the most fear they can. Ximtals use subtlety to entrap their prey and often don't directly engage their targets. They use insecurities as a tool and force poor behavior in mortals they set their sights on. They prefer to focus their machinations on strong-willed and well-intentioned mortals, hoping to erode their pride and self-worth and ultimately lead them eschew altruistic efforts.

Rather than focusing on a single victim, a ximtal might instead seek out a particular cause of interest to the sahkil's appetites. These creatures often wander the multiverse seeking to sabotage societal crusades or suppress divergent ideologies.

While most ximtals work alone, they sometimes enlist the assistance of pakalchis, who share similar tastes in mortal fear. Together and focused, these two types of fiends can dissolve individual self-worth, relationships, and even entire organizations.

PLANAR RELATIONS

Sahkils collaborate with divs (page 68) to corrupt and corrode mortals. Velstracs, who appreciate sahkils' depredations, sometimes work with these fiends to enact terrible horror on their victims. Nihilistic and disaffected, daemons tolerate sahkils but tend to view them as useless provocateurs.



XIMTAL — CREATURE 17

NE LARGE FIEND SAHKIL

Perception +30; darkvision, *true seeing*

Languages Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306)

Skills Arcana +27, Deception +33, Intimidation +33, Occultism +27, Religion +30, Stealth +28

Str +9, **Dex** +3, **Con** +9, **Int** +2, **Wis** +5, **Cha** +8

Easy to Call As esipil.

AC 39; **Fort** +32, **Ref** +26, **Will** +28

HP 380; **Immunities** fear; **Weaknesses** good 10

Despoiler (aura, divine, necromancy) 1,000 feet. Creatures within the aura take a –2 circumstance penalty to all saving throws against poisons, diseases, and drugs.

Speed 40 feet, climb 20 feet, fly 40 feet

Melee ❖ jaws +34 (magical, reach 10 feet), **Damage** 3d12+17 piercing plus 2d6 evil and sensory fever (page 222)

Melee ❖ claw +34 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing plus 2d6 evil and sensory fever (page 222)

Divine Innate Spells DC 38; **8th** *fear* (at will), *horrid wilting* (×3),

Sahkil Tormentors

The most powerful among sahkils are the sahkil tormentors. These deific beings rule over sahkils as a whole, and many personally direct the actions of their lesser cousins. Others fall into ambivalent routines, focusing more on their own personal acts of torment rather than launching widespread, ambitious depredations upon unsuspecting mortals.

maze (×3), *suggestion* (at will); **Cantrips (9th)** *detect magic*; **Constant (9th)** *fly*, *true seeing*

Isolate Foes ❖❖ (curse, divine, emotion, enchantment, incapacitation, mental) **Frequency** once per day; **Effect** The ximtal attempts to isolate its enemy's companions, forcing an impression that each creature's friends and allies have vanished and they are all alone against an insurmountable threat. The ximtal chooses up to four creatures, each of whom must be adjacent to one other target. Each target must attempt a DC 38 Will save. On a failure, a target becomes out of phase with all allies. The affected creatures can't perceive their allies or interact with them in any way, and they can move into allies' spaces as if their allies simply weren't there. Allies similarly can't perceive or interact with the affected creatures with one exception: an ally can target an effected creature with *remove curse* to remove the effects. Every 24 hours, an affected creature can attempt a new saving throw to end this effect.

Sensory Fever (disease) A ximtal's withering attacks cause a debilitating disease targeting the senses; **Saving Throw** DC 36 Fortitude; **Stage 1** creature loses one sense determined randomly: taste, smell, hearing, or sight (1 day); **Stage 2** creature loses an additional sense from the stage 1 list (1 day); **Stage 3** creature loses an additional sense from the stage 1 list (1 day); **Stage 4** creature loses the last sense from the stage 1 list and any special senses, such as tremorsense or lifesense (1 day); **Stage 5** all lost senses are permanent unless restored via *restore senses* or a similar effect

Skip Between ❖ As esipil.

Kimenhul

Among the strongest of their kind aside from the sahkil tormentors, kimenhuls work their craft to foment despair in those who fear failure, forming cycles of self-loathing. These powerful sahkils focus their attention on mortals who are seemingly at the peak of their ability yet harbor secret fears of inadequacy. A kimenhul's predations can leave an indelible mark on its victims. The kimenhul whispers threats and sends fears of crushing failure to its prey, seemingly originating from their own minds, a trauma that can be difficult to bear without help. These sahkils torment their prey as long as the hapless victims live, using their Eternal Fear ability every day to psychically remind their previous victims of their failings.

Some unique kimenhuls find themselves in a position of leadership in Xibalba (see the sidebar on page 223), where they carve out their own small kingdoms and direct groups of sahkils to help them find mortals to torment. They rule these nightmare kingdoms through terror, often delighting in tormenting new petitioners or scheming ways to work against their immortal foes.



Kimenhul — Creature 20

NE HUGE FIEND SAHKIL

Perception +35; darkvision, *true seeing*

Languages Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306)

Skills Acrobatics +36, Arcana +33, Athletics +38, Deception +38, Occultism +33, Religion +35, Stealth +36

Str +10, **Dex** +8, **Con** +9, **Int** +5, **Wis** +7, **Cha** +7

Easy to Call As esipil.

AC 45, all-around vision (page 304); **Fort** +33, **Ref** +32, **Will** +35

HP 425; **Immunities** death effects, fear; **Weaknesses** good 20

Feed on Fear The kimenhul regains 30 Hit Points at the start of its turn as long as any frightened creature is within 100 feet of it.

Attack of Opportunity ↷ If the triggering creature is subject to an effect with the fear trait, the kimenhul can make two claw Strikes against the creature instead of one Strike (page 304).

Speed 45 feet, climb 25 feet

Melee ❖ jaws +38 (magical, reach 15 feet), **Damage** 4d12+18 piercing plus 3d6 evil

Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus 3d6 evil and Improved Grab (page 305)

Divine Innate Spells DC 42; **9th** *confusion, dispel magic* (at will), *fear* (at will), *mask of terror* (at will), *phantasmal calamity*, *suggestion* (at will), *warp mind*, *weird*; **Cantrips (10th)** *detect magic*; **Constant (9th)** *mind blank*, *true seeing*

Eternal Fear ❖❖ (divine, emotion, enchantment, fear, incapacitation, mental) The kimenhul contorts its faces and presents itself to its enemies in a terrifying and traumatic display that causes lingering fear. Each creature within 100 feet that can observe the kimenhul must make a DC 42 Will save. They are then temporarily immune for 10 minutes.

Critical Success The target is unaffected.

Success The target becomes frightened 3.

Failure The target becomes frightened 3 and is fleeing as long as it's frightened. Even after recovering from the initial experience, the trauma is lodged in the target's mind for 1 year. Once per day, the kimenhul can communicate telepathically with the target for 1 minute as long as both creatures are on the same plane. Any time a creature under the effect of Eternal Fear is in a stressful situation (such as combat or intense social pressure), they must succeed at a DC 11 flat check or become frightened 2. While Eternal Fear lasts, the target always becomes fleeing as long as it's frightened, regardless of the source of the fear. The target can attempt a new saving throw each week to remove these effects, but they can otherwise be removed only by powerful magic such as *wish*.

Critical Failure As failure, but the effects are permanent and the target doesn't get to attempt a weekly save to end the effect.

Frightening Flurry ❖❖ The kimenhul makes one jaws Strike and two claw Strikes against a single target, in any order. The target becomes frightened with a condition value equal to the number of Strikes that hit it, to a maximum of frightened 3 if all three Strikes hit.

Rend ❖ claw (page 306)

Skip Between ❖ As esipil.

Snatch Between When using Skip Between, the kimenhul can bring along any creatures it has grabbed.

Unsettled Mind Any creature affected by any of a kimenhul's mental spells or abilities becomes stupefied 3 for the duration of that effect and for 1d4 rounds thereafter.



XIBALBA

Within the ghostly realm of the Ethereal Plane, sahkils inhabit a terrifying realm known as Xibalba. The Land of Dread is a realm of nightmares made manifest. At the center of this demiplane is a tiered pyramid known as the Black Pyramid, where the sahkil tormentors rule their brethren and sow fear through the mortal realm.

Samsaran

A unique connection to the cycle of life and death defines the mortal lives of samsarans. With a tendency toward reclusiveness, samsarans have delicate builds, enigmatic and pupilless eyes, and blood as clear as water. When a samsaran dies, their body vanishes and their soul instantly reincarnates into a newborn child elsewhere on the same plane: usually another samsaran, but occasionally a humanoid of a different ancestry.

Though all samsarans have an innate understanding of their nature, they consciously remember little from their former lives. Some, however, are occasionally struck by disjointed memories or flashes of déjà vu linked to a previous existence that can earn them a reputation for preternatural wisdom and insight. Most samsarans prefer to lead studious lives filled with moments of deep reflection. Their sights remain set on the eternal and on enlightenment, reducing the appeal of the short-term material gains one can achieve in just one lifetime. A samsaran ceases their cycle of reincarnation only upon reaching perfect state of enlightenment—or falling so far from harmony that they proceed to a doomed afterlife.

The ancestral home of the samsarans lies in Zi Ha, a remote mountain nation in Tian Xia. These treacherous mountains help ensure the solitude most samsarans prefer, and they're further protected by misguiding illusions, defensive wards, and secure fortifications.

The Eternal Cycle

Samsarans rarely bear children, and they often send their offspring to be raised in human society, where they live lives much like their adopted kin. These offspring occasionally reincarnate as samsarans themselves. This influx of new souls balances out those who, after leading a perfected existence, finally pass on to the River of Souls.



Samsaran Anchorite — Creature 1

UNCOMMON | N | MEDIUM | HUMANOID | SAMSARAN

Perception +9; low-light vision

Languages Celestial, Common, Samsaran

Skills Medicine +6, Occultism +6, Religion +7, Society +4

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

Items spear, sling (10 bullets)

Cryptomnesia A samsaran anchorite subconsciously retains bits of knowledge from their innumerable former lives, granting them a +1 circumstance bonus to skill checks that aren't listed in their skills above, and allowing them to attempt all skill actions that normally require the user to be trained.

AC 15; **Fort** +3, **Ref** +7, **Will** +9

HP 16

All This Has Happened Before ↷ (divination, occult) **Frequency** once per day; **Trigger** The samsaran anchorite is about to roll initiative; **Effect** The anchorite experiences a flash of recognition from a previous existence, gaining a +4 circumstance bonus to the triggering roll. If this causes the anchorite to be the first creature to act, they also become quickened for 1 round, but they can use the extra action only to Recall Knowledge or Step.

All This Will Happen Again ↷ (fortune, emotion, mental) **Frequency** once per day; **Trigger** The samsaran anchorite fails or critically fails a Will save against an emotion effect; **Effect** Even in the face of overwhelming tribulation, the anchorite finds solace in the notion that all things are merely part of a never-ending cycle. They reroll the saving throw with a +1 status bonus; they must use the second result.

Speed 25 feet

Melee ❖ spear +5, **Damage** 1d6+2 piercing

Ranged ❖ sling +7 (range increment 50 feet, reload 1), **Damage** 1d4+2 bludgeoning

Divine Prepared Spells DC 17; **1st** *command*, *heal*, *sanctuary*; **Cantrips (1st)** *guidance*, *light*

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Sasquatch

The elusive sasquatches dwell in the deepest, most remote and secluded tracts of wilderness. They avoid confrontations with humanoids unless drawn out by curiosity. In such cases, glimpses through the underbrush are typically the best an onlooker can hope for, as sasquatches are perfectly content to live their lives in peace hidden in the deep thickets of the wild.

Despite their considerable bulk, sasquatches are capable of moving through forests with surprising grace and efficiency. Often, their distinctively pungent odor or the discovery of a few sets of unusually oversized footprints are the only signs of their presence. These footprints have helped to engender a popular nickname, "bigfoot," for these mysterious creatures.

While normally nonconfrontational, a sasquatch can be driven to violence when startled or when their homeland is threatened, be it by the expansion of pioneers or the intrusion of fell supernatural influences. Usually, a sasquatch's attack lasts as long as it takes to frighten away a foe; they rarely pursue those who flee from their displays of dominance.

Sasquatches speak their own language, which mixes sounds easily mistaken for ambient wildlife calls and knocking—most often by striking a solid surface (such as a tree) with a branch or a stone—allowing a whole family of sasquatches to carry on conversations without alerting nearby humanoids. Even in death they avoid leaving traces behind, for when a sasquatch dies, their kin take pains to bury the body deep and hide the grave site well to protect the remains from scavengers and evil spirits alike.

Similarly Hidden

Creatures similar to the forest-dwelling sasquatches can be found throughout the world. The most infamous are mountain-dwelling yetis, but other regions hide even more elusive creatures, such as the orang pendek, yowie, almas, and yeren. Just as yetis and sasquatches have significantly different traits and abilities, it's likely these other creatures each possess their own unique abilities to help them remain in isolation.

Sasquatch — Creature 2

UNCOMMON | N | MEDIUM | HUMANOID

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

Languages Sasquatch

Skills Athletics +9, Intimidation +5, Stealth +9 (+11 in forests), Survival +6

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

AC 17; **Fort** +11, **Ref** +7, **Will** +6

HP 36

Catch Rock ↷ (page 304)

Emerge From Undergrowth ◆ **Trigger** The sasquatch is in forest terrain and rolls Stealth for Initiative; **Effect** The sasquatch Strides up to half their Speed, after which they attempt to Demoralize a single creature within 15 feet.

Speed 30 feet

Melee ◆ fist +11, **Damage** 1d10+5 bludgeoning

Ranged ◆ rock +9 (brutal, range increment 30 feet), **Damage** 1d6+5 bludgeoning

Brutal Blows On a critical hit with a fist Strike, the target is knocked prone by the blow.

Forest Stride The sasquatch ignores difficult terrain in forests.

Pungent The sasquatch's odor is quite powerful and can be detected at twice the normal distance by scent.

Threatening Visage The sasquatch doesn't take a penalty to Demoralize a creature that doesn't understand their language.

Throw Rock ◆ (page 306)



Scalescribe Assistants

Due to their scribing capabilities, scalescribes are highly sought after as assistants for wizards and other scholarly spellcasters. Though rarely deigning to become true familiars, scalescribes keenly work with those they deem "clever," as long as their friend helps them discover new words.

Scalescribe

Often seen at the sides of spellcasters, scalescribes are tiny, snakelike creatures with numerous hands that usually hold a multitude of fountain pens in various ink colors. The words scrawled across their bodies shift depending on what texts they've encountered recently. Scalescribes have a fondness for language, especially magical language, and make their homes in libraries or other places of learning.

Scalescribe — Creature 3

N Tiny Aberration

Perception +11; darkvision

Languages Aklo, Common, Draconic

Skills Arcana +11, Library Lore +11, Occultism +9, Scribing Lore +11, Stealth +8

Str –2, **Dex** +3, **Con** +1, **Int** +4, **Wis** +4, **Cha** +0

Mage Bond After performing a 1-hour ritual, a scalescribe can bond with one willing creature capable of Casting Spells. The scalescribe can Aid their bonded caster in Crafting a scroll, and they can make their Transcribed spell available to the caster so long as the spell is of the caster's tradition. A bonded prepared caster can prepare the spell. A bonded spontaneous caster can add the spell to their spell repertoire during their daily preparations, and it remains as long as the Transcribed scroll exists.

AC 18; **Fort** +6, **Ref** +10, **Will** +11; +2 status to all saves vs. linguistic effects

HP 45

Transcribe ↻ **Trigger** Another creature targets the scalescribe with a spell requiring verbal components; **Effect** The scalescribe attempts to copy the incantation onto a scroll by attempting a counteract check (counteract level 2, counteract modifier +10) with the following effects instead of the normal effects of counteracting. The spell still affects the scalescribe, regardless of the results of this check. The scalescribe can Cast a Spell from any scroll they Transcribe as if it were on their spell list. Transcribing a new scroll renders any previously Transcribed scroll inert.

Critical Success If the triggering spell's level was no more than 3 higher than the scalescribe's counteract level, the scalescribe captures a copy of the spell in a scroll that appears in their hand. This scroll can be used normally but fades after 24 hours if not used before then.

Success As critical success, but only if the spell's level is no more than 1 higher than the scalescribe's counteract level.

Failure As critical success, but only if the spell's level is lower than the scalescribe's counteract level.

Critical Failure The scalescribe fails to copy the spell.

Speed 20 feet

Melee ❖ fountain pen +10 (agile, finesse, magical), **Damage** 1d6+2 piercing plus inkstain

Ranged ❖ morpheme glyph +10 (evocation, magical, range 40 feet), **Damage** 3d6 force

Arcane Innate Spells DC 20; **3rd** *secret page*; **2nd** *comprehend language* (×3, self only), *dispel magic*; **Cantrips (2nd)** *detect magic*, *message*, *read aura*, *sigil*

Inkstain When the scalescribe deals damage to a creature with their fountain pen, the creature takes 1d4 persistent poison damage. When a creature taking this damage attempts to take an action with the concentrate trait, it must succeed at a DC 5 flat check or the action is disrupted.



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Seahorse

Giant seahorses are bear-sized, docile versions of their tiny, more common cousins. Merfolk and other underwater cultures often use them as pack animals, while some coastal cultures ride them as mounts. Earning a seahorse's trust can be rather difficult given their skittish nature, but giant seahorses can express incredible loyalty and affection once they bond with someone, even going so far as to risk their own well-beings to defend someone who has earned their trust. They don't take to combat naturally, though, and in dangerous situations, they're more likely to try and grab their rider with their strong, prehensile tails before swimming to safety, rather than staying in a fight. Like smaller seahorses, giant seahorses have bony armor plates on the outside of their bodies, covered by skin, which makes them fairly durable despite their reluctance to battle.

Though not the strongest swimmers, seahorses rely primarily on natural camouflage to survive. Chromatophores in seahorses' skin allow them to camouflage themselves. This ability is fairly rudimentary, and the size of a giant seahorse makes this tactic far less effective for them than for their smaller kin. Their colors change slowly at most times, though when in a dangerous situation, the process occurs much more rapidly for the seahorse.

Unlike regular seahorses, giant seahorses also rely on herd tactics for defense as well as their surprising physical strength. A herd of charging seahorses is just as terrifying and dangerous underwater as a herd of stampeding horses on land. Humanoids in underwater cultures learn at a young age to quickly get out of the way of a herd of stampeding seahorses.

Baby giant seahorses are too big to easily float and lack sufficient strength to swim on their own for several weeks after birth. They instead link tails with an adult and allow themselves to be ferried around. An adult seahorse can carry upwards of 20 seahorse babies hanging from them at once, though these babies might occasionally get left behind or swept away by a strong current. Caring for these helpless, wayward children is seen as a supreme act of kindness by many merfolk, who'll let these babies wrap their tails around staves and other implements and rear them into adulthood.

Seahorse Omens

Many variants of seahorse mate for life, including the giant variety. In some seafaring cultures, the giant variants are revered as symbols of love and companionship. To see two giant seahorses swimming through the ocean water together supposedly signals that love is on the horizon for the viewer. On the other hand, seeing a lone giant seahorse without either its mate or its herd foretells a life of solitude or the tragic end of a relationship.

Giant Seahorse — Creature 3

N LARGE ANIMAL

Perception +10; low-light vision
Skills Athletics +11, Stealth +10 (+12 in underwater vegetation)
Str +4, **Dex** +3, **Con** +4, **Int** –4, **Wis** +1, **Cha** +3
Camouflage The giant seahorse can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 19; **Fort** +11, **Ref** +10, **Will** +6
HP 58

Speed swim 30 feet
Melee ❖ snout +11, **Damage** 1d12+4 bludgeoning
Melee ❖ tail +11 (agile), **Damage** 1d6+4 bludgeoning plus Grab (page 305)
Anchor ❖ The seahorse wraps its tail around either a stationary object or its rider. A seahorse anchored to an object gains a +2 circumstance bonus to any defense against effects that would forcibly move it. An anchored rider gains the same benefit against effects that would forcibly knock it off the seahorse. The seahorse remains anchored until it Releases its grip, is knocked unconscious, or either it's forcibly moved away from the object or its rider is forcibly moved off it.



Directed Ire

A seething spirit most dearly wants to find a host with a rage similar to their own. A spirit spawned from romantic resentment might gravitate toward a jilted lover, for example. The rage in the seething spirit is purely evil, so a spirit created from anger at persecution might seek out an innocent prisoner to turn into a murderer who'll sate the spirit's rage.



Seething Spirit

Hatred so powerful it lives beyond the grave—this sentiment animates the ephemeral crimson apparitions known as seething spirits. Single-minded in nature, they stoke the fires of anger and hate, capable of planning and strategy, but the one thing beyond their grasp is personal growth. Though similar to ghosts, seething spirits retain much less of their former living selves. Most of their soul has moved on, and only the fury remains. There's no way to set a seething spirit to rest: only violence can destroy it.

By possessing a creature and nurturing the seeds of resentment and rage already within its mind, a seething spirit can greatly alter the host's behavior and personality. When broached about such changes, a host might claim they're just finally "telling it like it is." Because a seething spirit can't voluntarily end its possession, it's essentially one with its victim until the victim's rage results in death. A seething spirit doesn't take pleasure in this death—they rapidly move on in search of a new rageful host.

Seething Spirit — Creature 11

UNCOMMON | CE | MEDIUM | INCORPOREAL | SPIRIT | UNDEAD

Perception +15; darkvision, tastes anger (imprecise) 1 mile

Languages Common, Dwarven, Jotun; *tongues*

Skills Acrobatics +21, Deception +20, Diplomacy –5, Intimidation +24, Stealth +21

Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** –2, **Cha** +7

Taste Anger (detection, divination, occult) The spirit can taste anger and hatred from creatures experiencing those emotions within 1 mile (imprecise).

AC 29; **Fort** +17, **Ref** +23, **Will** +21

HP 145, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** emotion 12; **Resistances** all damage 10 (except emotion, force, *ghost touch*, mental, or positive; double resistance vs. non-magical)

Pulse of Rage (aura, emotion, enchantment, mental, occult) 20 feet. This aura emanates from any creature possessed by the seething spirit, and it's inactive while the spirit isn't possessing anyone. Any creature in the aura, including a creature possessed by the spirit, takes a –1 status penalty to AC, can't perform actions with the concentrate trait except for the Seek action and actions with the rage trait, and gains a +2 status bonus to melee damage rolls against the spirit's enemies.

A creature can attempt a DC 30 Will save when it enters the aura to avoid the effect. If the creature would need to attempt a save against the aura again within 24 hours, it automatically uses the same save result rather than attempting a new save.

Vulnerable to Calm Emotions A seething spirit can't attempt to possess a creature affected by *calm emotions*. If creature possessed by a seething spirit fails a saving throw against *calm emotions*, the spirit is forced out. If the spirit isn't possessing a creature and is targeted with *calm emotions*, the spirit takes 12 mental damage per level of the spell instead of the normal spell effects.

Speed fly 40 feet

Melee ❖ ephemeral claw +22 (evocation, occult), **Damage** 3d12+7 slashing

Occult Innate Spells DC 32; **6th** *paranoia*, *remove fear*, *suggestion* (×3); **3rd** *mind reading* (at will); **2nd** *invisibility* (at will, self-only), *ventriloquism* (at will); **Constant (6th)** *tongues*

Furious Possession ❖❖ The seething spirit attempts to possess an adjacent corporeal creature. This has the same effect as a *possession* spell (DC 30), except since the spirit doesn't have a physical body, they're not unconscious and paralyzed when the effect ends. The spirit can't Dismiss the possession.

The creature gains 12 temporary Hit Points that are lost when the possession ends. During the possession, the creature has the pulse of rage aura. Each time the possessed creature makes a melee Strike, the spirit can substitute their ephemeral claw attack modifier, damage amount, or both in place of the creature's own statistics.

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Shabti

Cobbled together from broken bits of mortal souls, shabti are facsimiles of wealthy or powerful mortals seeking to escape punishment for their sins upon death. Those rulers and nobles afraid of Pharasma's judgment use the shabti to receive cosmic punishment in their stead. Unaware that they're copies of another soul, shabti endure this fate for some time before being discovered by Pharasma's psychopomps, who reveal the truth to the shabti and strive to met out the avoided punishment to the shabti's creator, using whatever information available. In this case, the shabti is liberated and left to wander Golarion on their own.

Freed but without purpose, many shabti try to recreate the lives that they think they were supposed to lead, replaying out the themes and situations from false memories that fill their heads. Others find themselves tormented for ages by the fact they were solely created to endure punishment for sins committed by another. Some shabti revel in the freedom of their new endless existence, traveling the world in search of sensation and meaning.

A rare few shabti find purpose in aiding Pharasma. They seek to do justice in the god's name and preserve the natural order. Some follow this path as repayment for being freed, while others want to ensure that others don't suffer in their creators' stead.

Shabti Redeemer — Creature 4

RARE NG MEDIUM HUMANOID SHABTI

Perception +8; darkvision
Languages Celestial, Common
Skills Arcana +8, Athletics +12, Diplomacy +10, Medicine +12, Religion +10
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +0, **Cha** +3
Items dagger, scale mail, staff
Blade Ally The shabti's staff gains the benefits of the *disrupting* rune while they wield it.

AC 24; **Fort** +14, **Ref** +8, **Will** +11
HP 75; **Immunities** drained
Aura of Courage 15 feet. When the shabti becomes frightened, reduce the frightened value they would gain by 1. At the end of their turn, they reduce the frightened value of all allies in the aura by 1.
Glimpse of Redemption ↷ **Trigger** An enemy damages the shabti's ally, and both the enemy and ally are within 15 feet of the shabti; **Effect** The shabti's foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:
- The ally is unharmed by the triggering damage.
- The ally gains resistance 6 to the triggering damage. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

Immortal Shabti don't age naturally and can't die of old age. Spells and effects that cause aging still affect a shabti as normal. They also can't be turned into undead.

Speed 25 feet
Melee ❖ *disrupting staff* (two-hand d8) +14, **Damage** 1d4+7 bludgeoning
Melee ❖ dagger (agile, finesse, versatile S) +14, **Damage** 1d4+7 piercing
Ranged ❖ dagger (agile, thrown 10 feet, versatile S) +11, **Damage** 1d4+7 piercing
Divine Innate Spells DC 19; **1st** *charm*
Champion Devotion Spells DC 19; **2nd** (2 Focus Points) *lay on hands* (*Core Rulebook* 387)

Sovereign Shabti

Royals of Ancient Osirion bound their souls to hollow figurines called *sovereign shabti* to create a shabti. This act ensured that upon the royal's death, the *sovereign shabti* sped up their judgment in the afterlife and created a shabti to suffer their punishment, after which the figurine would crumble.



Children of Shadows

Though rare, shae occasionally engage in relationships with mortals, resulting in children born as fetchlings. Though shae maintain a cool superiority over their mortal children, fetchlings who join a shae's cult are placed in positions of authority over other mortals and receive blatantly preferential treatment.



Shae

Shae are wispy, tenebrous creatures native to the Plane of Shadow. Their amorphous bodies appear in constant states of flux. They cast no shadows of their own, instead gaining and losing umbral energy to nearby shadows that shrink and grow alongside them.

Most shae wear clothing spun from shadows that shift with them, though diplomats sometimes don more conventional garments while entertaining outsiders. Their most distinctive apparel are their white stone masks, which shae don only when they must put on a discernible "face" for interacting with humanoids and similar creatures. They do so begrudgingly, as they consider themselves superior to humanoids, but donning their masks allows them to be more easily understood and thus keeps their interactions with their lessers as brief as possible.

The dynamic between a shae and humanoids shifts when humanoids come to worship a shae, however. A mortal who shows a shae their due deference is worth keeping around, so many shae collect cults of personality or expansive entourages. Even getting a meeting with such a self-important shae can present a challenge that requires one to deal with many layers of hangers-on who insist on vetting the newcomer before wasting the shae's precious time.

According to shae lore, they've transcended the material world and now embody a cosmological equilibrium of reality and illusion. Their claims to metaphysical ascendance and knowledge of the secrets of shadows entice many mortal supplicants to join shae courts and cults. In the shae language, their name means "unbound," in accordance with their belief that their ephemeral nature makes them free of the moral and social strictures that bind other sentient creatures, and they essentially make a virtue of capriciousness. Shae feel little obligation to follow through with oaths or obey laws, so sealing a compact with a mortal means little to them.

Shae — Creature 4

N Medium Shadow

Perception +10; darkvision

Languages Aklo, Auran, Common, Shae, Undercommon

Skills Acrobatics +13, Deception +9, Occultism +11, Shadow Plane Lore +11, Stealth +13

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

Items dagger (5)

Shadow Shift Being made partially of shadow themselves, shae are concealed in dim light or darkness even to creatures that can see clearly in those light levels.

AC 21; **Fort** +9, **Ref** +11, **Will** +10

HP 45; **Immunities** precision; **Resistances** cold 5, negative 5

Counterattack ↻ **Trigger** The shae is targeted by an attack from an adjacent creature that misses due to the shae being concealed; **Requirements** The shae is aware of the attack; **Effect** The shae makes a Strike against the attacker.

Slip ↻ **Trigger** A creature moves adjacent to the shae; **Effect** The shae teleports to a clear space adjacent to another creature they can see within 30 feet.

Speed 25 feet, fly 35 feet; swift steps, tenebral form

Melee ◆ dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing and 1d6 cold

Ranged ◆ dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing and 1d6 cold

Occult Innate Spells DC 21; **7th** *plane shift* (self only; to Shadow Plane or Material Plane only); **4th** *gaseous form* (at will); **Cantrips (2nd)** *chill touch*, *detect magic*

Bide ◆◆ The shae prepares to take action against their foes, watching their opponent and waiting for the right opportunity to respond. The shae gains a second reaction until the start of their next turn, though they still can't use more than one reaction on the same triggering action.

Swift Steps The shae's movement doesn't trigger reactions.

Tenebral Form The shae can Fly at full Speed in *gaseous form*.

Shantak

The imposing shantaks are far more intelligent than their bestial appearance would suggest. They can speak, though their voices sound like glass grinding on stone, and they can't converse in any language besides Aklo.

Shantaks' ability to travel through the gulfs of outer space at supernatural speed allows them to nest on numerous worlds, yet despite this mobility, most shantaks are reluctant to seek out new homes unless faced with no other option. Instead, they roost in discarded ruins or asteroids adrift in space, only emerging and landing upon planets in their chosen stellar system when the urge to feed compels them.

Despite not being native to the Dimension of Dreams, they're commonly found in that realm. Their ability to fly through space affords them swift travel between Leng and more hospitable reaches of the Dreamlands, making them particularly sought after as mounts for those who have business in the far reaches of the dreaming plane.

Convincing a shantak to become a mount is notoriously difficult. They refuse any sort of training, and even if one is convinced to ferry a humanoid on their back, they can be obstinate and fickle. Anyone relying on a shantak mount should have a backup plan ready in case the shantak strands their passenger on an asteroid or strange planet after some disagreement.

Although a shantak is nearly the size of an elephant, many possess irrational fears of certain creatures. In particular, nightgaunts (page 186) terrify them, but other shantaks have been observed fleeing from harpies and gargoyles. Though these ancestries all share the same trait, shantaks don't fear every type of winged humanoid, which makes the origin of their phobia all the more mysterious. Shantaks on Golarion typically hide themselves away in remote places since several of the creatures they fear appear on the planet in abundance.

Shantak — Creature 8

UNCOMMON | CE | HUGE | BEAST

Perception +18; darkvision
Languages Aklo
Skills Acrobatics +17, Athletics +18
Str +6, **Dex** +3, **Con** +4, **Int** –1, **Wis** +4, **Cha** +0

AC 27; **Fort** +18, **Ref** +13, **Will** +16
HP 115; **Immunities** disease; **Resistances** cold 10

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

Slippery The shantak's scales are covered in slippery slime, so the shantak gains a +3 circumstance bonus to Escape. A creature mounted on a shantak takes double the normal circumstance penalty to Reflex saves (–4 instead of –2 in most cases) while mounted.

Speed 20 feet, fly 60 feet
Melee ❖ jaws +20, **Damage** 2d12+9 piercing
Melee ❖ claw +20 (agile), **Damage** 2d8+9 slashing
Flying Strafe ❖❖ The shantak Flies up to their fly speed and makes two claw Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.
Share Defenses ❖ (abjuration, occult) **Requirements** A creature is riding the shantak; **Effect** The shantak extends their no breath ability and cold resistance to a single creature riding them. They can withdraw this protection as a free action.

Riding Shantaks

Those who seek to travel to other worlds might consider using a shantak as a mount for their speed and Share Defense ability, yet riding them is a risky endeavor. Far more intelligent than animals, shantak have strong, mercurial personalities and often require bribes from their riders. Even when they receive a gift they particularly enjoy, a shantak could still decide to drop off their passenger at an amusing (to them) remote location.





Siktempora Treasure

Siktemporas hold few practical items on them, but they regularly hoard items associated with the events that spawned them. A misery siktempora created by the pain of a mass killing might hunt the perpetrators down and carry the weapon used, while a love siktempora might hold the series of love letters that gave birth to them close to their chests.

Siktempora

In the Dimension of Time, intense emotions are more than just ethereal feelings. They accumulate over time, from things like the critical mass of emotion caused by a historic event or a settlement passing down a powerful sentiment for generations. These accretions eventually give birth to siktemporas. Each siktempora feels, with all their being, a singular intense emotion linked to the circumstances that spawned them. A rare few, however, are created when an emotionally invested creature attempts to travel to the Dimension of Time or interferes with the flow of time, which can create paradoxes or manipulate past events.

Siktemporas usually isolate themselves on the Dimension of Time in mindscapes infused with the emotion that created them, but some travel to other planes. These wanderers long to indulge in more of their core emotion or to engender more of that feeling, thus perpetuating their own kind.

Misery Siktempora

Creatures born of intense pain and suffering, the armless, six-legged misery siktemporas are some of the most numerous of their kind since misery is as ubiquitous an experience as living. They're also the most proactive of siktemporas, seeking to propagate the misery from which they spawn. They delight in opportunities to travel to the Material Plane, where misery is so woefully prevalent and easily multiplied.



Misery Siktempora **Creature 12**

RARE CE LARGE SIKTEMPORA TIME

Perception +25; darkvision

Languages Aklo (can't speak any language); telepathy 300 feet (page 308)

Skills Acrobatics +23, Dimension of Time Lore +26, Intimidation +23, Occultism +22, Stealth +23

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

Temporal Sense A siktempora can always roll Dimension of Time Lore for initiative. When it does, it gains a +2 circumstance bonus to the roll.

AC 32; **Fort** +20, **Ref** +23, **Will** +25

HP 160, regeneration 40 (deactivated by positive, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Slash the Suffering Creatures with the confused or stupefied condition are flat-footed to the misery siktempora.

Uncanny Pounce ◆ **Trigger** The misery siktempora rolls Dimension of Time Lore for initiative; **Effect** The misery siktempora Strides once and makes a claw Strike, in either order.

Speed 35 feet; *air walk*

Melee ❖ claw +26 (agile), **Damage** 3d8+13 slashing

Occult Innate Spells DC 29; **6th** *blink*; **4th** *dimension door* (at will); **2nd** *invisibility* (×3); **Constant (6th)** *air walk*

Inflict Misery ❖ (emotion, enchantment, mental, occult) **Requirements** The misery siktempora's last action was a claw Strike that damaged the target; **Effect** The misery siktempora fills the target's thoughts with abject despair. The target must attempt a DC 32 Will save. Regardless of outcome, the target is then immune to Inflict Misery for 1 minute.

Success The target is unaffected.

Failure The target is clumsy 2, enfeebled 2, and stupefied 2 for 1 round.

Critical Failure As failure, but for 1 minute.

Telepathic Wail ❖❖ (emotion, enchantment, mental, occult) The misery siktempora

assails the mind of one creature within 100 feet with a wail of anguish and torment that deals 8d6 mental damage (DC 32 basic Will save). On a failed save, the target is also confused for the first action of its next turn (or for 1 round on a critical failure).

TRIUMPH SIKTEMPORA

Triumph siktemporas embody the emotional satisfaction of overcoming a task that took up much of a creature's mind, be it taking an apple seed from between one's teeth or winning a war. They exult in every victory they attain; however, they value only those successes won fairly not only abiding by the established rules of a competition but also enforcing those rules mercilessly upon other competitors.

These siktemporas appear as small humanoids with four muscular arms and digitigrade legs. They take great joy in draping themselves in golden clothes and medals that commemorate the countless victories which spawned them, and their faces bear proud, dazzling smiles and expressions of success—but these features never move.

TRIUMPH SIKTEMPORA — CREATURE 14

RARE LN SMALL SIKTEMPORA TIME

Perception +24; darkvision

Languages Aklo (can't speak any language); telepathy 200 feet (page 308)

Skills Acrobatics +24, Athletics +30, Dimension of Time Lore +24, Diplomacy +23, Intimidation +27, Medicine +22, Performance +25

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

Temporal Sense As misery siktempora.

AC 35; **Fort** +25, **Ref** +24, **Will** +26

HP 190, regeneration 40 (deactivated by chaos, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Cheaters Never Prosper (aura, divination, occult) 50 feet. A creature within the aura who uses or benefits from an effect with the fortune trait must succeed at a DC 34 Will save or become slowed 1 for 1 round (slowed 2 on a critical failure).

Clinch Victory ↷ **Trigger** A creature within the triumph siktempora's reach uses an action that would restore Hit Points; **Effect** The triumph siktempora makes a glorious fist Strike against the triggering creature. On a critical success, this Strike also disrupts the triggering action.

Uncanny Pounce ◆ As misery siktempora.

Speed 60 feet; *air walk*

Melee ◆ glorious fist +30, **Damage** 3d12+16 bludgeoning

Occult Innate Spells DC 32; **7th** *blink*; **4th** *dimension door* (at will); **Constant (7th)** *air walk*

Vie for Victory ◆◆ The triumph siktempora pushes themself beyond their limits to secure victory over a chosen foe. They choose one target they can see and reach with a single Stride action. They attempt to Demoralize that target, ignoring the typical limitations on distance and with no penalty for not sharing a language with the target. They then Stride and attempt one Athletics attack action (such as Grapple or Disarm) against the target.

Winning Smile ◆◆ (emotion, enchantment, mental, occult) The triumph siktempora flashes their disarming grin at one creature within 15 feet. The target takes 10d8 mental damage (DC 34 basic Will save). On a failure, the target's attacks against the triumph siktempora also become nonlethal until the end of the target's next turn.

LOVE SIKTEMPORA

Acts of great and intense love spawn love siktemporas, kindly creatures bearing intense strength that start and end wars in the name of the love that birthed them. These adept combatants form crossbows and bolts out of their emotional bonds, though

TRIUMPHANT APPEARANCES

Triumph siktemporas find purpose and a sense of self in winning and victory, so when a war rages across the land and one side struggles behind the rest, a triumph siktempora might venture to the Material Plane to join the side of the underdog and grasp victory—or die trying! The same can happen for a major sporting event or even an intense legal battle where a persuasive voice could turn the tide. All that matters to them is victory.



Other Siktemporas

Almost any intense emotion that exists over time can give birth to a siktempora. What few reports exist of the Dimension of Time give references to siktemporas of anger, joy, and whimsy, while ancient tales tell of creatures similar to siktemporas that hold sway over dedication and discovery, awe and infatuation, or pity and panic. Some sages even discuss the existence of hybrid siktemporas, created by epoch events that inspired two different emotions in equal intensity.

they typically fight only to protect that which they love. While unable to speak given their featureless faces, they're nevertheless compassionate listeners and savvy communicators.

Each love siktempora takes the form of two small humanoids conjoined at the hip with three legs, two arms, and two heads. Their faces are completely featureless except for a faint, ever present blush spread across their cheeks, and they always appear garbed in stylish garments from obscure civilizations.

Love Siktempora — Creature 16

RARE NG MEDIUM SIKTEMPORA TIME

Perception +28; darkvision

Languages Aklo (can't speak any language); telepathy 500 feet (page 308)

Skills Acrobatics +31, Dimension of Time Lore +28, Diplomacy +33, Intimidation +31, Occultism +26, Performance +33

Str +4, **Dex** +9, **Con** +5, **Int** +4, **Wis** +6, **Cha** +9

Telepathic Singer A love siktempora can provide verbal components and auditory performances for their composition spells even though they can't speak. They do so without needing to make noise, as all creatures within range of their telepathy hear the components in their mind. However, the siktempora can do so only as long as at least one other creature with an Intelligence modifier of +0 or higher is within the range of their telepathy.

Temporal Sense As misery siktempora.

AC 38; **Fort** +25, **Ref** +31, **Will** +28

HP 210, regeneration 50 (deactivated by evil, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Deflect Aggression ↻ (emotion, enchantment, mental, occult) **Trigger** The love siktempora is targeted by an attack; **Effect** The siktempora glows with compassion, deflecting the attacker's aggression. The siktempora gains a +2 circumstance bonus to their AC and resistance 15 against the triggering attack, and the attacker must attempt a saving throw against the siktempora's heartsong (see below).

Uncanny Pounce ◆ As misery siktempora.

Speed 50 feet; *air walk*

Ranged ◆ emotional bolt +31 (agile, range increment 80 feet), **Damage** 3d10+10 piercing plus 1d10 mental and heartsong

Occult Innate Spells DC 37; **8th** *blink*; **4th** *dimension door* (at will); **Constant (8th)** *air walk*

Bard Composition Spells 3 Focus Points, DC 37; **8th** *lingering composition* (*Core Rulebook* 387); **Cantrips (8th level)** *inspire courage* (*Core Rulebook* 386), *inspire defense* (*Core Rulebook* 386)

Heartsong (emotion, enchantment, mental, occult) A creature that takes mental damage from the love siktempora's emotional bolt must succeed at a DC 37 Will save or become fascinated by the siktempora until the end of the target's next turn. Hostile actions don't end this fascinated condition.

Love's Impunity The love siktempora's emotional bolt Strike doesn't trigger reactions that normally trigger based off making a ranged attack.

Telepathic Ballad ◆ (emotion, enchantment, mental, occult) The love siktempora casts *inspire courage* or *inspire defense*. It increases the area to a 200-foot emanation and increases the status bonuses the cantrip provides to +2.



HATRED SIKTEMPORA

Spawned by acts and legacies of cold-blooded spite, hatred siktemporas kill indiscriminately out of pure loathing, methodically hunting down and slaughtering anyone who catches their vile attention. Fortunately for mortals, they typically limit their predations to the Dimension of Time, where they hunt down creatures foreign to that realm—and some native to it.

Hatred siktemporas appear roughly humanoid, but their gaunt forms resemble bone and tendon more than flesh and skin. Adding to their unnerving appearance, their legs have an additional segment between their shin and thigh, and likewise for their eerily long arms. Their featureless faces bear only a singular scar, which takes a different form on every hatred siktempora. They clad themselves in immaculate finery chosen from the most vitriolic empires that ever existed, in the past and the future, and they form a magical garrote as a manifestation of their cold malice.

HATRED SIKTEMPORA — CREATURE 18

RARE NE MEDIUM SIKTEMPORA TIME

Perception +33; darkvision

Languages Aklo (can't speak any language); telepathy 500 feet (page 308)

Skills Athletics +35, Deception +32, Dimension of Time Lore +32, Intimidation +32, Stealth +32

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

Temporal Sense As misery siktempora.

AC 42; **Fort** +28, **Ref** +30, **Will** +33

HP 240, regeneration 50 (deactivated by good, mental, or orichalcum; page 308); **Immunities** disease, emotion, poison

Impending Dread (aura, emotion, fear, mental, occult) 150 feet. Creatures within the hatred siktempora's aura don't reduce the value of their frightened condition automatically at the end of their turns.

Uncanny Pounce ◆ As misery siktempora.

Punish Flight ↷ **Trigger** A creature attempts to Escape from the hatred siktempora; **Effect** The siktempora makes a loathing garotte Strike against the triggering creature. This Strike doesn't have Improved Grab.

Speed 80 feet; *air walk*

Melee ◆ loathing garotte +35 (cold, reach 10 feet), **Damage** 3d10+17 cold plus Improved Grab (page 305)

Occult Innate Spells DC 40; **9th** *blink*; **4th** *dimension door* (at will); **Constant (9th)** *air walk*

Contorted Clutch The hatred siktempora can have up to two creatures grabbed with their loathing garotte at once.

Vindictive Crush ◆ **Frequency** once per round; **Requirements** The hatred siktempora has a creature grabbed; **Effect** The hatred siktempora tightens their garrote, dealing 5d10 bludgeoning damage to each creature they're Grabbing. Each creature grabbed by the siktempora must attempt a DC 40 Fortitude save.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and can't breathe or speak while it remains grabbed; it must hold its breath or begin suffocating.

Critical Failure As failure, but double damage and the creature becomes restrained and can't speak for 1 round after it's no longer grabbed.



SIKTEMPORA LAIRS

While many siktemporas on the Material Plane seek out the emotions that built them with utmost fervor, after eons of emotional intensity, some claim an area for their respite. A love siktempora might live in the attic of a coffee shop whose employees are skilled matchmakers, while a hatred siktempora might dwell beneath the floorboards of a vindictive organization that seeks to spread injustice.

Skeleton Origins

Necromancers occasionally add a little something extra to skeletons they animate, but sometimes skeletons can pick up aspects of their environment. Skeletons that spend centuries in an underground cavern with a lava lake often end up blazing. Corpses whose graves become overrun with briars and brambles sometimes rise with life-draining thorns, while skeletons in vermin-infested earth often take some of those vermin with them when animated.



Skeletons

Almost any creature that had bones in life and leaves them behind in death can become a shambling, undead skeleton—humanoids, beasts, aberrations, fey, and more.

Skeleton Abilities

In addition to the special abilities on page 298 of *Pathfinder Bestiary*, you can add these abilities to a skeleton. If you give a skeleton more than one extra ability, you might want to increase its level and adjust its statistics.

Blaze The skeleton is wreathed with fire, which doesn't consume its bones or gear. The skeleton gains immunity to fire and weakness 5 to cold, loses its resistance to cold, and its Strikes deal additional persistent fire damage equal to half the skeleton's level (minimum 1 damage).

Bone Missile ❖❖ The skeleton yanks a rib from its ribcage to use as an arrow or javelin. The skeleton loses HP equal to its level (minimum 1), then makes a ranged Strike. This uses the attack bonus of whichever of the skeleton's other Strikes has the highest attack bonus and deals piercing damage equal to that Strike's damage plus the skeleton's level (minimum 1).

Bone Powder When the skeleton takes physical damage from a critical hit, one of its bones is pulverized into a fine powder. All creatures in a 5-foot emanation that breathe take 1d6 persistent poison damage (plus an additional 1d6 for every 6 levels the skeleton has).

Skeleton of Roses Thick briars have grown through the skeleton's bones, covering it in red roses with inch-long thorns. The skeleton's unarmed melee Strikes deal additional piercing damage equal to 1/3 the skeleton's level (minimum 1 damage). At the end of each of its turns, if the skeleton has caused piercing damage with its thorns, it regains HP equal to its level (minimum 1). Each time the skeleton regains HP in this way, another rose blossoms.

Harpy Skeleton

A live harpy's song is compelling and captivating; a harpy skeleton's is anything but, rending the target's mind.

HARPY SKELETON **CREATURE 5**

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +9; darkvision

Skills Acrobatics +11, Intimidation +13

Str +4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +0, **Cha** +4

AC 22; **Fort** +11, **Ref** +15, **Will** +9

HP 60, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 20 feet, fly 40 feet

Melee ❖ talon +15 (agile), **Damage** 2d6+7 slashing

Melee ❖ club +15, **Damage** 1d6+7 bludgeoning

Ranged ❖ club +15 (thrown 10 feet), **Damage** 1d6+7 bludgeoning

Shriek ❖❖ (auditory, concentrate, emotion, fear, mental) The harpy skeleton emits an unearthly, bone-chilling scream that deals 4d10 mental damage to all creatures in a 30-foot cone (DC 26 basic Will save). A creature that fails its save is frightened 1 (or frightened 2 on a critical failure). The harpy skeleton can't Shriek again for 1d4 rounds.

Tyrannosaurus Skeleton

A massive dinosaur predator makes for a fearsome skeleton.

TYRANNOSAURUS SKELETON **CREATURE 9**

NE GARGANTUAN MINDLESS SKELETON UNDEAD

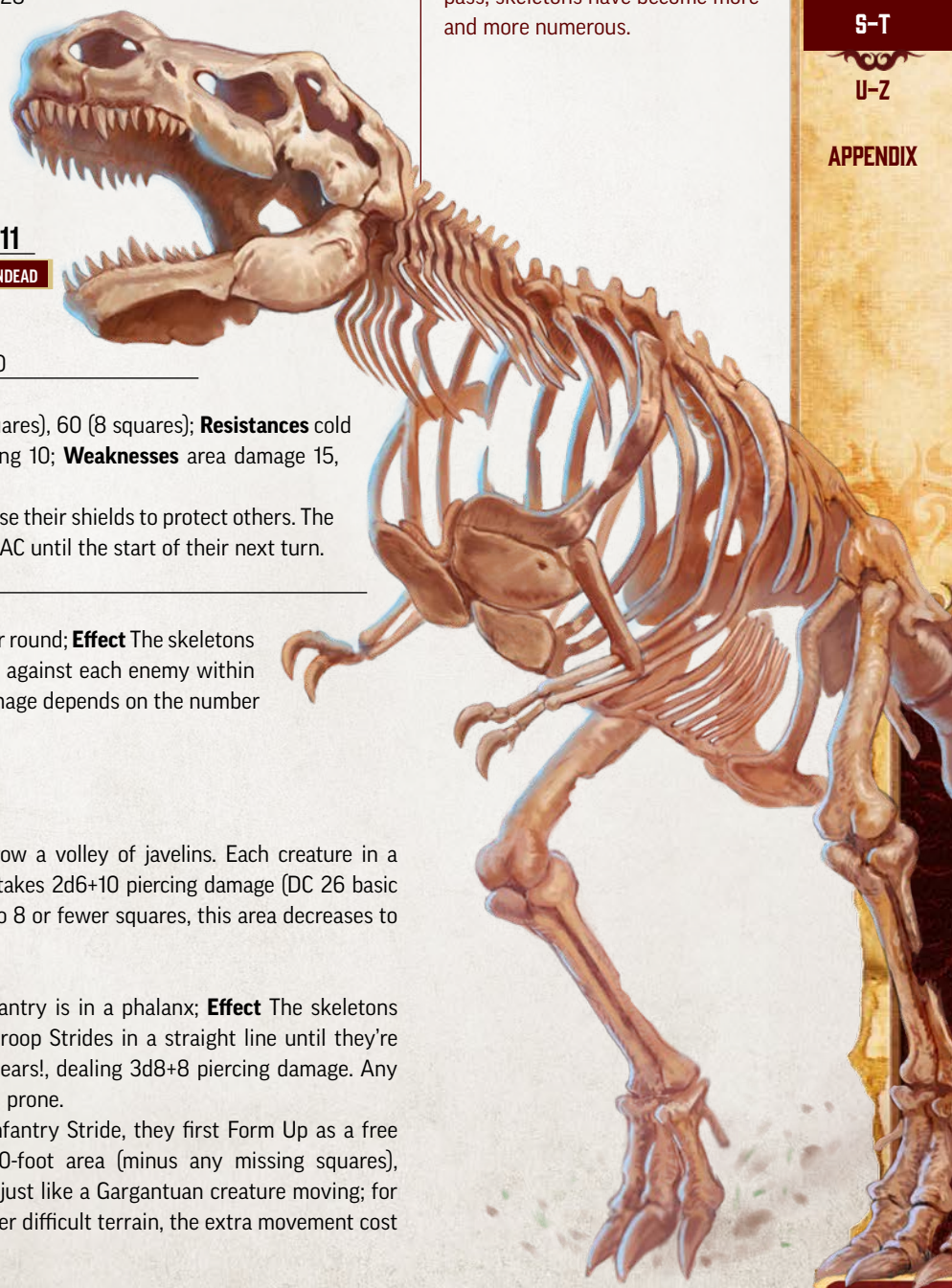
Perception +17; darkvision

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Skills Athletics +22
Str +7, **Dex** +0, **Con** +5, **Int** –5, **Wis** +2, **Cha** +0

AC 27; **Fort** +20, **Ref** +13, **Will** +17
HP 140, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Speed 40 feet
Melee ❖ jaws +20 (deadly d12, reach 20 feet), **Damage** 2d12+9 piercing plus Grab (page 305)
Melee ❖ foot +20 (reach 15 feet), **Damage** 2d10+9 bludgeoning
Rib Skewer ❖ The tyrannosaurus skeleton bends down, attempting to skewer one adjacent creature on one of its massive ribs. The creature takes 2d10+9 piercing damage (DC 28 basic Reflex save). If the creature fails its save and is Medium or smaller, it's also impaled and stuck to the rib. It moves with the skeleton and takes 2d6 persistent bleed damage until it either Escapes or someone uses Force Open to break the rib (either is DC 28).
Trample ❖❖❖ Huge or smaller, foot, DC 28 (page 306)



SKELETON INFANTRY

This troop of skeletons was once a cohort of highly disciplined spear-and-shield infantry from an ancient empire.

SKELETON INFANTRY CREATURE 11

NE GARGANTUAN MINDLESS SKELETON TROOP UNDEAD

Perception +17; darkvision
Skills Athletics +18
Str +5, **Dex** +3, **Con** +4, **Int** –5, **Wis** +2, **Cha** +0

AC 31; **Fort** +21, **Ref** +18, **Will** +19
HP 180 (16 squares); **Thresholds** 120 (12 squares), 60 (8 squares); **Resistances** cold 5, electricity 5, fire 5, piercing 10, slashing 10; **Weaknesses** area damage 15, splash damage 8
Form a Phalanx ❖ Many of the skeletons raise their shields to protect others. The infantry gain a +2 circumstance bonus to AC until the start of their next turn.
Troop Defenses (page 306)

Speed 25 feet; troop movement
Lower Spears! ❖ to ❖❖❖ **Frequency** once per round; **Effect** The skeletons engage in a coordinated longspear attack against each enemy within 10 feet (DC 27 basic Reflex save). The damage depends on the number of actions.
❖ 2d8 piercing damage
❖❖ 3d8+8 piercing damage
❖❖❖ 4d8+8 piercing damage
Hurl Javelins! ❖❖ The troop's members throw a volley of javelins. Each creature in a 10-foot burst within 30 feet of the troop takes 2d6+10 piercing damage (DC 26 basic Reflex save). When the troop is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.
Form Up ❖ (page 305)
Phalanx Charge ❖❖ **Requirements** The infantry is in a phalanx; **Effect** The skeletons lower their longspears and charge. The troop Strides in a straight line until they're adjacent to an enemy then use Lower Spears!, dealing 3d8+8 piercing damage. Any creature that fails its save is also knocked prone.
Troop Movement Whenever the skeleton infantry Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the infantry enter difficult terrain, the extra movement cost applies to all the guards.

RADIANT REBIRTH

When the powerful lich called the Whispering Tyrant returned from imprisonment, he unleashed the *Radiant Fire* that laid waste to several towns and cities around his prison of Gallowspire. Most of the fallen were left where they died, slowly steeping in necromantic energy. In the early days after these attacks, zombies commonly roamed the area, but as the years pass, skeletons have become more and more numerous.

Mockeries of Masculinity

Skelm women don't appear to exist. The few researchers who have tracked skelm mating behavior have found skelms' offspring are undifferentiated members of the mother's ancestry. The fact that skelms are cruelly manipulative shapeshifters, but all male, has led to the theory that skelms are the mystical male counterpart to hags.

Skelm

Rage-filled skelms are drawn to any settlement with more than a few hundred souls. Using magical disguises and leveraging societal norms to their benefit, these antlered monsters crave fearful respect and brutally punish any who dare disagree with their lofty opinions, even in the slightest degree. Although quite dangerous on their own, skelms are at their deadliest when leading an angry mob. Their cruel and exploitative nature has made their name synonymous with villainy.

An existing skelm can transform any evil humanoid who's overwhelmed with rage into one of their kind. Skelms heap enraging humiliation on potential new brothers as a form of indoctrination, convincing these recruits that some other person or group is responsible for their misery. This practice ensures skelms begin their new existence with sufficient vitriol to plot their revenge.

Many newly forged skelms carry on their lives in the roles they held as mortals; and in fact, these roles often shape the type of skelm they become. Skelms can arise among members of nearly any ancestry, though they're more common among cultures with deeply entrenched gender roles, unjust hierarchies, and those that don't offer healthy ways to experience and process anger.



Street Skelm

Street skelms abuse the deference given to elders and the well-to-do in public spaces, appearing as such so they can verbally or physically punish those who dare defy their cruel sensibilities. To excuse his actions or gather allies, a street skelm might rant about a target, building a pretense of some vague threat the target poses to the community's social order. These rantings can rally a mob to carry out the skelm's violence against his target, some of whom even act out of fear against becoming the skelm's next target. Street skelms have little of the magical talents possessed by their more powerful peers, mostly relying on brute force.

Street skelms typically dress in old-fashioned styles, always including a hat or hood that can cover their distinctive features. They often walk with a cane, walking staff, or other prop suitable for bludgeoning those who offend their delicate egos or challenge their tenuous sense of control.

Street Skelm **Creature 3**

LE | Medium | Humanoid | Skelm

Perception +8; scent (imprecise) 30 feet

Languages Aklo, Common

Skills Athletics +9, Deception +9, Intimidation +11, Occultism +8, Stealth +9

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

Items staff

AC 18; **Fort** +10, **Ref** +9, **Will** +8; –1 to all saves vs. emotion effects

HP 55; **Weaknesses** cold iron 3

Attack of Opportunity ↷ (page 304)

Speed 25 feet

Melee ❖ fist +12 (agile, magical), **Damage** 1d6+6 bludgeoning plus Grab (page 305)

Melee ❖ antler +12 (magical), **Damage** 1d10+6 piercing plus Knockdown (page 305)

Melee ❖ staff +13 (two-handed d8), **Damage** 1d4+7 bludgeoning

Ranged ❖ rock +9 (range increment 20 feet), **Damage** 1d6+6 bludgeoning

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The street skelm can take on the appearance of any Medium male humanoid (page 304). This doesn't

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change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Frightening Rant ❖ (auditory, concentrate, emotion, enchantment, fear, linguistic, mental, occult) The skelm rants angrily, filling nearby creatures with shame, fear, and anger. Each creature within 30 feet must succeed at a DC 20 Will save or become frightened 1 (frightened 2 on a critical failure). While frightened by this rant, creatures take a –2 status penalty to Strength-based damage rolls against the skelm, but gain a +2 status bonus to those rolls against other creatures.

Punishing Strike ❖ The skelm unleashes his constant rage in a reckless attack that makes him flat-footed until the start of his next turn. He Strikes; if he hits, he increases the number of damage dice by one and adds Push to the effect. This counts as two attacks for his multiple attack penalty.

SHRINE SKELM

The unquestioned authority that a priest wields, with influence over even the most intimate details of a congregation's lives, is the ultimate prize for a shrine skelm. Most shrine skelms insinuate themselves into positions of judgment in powerful religious groups to gain that power for their own use and abuse. Shrine skelms wear the old-fashioned, traditional apparel of whatever faith they've infiltrated, brandishing religious symbols made of precious metals to better blend in and give an impression of age and power.

No matter what religion they infiltrate, a shrine skelm is a master at taking established teachings out of context to justify elaborate, painful, and often humiliating punishments for his victims. He usually targets people with the audacity to question his position or teachings, but also relentlessly harasses anyone he envies.

Shrine skelms are skilled listeners, especially in settings like group prayers where they can learn worshippers' fears or hopes. They exploit whatever information they learn for their own prestige and power, but they also watch for jealousy and the seeds of rage that could be nurtured to make a new skelm. They can even intercept sincere prayers and steal their effects for themselves, and they command several spells to manipulate and control their unwitting, vulnerable victims.

SHRINE SKELM CREATURE 5

LE MEDIUM HUMANOID SKELM

Perception +11; scent (imprecise) 30 feet

Languages Aklo, Common; telepathy 30 feet (page 306)

Skills Athletics +12, Deception +14, Intimidation +14, Occultism +11, Religion +11, Stealth +12, Thievery +12

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

Items silver religious symbol

AC 22; **Fort** +13, **Ref** +12, **Will** +11; –1 to all saves vs. emotion effects

HP 80; **Weaknesses** cold iron 5

Seize Prayer ↻ (abjuration, concentrate, occult); **Trigger** A creature the shrine skelm can hear within 30 feet Casts a divine Spell with a verbal component; **Effect** The shrine skelm utters an incantation and attempts to counteract the triggering spell (counteract modifier +14, counteract level 3rd). If he successfully counteracts the spell, the skelm and the caster each take 1d8 mental damage per level of the triggering spell, and if the spell had one or more targets, the skelm learns its effect and can allow the spell's effects to continue with himself as the only target (any other effect is still counteracted).

Speed 25 feet

Melee ❖ fist +15 (agile, magical), **Damage** 2d4+7 bludgeoning plus Grab (page 305)

Melee ❖ antler +15 (magical), **Damage** 2d8+7 piercing plus Knockdown (page 305)

Occult Innate Spells DC 22; **3rd** *command, enthrall, mind reading* (×3), *soothe*

Change Shape ❖ (concentrate, occult, polymorph, transmutation) As street skelm.

SKELM ANTLERS

All skelms have branching antlers resembling those of a stag. Skelms with smaller antlers shame and bully skelms with larger antlers, although they always use some other excuse. However, skelms pretend they don't have antlers at all when dealing with non-skelms, regardless of evidence or argument. Skelms will even gore enemies with their antlers in combat, even if afterwards they deny the action they obviously just took.



Skelm Society

Alliances between skelms rarely last long, as it's only a matter of time before one wounds another's incredibly fragile ego, breaking the alliance. Many form hierarchical clubs with mortal members to delay such conflict while also identifying prospective new skelms.

Palace Skelm

Skelms crave power, and the palace skelms who stalk the halls where such power concentrates are among the most dangerous of their kind. They assume titles that allow them maximum freedom to punish or hurt others with minimal oversight: any vindictive guard captain, tyrannical viceroy, or needlessly cruel magistrate could be or become a palace skelm. They delight in the wealth and status of their positions, garbing themselves in ornate finery that reflects their station.

Palace skelms ingratiate themselves with powerful individuals and gather followers by stoking fears of losing long-held or hard-earned power—especially power gained through illicit means. They undermine their enemies by encouraging competition, jealousy, and outright paranoia by way of magic and false messages. These skelms possess an unnatural ability to twist spoken words and worm their manipulative magic into others' speech, sowing confusion and hatred that might explode into violence.

A political upheaval is a palace skelm's greatest fear and opportunity alike, upsetting the balance of power he has built but providing countless new opportunities to sow hatred and evil. This conflicting goal leads palace skelms to self-sabotage and undermine their own efforts more than any other skelm.



Palace Skelm — Creature 8

LE MEDIUM HUMANOID SKELM

Perception +15; scent (imprecise) 30 feet

Languages Aklo, Common; *tongues*

Skills Athletics +18, Deception +21, Diplomacy +17, Intimidation +17, Occultism +16, Society +16, Stealth +16, Thievery +16

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

Items signet ring

AC 27; **Fort** +17, **Ref** +16, **Will** +15; –2 to all saves vs. emotion effects

HP 155; **Weaknesses** cold iron 10

Corrupt Speech ↷ (auditory, illusion, linguistic, occult); **Trigger** The skelm hears a creature speak within 30 feet; **Effect** The skelm sows paranoia by putting treacherous words on another's lips. The skelm whispers up to 12 words and attempts a Deception check against the Perception DC of a creature other than the triggering creature within 30 feet.

Critical Success The target hears the skelm's words as if they were spoken by the triggering creature. This can alter linguistic effects. The skelm also casts *paranoia* or *suggestion* on the target, if he likes.

Success As critical success, except the skelm can't cast *paranoia* or *suggestion*.

Failure The target doesn't hear the skelm's words, and they have no effect.

Critical Failure The target hears the skelm speak the words.

Speed 25 feet

Melee ❖ fist +20 (agile, magical), **Damage** 2d8+9 bludgeoning plus Grab (page 305)

Melee ❖ antler +20 (magical), **Damage** 2d12+9 piercing plus Knockdown (page 305)

Occult Innate Spells DC 26; **4th** *clairaudience*, *enthrall*, *outcast's curse*, *paranoia* (at will), *private sanctum*, *suggestion*; **2nd** *invisibility* (×3); **Cantrips (5th)** *daze*, *message*; **Constant (5th)** *tongues*

Rituals DC 26; *inveigle*

Change Shape ❖ (concentrate, occult, polymorph, transmutation) As street skelm.

Incite Violence ❖❖ (emotion, enchantment, occult, mental) **Frequency** once per day; **Effect** The skelm gives an impassioned speech calling for his followers to act upon their convictions. Each creature within 30 feet must attempt a DC 24 Will save.

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Critical Success The creature can immediately Strike an adjacent creature of its choosing.

Success The creature is unaffected.

Failure The creature immediately Strikes an adjacent creature; if multiple creatures are adjacent, the skelm chooses the target. If no creatures are adjacent, the creature is flat-footed and fascinated with the skelm until the start of its next turn.

SOUL SKELM

Soul skelms arise not from mortal men but from other skelms, as their long-held wrath slowly twists them and replaces lingering fragments of their mortality with even more fiendish aspects. These skelms bully and exploit the souls of the dead, binding souls and undead to keep themselves indefinitely young. They bully living victims as well, stoking regret and shame even from inconsequential minutiae or outright fabrications until these feelings become unbreakable ties that the skelm can leverage from beyond the grave. A soul skelm's attentions can leave a victim isolated from friends and allies, making them all the more susceptible to the skelm's manipulations.

Ambitious soul skelms—often those who arise from palace skelms—search out powerful, high-strung mortals and trick them into bringing ridicule or shame on themselves. After their victim's death, the skelms gleefully remind them of their mortal failings, feeding on their despair.

SOUL SKELM CREATURE 10

UNCOMMON LE MEDIUM FIEND HUMANOID SKELM

Perception +19; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common

Skills Athletics +22, Deception +21, Occultism +19, Society +19, Stealth +17

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

Items *+1 striking ghost touch spiked chain*

AC 29; **Fort** +19, **Ref** +17, **Will** +21; –2 to all saves vs. emotion effects

HP 170; **Immunities** possession; **Weaknesses** cold iron 10

Speed 30 feet

Melee ❖ fist +22 (agile, evil, magical), **Damage** 2d8+12 bludgeoning plus Grab (page 305)

Melee ❖ antler +22 (evil, magical), **Damage** 2d12+12 piercing plus Knockdown (page 305)

Melee ❖ *spiked chain* +23 (disarm, evil, magical, trip), **Damage** 2d8+12 slashing plus Knockdown (page 305)

Occult Innate Spells DC 29; **7th** *plane shift* (self only; Astral or Material Plane only); **5th** *harm*, *illusory creature*, *mind probe*, *modify memory*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will), *silence* (at will)

Bully the Departed ❖ (auditory, emotion, mental, occult, enchantment) The skelm draws upon the spirit of one of his deceased victims, tormenting their soul beyond the grave. Until the end of his next turn, the soul skelm gains regeneration 15 (deactivated by force or good; page 306), and he deals an extra 1d8 evil damage on his Strikes.

Change Shape ❖ (concentrate, occult, polymorph, transmutation) As street skelm.

Isolating Lash ❖❖ (illusion, occult) The soul skelm makes a melee Strike trailing a wave of shadowy illusions. The skelm is flat-footed until the start of his next turn. If the Strike is successful, the skelm increases the number of damage dice by one, and the target must attempt a DC 29 Will save. On a failure, the target becomes invisible, inaudible, and otherwise imperceptible to its allies for 4 rounds, and it likewise can't see, hear, or otherwise perceive those allies. Regardless of the outcome, the creature is temporarily immune to Isolating Lash for 24 hours.

SKELM ORIGINS

The transformation from man to skelm takes place over a remarkably short period of time—sometimes as little as a few hours—as the physical changes involved are relatively minor compared to the emotional devotion required.





Skitterstitch

Skitterstitches are eight-legged skinstitches crafted to resemble giant spiders. These elite skinstitch variants have different attacks from the standard skinstitch, including a deadly poison. Skitterstitches always house spider swarms within their bodies, which scuttle forth upon their host's destruction.

Skinstitch

Skinstitches' hulking frames are made from flayed humanoid skin stuffed with straw and poisonous insects. The dark god Norgorber grants the secrets for creating these monstrosities in disturbing dreams he sends to select adherents, in which the dreamer imagines themself skinning a beloved pet, friend, or family member. Those that accept these teachings become skinstitchers.

The creation of a skinstitch is a crude process compared to the making of a more advanced construct like a golem. Rough stitching, imprecise shapes, and shoddy materials give a skinstitch its patchwork appearance.

While most skinstitches have vaguely humanoid shapes, they often appear monstrous due to various modifications their creators have made to their bodies. Some skinstitches' arms, for instance, might bear jagged metal blades or blunt iron rods. The most talented skinstitchers rarely bother with the humanoid form at all and instead opt to craft skinstitches that resemble other creatures sacred to Norgorber, such as scorpions, centipedes, or spiders. Rumors lurk of skinstitchers who can use exotic materials like steel, daemon flesh, or even magical shadows for their creations.

The rotting materials used to build skinstitches tend to attract vermin, which can in turn form a hive or nest within the creations' bodies. Skinstitchers consider the presence of such tenants to be a sure sign of Norgorber's approval.



Skinstitch — Creature 5

UNCOMMON | N | LARGE | CONSTRUCT | MINDLESS

Perception +12; darkvision

Skills Athletics +15

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

AC 22; **Fort** +16, **Ref** +14, **Will** +7

HP 95; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5

Pest Haven The rotting hides and molding straw stuffing of skinstitches are ideal nesting grounds for vermin and insect swarms. Any animal swarm sharing a space with a skinstitch gains fast healing 3. Additionally, if a creature deals at least 10 piercing or slashing damage to the skinstitch at once, the swarm can use its swarming bites Strike (or similar attack) against the attacker as a reaction.

Speed 25 feet

Melee ❖ blade +15 (agile, sweep), **Damage** 2d4+8 slashing

Melee ❖ cudgel +15 (forceful, reach 10 feet), **Damage** 2d8+8 bludgeoning

Flay ❖❖ The skinstitch makes a blade Strike against an animal or humanoid. On a success, the skinstitch slices a long strip of flesh from the target; if the skinstitch dealt damage, it deals an additional 1d6 persistent bleed damage.

Stitch Skin ❖ (manipulate) **Requirements** The skinstitch hasn't used this ability since the last time it successfully used its Flay ability; **Effect** The skinstitch sews flayed flesh to its body to seal tears and rents. The skinstitch regains 8 Hit Points.

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Skull Peeler

Skull peelers, despite their ferocious and well-deserved moniker, are considered by many to be downright adorable, especially when viewed from a safe distance. Their soft, dappled brown fur helps them hide in forest canopies, and they have shimmering insectile wings and big eyes that draw in the faintest beams of light. At first glance, a skull peeler looks like a cuddly pet or a wizard's familiar. Any illusions of domesticating such a beast are quickly dismissed upon seeing how a skull peeler eats, however.

Skull peelers have evolved to hang motionlessly in treetop canopies as they wait until appropriate prey appears, usually long-necked dinosaurs but also brachiating primates and large birds. The skull peeler then lashes out with its long tongue, severing the creature's head from its body and pulling the detached cranium back into its hungry paws. It then uses its claws to crack open the cranial cavity—hence its name—before lapping up the tasty insides.

Despite skull peelers' gruesome eating habits, some enterprises and individuals can't resist the urge to add these beasts to their menageries. Fey and other creatures with ties to the First World, such as gnomes, can occasionally coax a skull peeler into a form of domestication. While the adorable beasts can never be fully tamed due to their hyper-evolved hunting instincts, they can be bribed with food and, if kept satiated, displayed on a perch or indoor terrarium as an example of their master's cunning and deadliness. As often as not, these pseudo-domesticated skull peelers end up devouring a guest, pet, or their would-be owner, but this possibility doesn't stop up-and-coming crime lords from attempting to domesticate the little predators. Skull peelers kept in well-managed zoos fare somewhat better, but these clever creatures don't always stay in their cages, which has led to wild skull peelers in places travelers might not expect.

Skull Peeler — Creature 6

N Small Beast

Perception +17; low-light vision

Skills Acrobatics +12, Athletics +15, Stealth +16

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

AC 24; **Fort** +13, **Ref** +16, **Will** +11

HP 75

Snatch Skull ↷ **Trigger** The skull peeler is using Perfect Camouflage and a creature moves into a space within 15 feet of it; **Effect** The skull peeler Leaps toward the triggering creature and Strikes with its tongue. If this Strike is successful, the skull peeler automatically Grabs (page 305) the target with its tongue.

Speed 20 feet, climb 15 feet, fly 10 feet

Melee ❖ tongue +17 (agile, fatal d12, reach 10 feet), **Damage** 2d4+8 slashing plus 1d8 persistent bleed

Melee ❖ claw +17, **Damage** 2d10+8 slashing

Anticoagulant The skull peeler's razor-sharp tongue is coated in an anticoagulant substance that makes wounds it inflicts particularly hard to close. The DC of the flat check to end the persistent bleed damage from a skull peeler's tongue is 16, or 11 with appropriate assistance.

Perfect Camouflage ❖ (concentrate) **Requirements** The skull peeler is in a treetop or standing on a tree limb; **Effect** Until the next time it acts, the skull peeler hangs perfectly still, blending into the treetop surroundings. It has an automatic result of 36 on Stealth checks and DCs to Hide from any creature more than 10 feet away from it.

A Grim Nature

While explorers and adventurers who encounter skull peelers in the wild often assume the small beasts resulted from some ill-advised magical experiment by a foolish wizard, they're actually a naturally occurring species. Though their unusual assembly of characteristics might carry some minor First World influence, skull peelers evolved from other tree-dwelling mammals over thousands of years. In their current form, they're successful predators in their environment, mostly feeding on long-necked dinosaurs—prey that other, much larger carnivores still struggle to bring down!



Sea Skulls

Skull swarms are most commonly encountered amid ruins where vast and uncontrolled necromantic energies have erupted, but they can also appear in aquatic environments with clusters of clacking skulls from merfolk and sea devils, feral skulls of fish and cetaceans, or even disembodied shark jaws and cephalopod beaks. Such swarms have a swim Speed, rather than a fly Speed or land Speed.

Skull Swarm

A skull swarm is composed of reanimated masses of craniums and jawbones, forming a terrifying avalanche of undead fury. Most skull swarms are mindless, though some retain a vestige of wit, awareness, and even magical talents from life, culminating in a highly intelligent swarm mind.

Clacking Skull Swarm

Roiling about in seething waves of bleached death, clacking skull swarms arise from the remains of dozens of beheaded humanoids. The horrible clattering of the skulls' onslaught drives their prey to distraction even while they try to flee in terror.

Clacking Skull Swarm — Creature 10

NE LARGE MINDLESS SWARM UNDEAD

Perception +18; darkvision

Skills Acrobatics +19

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

AC 29; **Fort** +20, **Ref** +19, **Will** +16

HP 120, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, electricity 10, fire 10, piercing 10, slashing 10

Boneshard Burst When a clacking skull swarm is reduced to 0 Hit Points, it erupts in an explosion of foul energy and bone fragments in a 30-foot burst, dealing 2d12 piercing damage and 2d12 negative damage (DC 29 basic Reflex save).

Chattering Teeth (arcane, auditory, aura, emotion, enchantment, incapacitation, mental) 60 feet. A clacking skull swarm emits a cacophony of chattering. A creature entering or beginning its turn within the area must succeed at a DC 29 Will save or become confused for 1 round. A creature that successfully saves is immune to that swarm's chattering teeth for 24 hours. The swarm can stop or resume this ability as a free action.

Speed 25 feet

Shrieking Scream ❖❖ (auditory, emotion, enchantment, fear, mental) The clacking skull swarm emits a terrifying, painful scream that deals 10d6 sonic damage to all creatures in a 30-foot cone (DC 29 basic Will save). A creature that fails this save is also frightened 1 (frightened 2 on a critical failure). The swarm can't use Frightening Scream again for 1d4 rounds.

Swarming Gnaw ❖ Each enemy in the swarm's space takes 4d8 piercing damage (DC 29 basic Reflex save).



Feral Skull Swarm

Some skull swarms are crafted from the heads of feral and dangerous beasts. These can include predatory cats, bears, dinosaurs, and the like, but just as often they're made from bulls, horses, apes, and other creatures that were gentler in life. In death, a feral skull swarm is bloodthirsty regardless of its origins, with a keen scent for living flesh. Even herbivore skulls diligently chew on the flesh of their swarm's victims.

Feral Skull Swarm — Creature 12

UNCOMMON NE HUGE MINDLESS SWARM UNDEAD

Perception +21; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +22, Survival +21

Str +0, **Dex** +4, **Con** +7, **Int** –5, **Wis** +3, **Cha** +4

Feral Trackers A feral skull swarm gains a +2 circumstance bonus to Perception checks to Seek and to Survival checks to Track, both against any creature that has taken damage from the swarm's Feral Gnaw within the previous 24 hours.

AC 32; **Fort** +25, **Ref** +22, **Will** +19

HP 160, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, electricity 10, fire 10, piercing 10, slashing 10

Boneshard Burst As clacking skull swarm, but 3d12 piercing and 2d12 negative, DC 32.

Speed 40 feet

Feral Gnaw ❖ Each enemy in the swarm's space takes 2d6 bludgeoning, 2d6 piercing, and 2d6 slashing damage (DC 32 basic Reflex save). A creature that fails its saving throw also takes 1d10 persistent bleed damage.

Frightening Howl ❖ (auditory, emotion, enchantment, fear, mental) The feral skull swarm emits a terrifying howl. Each creature within 60 feet must succeed at a DC 32 Will save or become frightened 2 (frightened 3 and fleeing for 1 round on a critical failure). Whether it succeeds or fails its save, a creature is temporarily immune to Frightening Howl for 24 hours.

SORCEROUS SKULL SWARM

The act of creating a demilich (*Bestiary* 222) sometimes goes horribly awry, leaving behind a shattered remnant of a once-mighty spellcaster constantly leaking eldritch energies. The ruined spirit animates a cloud of debased copies of itself, glittering with cracked crystals in crude imitation, and it hungers constantly for the magical energies denied it in its corrupted immortality.

Some of the spellcaster's personality remains in the swarm, albeit usually unnaturally split between the skulls. As a consequence, the skulls argue among themselves as warring parts of the personality clamor to be heard, resulting in the swarm's fractious, inconstant attitude.

SORCEROUS SKULL SWARM — CREATURE 14

RARE NE LARGE SWARM UNDEAD

Perception +24; darkvision, *true seeing*

Skills Acrobatics +26, Arcana +28, Occultism +28

Str –3, **Dex** +6, **Con** +4, **Int** +8, **Wis** +4, **Cha** +5

AC 34; **Fort** +22, **Ref** +26, **Will** +26; +1 status to all saves vs. magic

HP 190, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind (page 306), unconscious; **Weaknesses** area damage 12, splash damage 12; **Resistances** bludgeoning 6, cold 12, electricity 12, fire 12, piercing 12, slashing 12

Boneshard Burst As clacking skull swarm, but 3d12 piercing and 3d12 negative, DC 34.

Consume Spell ↻ **Trigger** The swarm is targeted with a spell; **Effect** The swarm casts *dispel magic* to counteract the triggering spell. If it successfully counteracts the spell, it gains temporary Hit Points equal to twice the level of the counteracted spell that last for 1 minute.

Speed fly 40 feet

Arcane Innate Spells DC 36, attack +26; **7th** *dispel magic* (at will), *spell turning*; **Cantrips (7th)** *detect magic, mage hand, telekinetic projectile*; **Constant (7th)** *true seeing*

Siphon Magic (arcane, illusion, mental) ❖❖ The sorcerous skull swarm saps magic from nearby creatures. Any creature with the ability to cast spells (including innate spells) in the swarm's space takes 15d6 mental damage (DC 34 basic Will save); on a failure, the creature is also stupefied 2 (stupefied 3 on a critical failure).

Swarming Gnaw ❖ Each enemy in the swarm's space takes 5d8 piercing damage (DC 34 basic Reflex save).



BEHEADED SWARMS

Skull swarms are closely related to the undead creatures known as beheaded (page 30) and are fundamentally little more than a collection of independent beheaded acting in concert toward their shared goals. In addition to the skull swarms detailed here, swarms of other types of beheaded with corresponding abilities can be found in any region plagued by excessive decapitation.

Skunk Musk in Alchemy

In a quest to create less lethal bombs, some alchemists have turned to skunks for inspiration. Reputedly, the resulting stink bombs are vastly more powerful than naturally occurring skunk musk. Few adventuring groups, however, encourage their alchemists to deploy such devices.

Skunk

With their distinctive black bodies and white stripes or spots, skunks are instantly recognizable to most creatures. Those who catch a full blast of musk rarely decide to trouble a skunk again, as the revolting stench can linger for hours or even days. Removing the odor is difficult, typically requiring the aid of alchemy or magic.

Skunk

These omnivores are most active at twilight, feeding on everything from berries to grubs and insects. Some farmers even encourage the animals to live near their farms to keep destructive pest populations low.

Skunk **Creature -1**

N Tiny Animal

Perception +5; low-light vision, scent (imprecise) 40 feet
Skills Acrobatics +5, Athletics +2, Stealth +5
Str +0, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 15; **Fort** +4, **Ref** +7, **Will** +3
HP 7

Speed 20 feet
Melee ❖ jaws +7 (agile, finesse), **Damage** 1d8 piercing
Spray Musk ❖❖ (poison) The skunk propels a stream of acrid musk in a 10-foot line. Each creature in the line must attempt a DC 16 Fortitude save.
Critical Success The target is unaffected.
Success The target is sickened 1.
Failure The target is sickened 2.
Critical Failure The target is sickened 2 and takes a –2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

Skunk, Giant

Giant skunks thrive in places where their larger size and more potent musk allow them to fend off predators their smaller cousins can't. With larger bodies come more powerful appetites, and giant skunks tend to be aggressive and territorial.

Giant Skunk **Creature 1**

N Large Animal

Perception +6; low-light vision, scent (imprecise) 40 feet
Skills Acrobatics +7, Athletics +6, Stealth +7
Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 16; **Fort** +8, **Ref** +9, **Will** +4
HP 21

Speed 25 feet
Melee ❖ jaws +8, **Damage** 1d6+3 piercing
Melee ❖ claw +8 (agile), **Damage** 1d4+3 slashing
Spray Blinding Musk ❖❖ (poison) The giant skunk propels potent, acrid musk in a 15-foot cone. Each creature in the line must attempt a DC 17 Fortitude save.
Critical Success The target is unaffected.
Success The target is sickened 1.
Failure The target is sickened 3.
Critical Failure The target is blinded for 1 round, becomes sickened 3, and takes a –2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.



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Slithering Pit

A slithering pit is a strange, nearly invisible ooze with an extradimensional space for its digestive system, which mimics the appearance of an acid-filled stone pit. It slowly dissolves its captives in stomach acid until they can be digested. A slithering pit can go weeks without feeding, affording it patience.

Thriving in dilapidated areas, slithering pits take up positions among the plentiful potholes where they can easily pass for just another blemish. They crawl across ramshackle cobblestone streets and damp underground complexes, waiting for unwary prey to stumble by and fall in.

SLITHERING PIT — CREATURE 7

RARE | N | MEDIUM | MINDLESS | OOZE

Perception +9; no vision, tremorsense (imprecise) 60 feet

Skills Athletics +18, Stealth +10

Str +7, **Dex** –5, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5

Transparent A slithering pit is so clear it's difficult to spot. A successful DC 30 Perception check is required to notice a stationary slithering pit, and a creature must be Searching to attempt this check. A creature that walks into the pit's space might fall into any pit currently in effect due to Dimensional Pit.

AC 14 (10 from inside the Dimensional Pit); **Fort** +18, **Ref** +6, **Will** +11

HP 220; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Breach Vulnerability Ingesting an extradimensional space like that found in a *bag of holding* deals 6d8 force damage to the slithering pit and its occupants. The slithering pit then immediately uses Out You Go.

Speed 10 feet

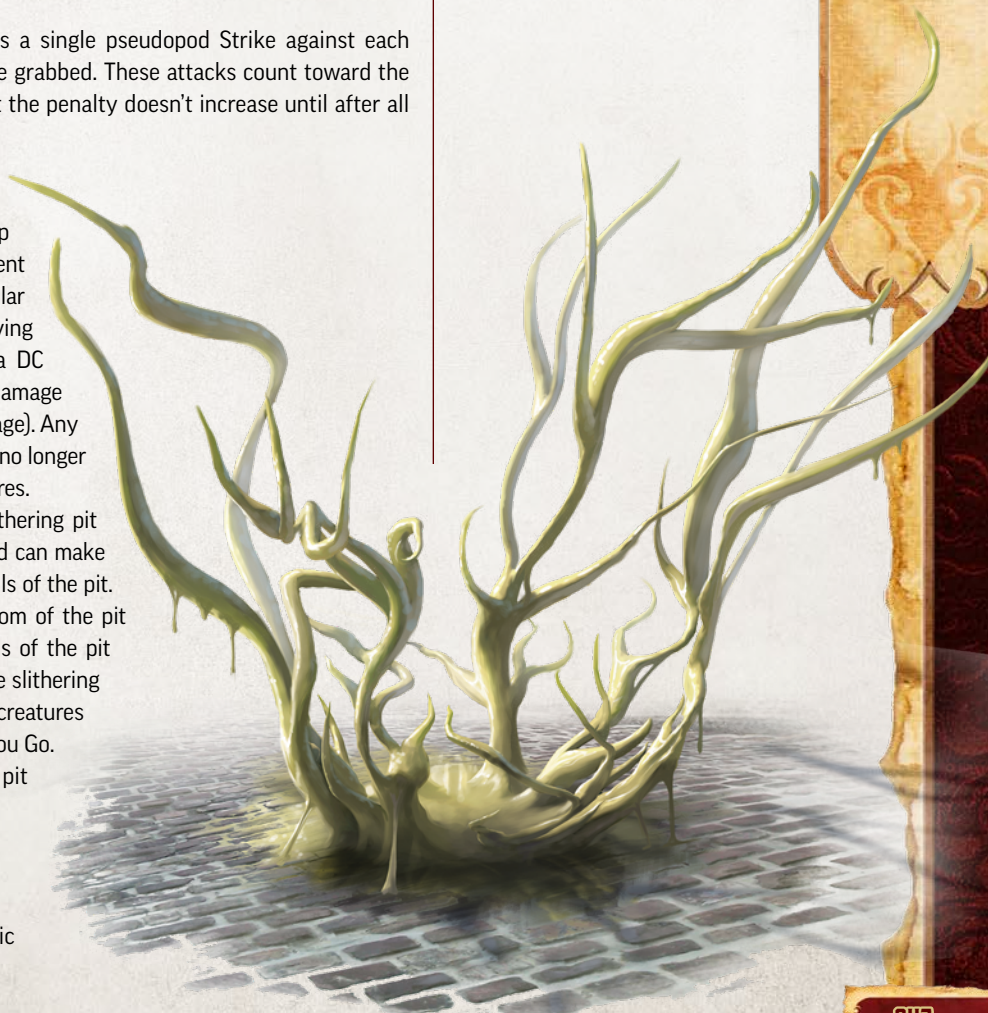
Melee ❖ pseudopod +18 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Improved Grab (page 305)

Flurry of Pods ❖❖ The slithering pit makes a single pseudopod Strike against each target within range it doesn't already have grabbed. These attacks count toward the slithering pit's multiple attack penalty, but the penalty doesn't increase until after all of these attacks.

Dimensional Pit ❖❖ (conjuration, extradimensional, occult) The slithering pit opens an extradimensional, 20-foot-deep pit that covers its own space and all adjacent squares unless they're walls or similar blocking terrain. Any other creature occupying or entering pit spaces must succeed at a DC 22 Reflex save or fall into the pit, taking damage from the fall (typically 10 bludgeoning damage). Any creature grabbed by the ooze falls in and is no longer grabbed, even if it was outside the pit squares.

While a dimensional pit is open, the slithering pit is immobilized, can't be forced to move, and can make pseudopod Strikes originating from the walls of the pit. A creature that starts its turn at the bottom of the pit takes 2d6 acid damage. Climbing the walls of the pit requires a DC 22 Athletics check. When the slithering pit dies, the dimensional pit closes and creatures inside are ejected, with the effects of Out You Go.

Out You Go ❖ The slithering pit closes all pit spaces it created using Dimensional Pit, ejecting all its occupants onto the ground into random free spaces where the pit opened. Each occupant takes 4d6 bludgeoning damage (DC 22 basic Reflex save).



A LIVING PIT, REALLY?

Slithering pit lore is as strange and confusing as the creature itself. Was it created by a wizard in need of a handy garbage disposal? Did it result from some unfortunate accident involving hungry oozes and one *bag of holding* too many? Why do its insides mimic the appearance of stone, but without the same toughness? Is it some form of camouflage, letting them pass for an oft-ignored hazard? So many questions...

Sloths, Moths, and Moss

Sloths tend to gain a green tinge to their fur as they age, a result of a peculiar strain of mossy algae that grows only on these arboreal creatures. This algae, in turn, feeds a unique species of moth that also makes its home exclusively in sloths' fur—along with other parasites, such as beetles and cockroaches.

Sloth

Despite their long, hooked claws being one of their most distinctive features, sloths are herbivorous creatures. Smaller sloths use their claws to climb from tree to tree, seeking fruits and young leaves among the canopy. Larger species can reach up to 20 feet tall and weigh more than 10,000 pounds.

Three-Toed Sloth

The diminutive three-toed sloth is a solitary, tree-dwelling creature. Possessing a gentle nature and unassuming countenance, it has little to defend itself with other than its surprisingly fearsome climbing claws. These sloths are sometimes used as lookouts by secretive druid enclaves, as the symbiotic algae in their fur makes them difficult to spot in tree canopies, though their slow speed leaves them vulnerable on the ground.

Three-Toed Sloth **Creature -1**

N Tiny Animal

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Athletics +5 (+7 to Climb), Stealth +5 (+7 to Hide and Sneak while in a tree), Survival +4
Str +2, **Dex** +1, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 14; **Fort** +7, **Ref** +5, **Will** +3
HP 10

Speed 5 feet, climb 10 feet
Melee ❖ claw +6, **Damage** 1d6+2 slashing
Rend ❖ claw (page 306)

Megatherium

Megatheriums dwell deep within ancient forests and humid jungles. Fiercely territorial, these immense creatures are often smelt before seen. Though they travel on all fours, megatheriums can reach foliage 20 feet above the forest floor by standing on their hind legs and short, thick tails. Their enormous foreclaws, used to bend tree limbs within reach of their mouths, can cleave a horse in two and crush its rider.

The musk of the megatherium serves as a warning to potential predators and other megatheriums that they're too close. Adult megatheriums are so territorial that most don't reproduce more than twice in their lifetime. Though the creatures regularly patrol their territory for intruders, they tend to avoid settlements unless food has become scarce. When they do stray into towns, they've been known to devour entire orchards in a day.



Megatherium **Creature 5**

N Huge Animal

Perception +13; low-light vision, scent (imprecise) 60 feet
Skills Athletics +16, Stealth +9, Survival +11
Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

AC 21; **Fort** +15, **Ref** +9, **Will** +11
HP 85

Musk (aura, olfactory) 20 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. While inside the aura, affected creatures take a –1 circumstance penalty to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, climb 10 feet
Melee ❖ claw +15 (reach 10 feet), **Damage** 2d8+8 slashing plus Knockdown (page 305)
Melee ❖ foot +15 (agile), **Damage** 2d6+8 bludgeoning
Rend ❖ claw (page 306)

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Snake

While normally solitary creatures, snakes sometimes congregate in large masses. Whether gathered in the depths of a cave for warmth, a craggy mountainside for breeding, or through magical means for inscrutable purposes, these slithering swarms shouldn't be underestimated.

RAT SNAKE SWARM

A solitary snake might be no cause for alarm, but a hissing mass of frenzied snakes can make even seasoned adventurers shudder. Rat snakes can reach lengths of up to 10 feet, and they gather en masse to hibernate as well as to breed. Though nonvenomous, these territorial snakes will strike anything that threatens them.

RAT SNAKE SWARM — CREATURE 2

N LARGE ANIMAL SWARM

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +10, Stealth +8
Str +0, **Dex** +4, **Con** +2, **Int** –4, **Wis** +2, **Cha** –3

AC 16; **Fort** +8, **Ref** +10, **Will** +6
HP 20; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 3, piercing 5, slashing 5
Mass Wriggle ↻ **Trigger** The rat snake swarm takes damage from a melee Strike; **Effect** Snakes slither up and around the creature's weapon and limbs. The target must succeed at a DC 15 Will save or become frightened 1.

Speed 20 feet, climb 20 feet, swim 20 feet
Swarming Strikes ❖ Each enemy in the swarm's space takes 1d8 piercing damage (DC 17 basic Reflex save).

VIPER SWARM

The frightening mass of shining scales, gleaming eyes, and fangs dripping with venom that comprise a viper swarm has brought an end to many an unlucky adventurer. Normally nocturnal, these notoriously aggressive snakes strike at anything that comes within reach, be it limb or weapon. Their venom is a potent toxin that leaves victims shaky and weak.

VIPER SWARM — CREATURE 4

N LARGE ANIMAL SWARM

Perception +12; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +13, Stealth +11
Str +1, **Dex** +5, **Con** +3, **Int** –4, **Wis** +2, **Cha** –3

AC 18; **Fort** +11, **Ref** +13, **Will** +10
HP 50; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 5, slashing 3

Speed 30 feet, climb 30 feet, swim 30 feet
Venom Spritz ❖❖ The vipers spray venom from their fangs in a defensive display. Each creature in a 10-foot cone is exposed to viper swarm venom but gains a +2 circumstance bonus to its initial saving throw against the poison.
Venomous Fangs ❖ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) plus viper swarm venom.
Viper Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round); **Stage 3** 2d4 poison damage, clumsy 2, and enfeebled 1 (1 round)



SLITHERING PACKS

Despite their solitary natures, snakes come together in swarms for purposes of hibernation or mating. However, a few species have learned to stick together and coordinate their hunting efforts, leading to slithering packs of predatory snakes.

Jealous Predators

Hieracosphinxes share none of the fondness for riddling talk and clever conversation typical of their more intelligent kin. They nonetheless envy their cousins' power, wisdom, and grace, and sometimes gather in flocks to take down stronger rival sphinxes out of sheer spite and jealousy.

Sphinx

Sphinxes are a family of mystical beings that combine leonine, avian, and usually humanoid features. Though the most common sphinxes (*Bestiary* 305) are famous on their own merits, the family includes other types of sphinxes as well.

Hieracosphinx

Lacking the intelligence of their kin, falcon-headed hieracosphinxes are cowardly, cruel-hearted creatures. They guard their territory ruthlessly against weaker intruders.

Hieracosphinx — Creature 5

CE LARGE BEAST

Perception +14; darkvision

Languages Sphinx

Skills Acrobatics +11, Athletics +13, Intimidation +9, Survival +12

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

AC 22; **Fort** +12, **Ref** +15, **Will** +10

HP 70

Buck ↷ DC 23 (page 304)

Contingent Glyph (abjuration, occult) A hieracosphinx has an innate magical defense similar to a *contingency*. When they take a specific type of energy damage (varying by the individual sphinx), they can use their reaction to have the glyph cast *haste* on them. The glyph is then dormant for 1 week. A critical success to Recall Knowledge about a particular hieracosphinx (30 or higher on the check) reveals which damage type triggers the glyph.

Speed 30 feet, fly 60 feet

Melee ❖ beak +15, **Damage** 2d10+4 slashing

Melee ❖ claw +15 (agile), **Damage** 2d8+4 slashing

Pounce ❖ The hieracosphinx Strides and makes a Strike at the end of that movement. If they began this action hidden, they remain hidden until after the attack.

Shriek ❖ (auditory, incapacitation) The hieracosphinx emits a shrill, ear-piercing shriek. Each non-sphinx in a 60-foot emanation must attempt a DC 22 Fortitude save. Any creature that attempts a save is temporarily immune for 24 hours.

Critical Success The creature is temporarily immune to that hieracosphinx's shriek for 24 hours.

Success The creature is deafened for 1 round.

Failure The creature is deafened for 1 minute and stunned 1.



Elder Sphinx

Towering over their kin, elder sphinxes are the pharaonic masters of their kind. They crave solitude in eternal vigil over sacred spaces, where they honor ancient pacts.

Elder Sphinx — Creature 16

RARE N HUGE BEAST

Perception +31; darkvision, *true seeing*

Languages Common, Draconic, Sphinx; *tongues*

Skills Athletics +30, Bardic Lore +32, Deception +28, Diplomacy +30, Intimidation +28, Occultism +30

Str +8, **Dex** +5, **Con** +6, **Int** +8, **Wis** +9, **Cha** +6

Bardic Lore Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

AC 38; **Fort** +28, **Ref** +25, **Will** +31

HP 300

Speed 40 feet, fly 60 feet

Melee ❖ claw +32 (agile), **Damage** 3d8+16 slashing

Occult Innate Spells DC 37; **8th** *clairaudience* (at will),

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clairvoyance (at will), *dispel magic, hallucinatory terrain*, *locate, read omens* (at will), *remove curse* (at will), *shape stone* (see idols of stone below), *true seeing, ventriloquism* (at will); **Cantrips (8th)** *detect magic, read aura*; **Constant (6th)** *tongues*, *true seeing*

Rituals DC 37; *commune*, *legend lore*

Guardian Monolith ❖❖ The elder sphinx transforms their body into stone or back to flesh. In stone form, the sphinx is paralyzed but has Hardness 14 and gains immunity to bleed, clumsy, disease, drained, enfeebled, fatigued, negative damage, petrified, poison, sickened, and wounded. They don't age or require food, water, or sleep. They can perceive their surroundings and cast their innate spells. *Stone to flesh* turns the elder sphinx from stone form back to flesh, and *flesh to stone* turns it from flesh form to stone form.

Idols of Stone When the sphinx casts *shape stone*, they can shape the stone into a magical duplicate of themself. When they cast *clairaudience, clairvoyance, locate,* or *ventriloquism*, they can make the effect come from any duplicate, instead of themself. The elder sphinx can concentrate for 1 minute to transfer their consciousness to any duplicate; the sphinx is then in their stone form from Guardian Monolith in that statue.

The sphinx can have no more than four duplicate statues at a time. Casting *shape stone* at that point causes the oldest duplicate to crumble to dust.

Pose a Riddle ❖❖ (enchantment, incapacitation, linguistic, mental, occult) **Frequency** once per 10 minutes; The sphinx recites a riddle and compels up to 10 creatures within 30 feet to answer (DC 37 Will save). The GM either runs the riddle out of character by timing the players' attempts, or picks an appropriate associated skill for the riddle, such as Religion for a riddle involving divine mysteries. The sphinx gains a +2 circumstance bonus to attack rolls and damage rolls against any creature that answers incorrectly even once. This bonus lasts for 1 day.

Critical Success The creature is unaffected, but it can choose to try to help solve the riddle..

Success The creature attempts to answer the riddle. Each round spending at least one action attempting a Recall Knowledge check with the chosen skill (or working on the answer, if using an out of game riddle). This lasts for 1 minute, until the creature successfully answers the riddle, or until an enemy takes a hostile action against the creature, whichever comes first.

Failure As success but the creature must spend at least two actions each round attempting to answer.

Critical Failure As failure, but up to 1 hour.

Pounce ❖ The elder sphinx Strides and makes a Strike at the end of that movement. If they began this action hidden, they remain hidden until after the attack.

Warding Glyph Once per day, an elder sphinx can create a magical symbol as though casting a heightened *glyph of warding*. The sphinx usually shapes it to the form of a riddle and sets the password to the answer. A creature that doesn't speak the password must succeed at a DC 37 Will save or be affected by one of the following spells, chosen by the sphinx when creating the symbol: *visions of danger* (7th), *spirit blast* (6th), *synaptic pulse* (5th), *charm* (4th), *fear* (3rd), *phantom pain* (3rd), or *sleep* (3rd). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them.

ANCIENT GUARDIANS

Elder sphinxes were revered as semi-divine by ancient cultures, hailed as wise prophets sent by the gods and trusted guardians of temple and necropolis alike, especially the burial sites of high kings and their dynastic heirs. Those in need of impartial rulings and divine inspiration make pilgrimage to ruins of ancient civilizations seeking the counsel of an elder sphinx.



Permanent Bonds

A spirit guide can form a permanent, close bond with a mortal, granting both new abilities. Such bonded pairs can see through one another's eyes, coordinate their actions to an unparalleled degree, and come to one another's aid in an instant. Stories tell that a pair thus linked shares even their life essence between them, growing and learning together throughout the mortal's life.

Spirit Guide

Spirit guides are a distinctive form of spiritual entity with a tenuous attachment to the Material Plane. Some legends say that the first spirit guides were the perfect conceptual forms of animals, and that from them, eagles, foxes, bears, and other mortal animals were born. Each guide displayed an interest in mortal affairs, watching over communities and imparting their gifts. Fox shared his cunning with the mortals he befriended, while Bear taught them how to survive and endure.

Over the passing of countless mortal generations, new spirit guides were born, many of them possessing traits from two or more of the original spirit guides. In the ancient human nation of Sarkoris, the people abandoned the worship of traditional gods in favor of venerating the spirit guides who watched over them. While the people of some neighboring nations saw this as heresy, to the old Sarkorians, this worship was perfectly natural. The same beings who had taught their forebears lessons that allowed them to survive and thrive still walked among them.

Spirit guides can form bonds with mortal partners. While many spirit guides create a permanent bond with a mortal, such as the relationship between the spirit guides of Sarkoris and the mortal spiritual leaders known as god callers, some instead form temporary bonds, either to test the prospective mortal before committing or because a permanent bond is undesirable. It's not uncommon for a single spirit guide to form bonds with recurring generations of a family or community, protecting and guiding mortals they've grown fond of or who do them a great service.

Cunning Guide

Spirit guides of cunning are often seen as the weakest of the spirit guides, but are also the most numerous and proactive, guiding families to safe paths or leaving food and water for warriors. Cunning guides often take the form of foxes.

Cunning Fox **Creature 1**

N Small Beast Incorporeal Spirit

Perception +9; darkvision

Languages Common, Sylvan; *tongues*

Skills Acrobatics +6, Deception +6, Stealth +8, Survival +5

Str +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +2, **Cha** +1

AC 16; **Fort** +5, **Ref** +8, **Will** +7

HP 14; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 2 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Speed 40 feet

Melee ❖ horn +6 (finesse, magical), **Damage** 1d8+1 force

Melee ❖ jaws +6 (agile, finesse, magical), **Damage** 1d4+1 force

Primal Innate Spells DC 17; **3rd** *wanderer's guide*; **1st** *detect poison*, *purify food and drink*; **Cantrips (1st)** *guidance*, *read aura*, *stabilize*; **Constant (5th)** *tongues*

Bond with Mortal ❖❖ (mental, necromancy, primal) **Frequency** once per day; **Effect** The spirit guide forms a bond with a mortal creature. While the bond exists, the spirit guide increases their current and maximum Hit Points by 10, gains a +2 status bonus to their attack and damage rolls, and can communicate telepathically with the bonded mortal as long as the two beings are on the same plane. The spirit guide can only be bonded with one mortal at a time, and they can take this action again to end the bond or to form a new bond (which also ends the old bond). The bond also ends if the spirit guide or the mortal dies.

This bond strengthens the spirit guide's connection to the Material Plane. While bonded, the spirit guide loses the incorporeal and spirit traits, loses their immunities and resistances,



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and changes their Strikes to deal the appropriate physical damage (typically piercing or slashing) instead of force damage.

Bonded Strike ❖❖ **Requirements** The spirit guide is currently Bonded with a Mortal; **Effect** The spirit guide makes a jaws Strike. If this attack hits, the bonded mortal can spend their reaction to Strike the same target.

STRONG GUIDE

Born from spirits possessing the qualities of strength, endurance, and ferocity, these spirit guides act as martial guardians for mortals under their care. Most have a burning hatred for demons, devils, and other fiends who prey on mortal weaknesses. However, they also display care and consideration around mortal children, who in turn seem to instinctively recognize the beings as protectors. Strength takes many forms, some evident in their power—like the feathered bear—and some unassuming.

FEATHERED BEAR CREATURE 10

N LARGE BEAST INCORPOREAL SPIRIT

Perception +18; darkvision, scent (imprecise) 60 feet
Languages Common, Sylvan; *tongues*
Skills Athletics +23, Intimidation +20, Survival +16
Str +7, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +3

AC 29; **Fort** +21, **Ref** +16, **Will** +18
HP 160; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Guardian's Aegis (abjuration, aura, primal) 30 feet. All allies within 30 feet of the feathered bear gain a +1 status bonus to saves against magical effects. The bonus increases to +2 if the effect originated from a demon or other chaotic evil fiend.

Avenging Claws ↷ **Trigger** A creature within 10 feet damages the feathered bear's ally with a melee attack; **Effect** The feathered bear immediately Steps toward the triggering attacker and makes a claws Strike.

Speed 35 feet
Melee ❖ jaws +21 (magical), **Damage** 3d10+9 force
Melee ❖ claw +21 (agile, magical), **Damage** 3d6+9 force plus Grab (page 305)
Primal Innate Spells DC 27; **3rd** *barkskin*, *endure elements*, *haste*, *jump*, *longstrider*; **Constant (5th)** *tongues*

Bond with Mortal As cunning fox, except HP increases by 20.

Feathered Charge ❖❖ The feathered bear Strides and makes a Strike at the end of that movement. During the Stride, the feathered bear ignores difficult terrain and greater difficult terrain, and they can move across air as easily as solid ground. If the feathered bear doesn't end their movement on solid ground, they fall as soon as the Strike is completed.

Bonded Strike ❖❖ As cunning fox.

Mauler The feathered bear gains a +4 circumstance bonus to damage rolls against creatures they have grabbed.



STRENGTH AND ADVERSITY

In the region of the Broken Lands known as the Sarkoris Scar, spirit guides are active participants in the fight against the demons who infest that poisoned land. Battle-tested knights and Sarkorian reclaimers alike have countless stories of being rescued from certain doom by a charging bear cloaked in feathers and tearing wrath demons out of the skies, or ghostly eagles with dragon scales swooping in to snatch warriors clear of a pride demon's descending blades. Others speak of discovering caches of safe food, clean water, and other supplies left by ghostly foxes or martens.

Miniature Desserts

While most melixies gobble up any sweets they find, those who can resist eating the raw ingredients for long enough learn to use them create incredibly small desserts in a startling variety of styles and flavors. Some members of larger ancestries even enjoy the way that a tray of melixie desserts allows them to experience so many different flavors before becoming full.

Sprite

Tiny winged fey with intense curiosity and adventurous spirits, sprites often find themselves in risky situations and shenanigans belying their stature. While their pixie and grig cousins are most common, numerous additional types of sprites were born from the faerie realm of the First World. These include draxies, melixies, and nykteras, each of which shares commonalities with a different animal or magical creature.

Nyktera

Nykteras, or bat sprites, are gentle sprites known for their affectionate nature and incredible hospitality. Nykteras share features with bats, but the type of bat varies by location, as nykteras tend to form small colonies in locations with bats similar to their own nature. A nyktera's sense of hospitality is such that they're willing to share with any who need it, even bitter foes. However, violating a nyktera's hospitality is one of their greatest taboos, inviting rare anger and retribution from the nyktera who was wronged, as well as their large extended family.

Nyktera **Creature -1**

NG Tiny Fey Sprite

Perception +6 (+8 to Seek creatures using hearing); low-light vision

Languages Common, Sylvan; speak with bats

Skills Acrobatics +5, Diplomacy +5, Stealth +5

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

Speak with Bats A nyktera can communicate with bats and use Diplomacy to Make an Impression on bats and Request things from bats.

Wrath of Spurned Hospitality A nyktera whose hospitality is betrayed becomes enraged at the violation of a fundamental aspect of their fey nature. They must succeed at a DC 20 Will save or begin involuntarily attacking the traitor. At the end of each of their turns, if they choose, they can attempt another Will save to end the effect; otherwise, the effect lasts until the traitor is subdued or leaves the nyktera's presence. As long as their righteous fury lasts, the nyktera gains a +2 status bonus to attack and damage rolls for their fist Strikes.

AC 15; **Fort** +2, **Ref** +7, **Will** +6

HP 10; **Weaknesses** cold iron 2

Speed 10 feet, fly 40 feet

Melee ❖ fist +7 (agile, finesse, magical), **Damage** 1d6–3 bludgeoning damage

Ranged ❖ ultrasonic pulse +7 (evocation, magical, range 20 feet), **Damage** 1d4 sonic

Primal Innate Spells DC 17; **1st** *heal*; **Cantrips (1st)** *dancing lights, ghost sound*

Melixie

Melixies are hyperactive insect sprites with legendary sweet tooths, capable of drinking down honey, nectar, sugar, and other sweets in alarming quantities. Melixies take the insectile wings common among winged fey and up the ante with antennae and additional insect features, typically shared with bees but sometimes with butterflies, moths, ladybugs, or other beetles. Melixies live in a pattern of rapid consumption of sweets, incredible productivity in tasks of all sorts, and then a crash to sleep it all off and start again. Melixies in their productive state even engage happily in large-scale repetitive tasks that most sprites find dreadfully dull. In their spare time, melixies love to dance, and some of them learn a dancelike sign language called Melisylvan, allowing them to communicate a full range of information through movement.

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MELIXIE

CREATURE 0

CN TINY FEY SPRITE

Perception +4; low-light vision
Languages Common, Sylvan; speak with arthropods
Skills Acrobatics +6, Confectionery Lore +6, Crafting +6, Stealth +6
Str –1, **Dex** +4, **Con** +2, **Int** +2, **Wis** +0, **Cha** +3
Speak with Arthropods A melixie can communicate with arthropods, such as insects, spiders, scorpions, crabs, and similar invertebrate animals. They can use Diplomacy to Make an Impression on arthropods and Request things from arthropods.

AC 16; **Fort** +6, **Ref** +8, **Will** +4
HP 17; **Weaknesses** cold iron 2

Speed 10 feet, fly 40 feet
Melee ❖ stinger +8 (agile, finesse, magical), **Damage** 1d6–1 bludgeoning damage
Ranged ❖ sting shot +8 (evocation, magical, range 20 feet), **Damage** 1d6 poison
Primal Innate Spells DC 17; **1st** *ant haul*; **Cantrips (1st)** *dancing lights, ghost sound*
Sugar Rush ❖ (manipulate) The melixie consumes a large quantity of sugar, honey, nectar, or similar sweets and goes into a frenzied state. The melixie immediately Strides or Flies. For the next 1d4+1 rounds, the melixie is quickened, and can use the additional action only to Stride or Fly. As soon as the rush ends, the melixie is fatigued for 1 minute.

DRAXIE

The mischievous dragon sprites known as draxies have dueled their pixie cousins for the title of ultimate prankster for centuries. Possessed of draconic features and brilliant colorations, draxies descend from a mighty faerie dragon, reincarnated into multiple draxies after her death in the mercurial fashion of the fey realm. Draxies exercise patience and planning to create the perfect pranks, spending months, or even years, on their efforts.

DRAXIE

CREATURE 3

CG TINY FEY SPRITE

Perception +8; low-light vision
Languages Common, Sylvan; telepathy (touch, page 306)
Skills Acrobatics +9, Deception +10, Diplomacy +8, Nature +6, Stealth +11
Str –1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

AC 19; **Fort** +6, **Ref** +11, **Will** +8
HP 45; **Weaknesses** cold iron 5

Speed 15 feet, fly 40 feet
Melee ❖ jaws +11 (agile, finesse, magical), **Damage** 1d8+3 bludgeoning damage
Ranged ❖ euphoric spark +7 (enchantment, magical, range 20 feet), **Damage** 2d4+3 mental
Primal Innate Spells DC 20; **2nd** *faerie fire*, *invisibility*; **1st** *illusory disguise* (×3); **Cantrips (1st)** *dancing lights, ghost sound, prestidigitation*
Breath Weapon ❖❖ (emotion, enchantment, incapacitation, mental, primal) The draxie breathes pixie dust in a 15-foot cone, with a random effect determined each time they use their Breath Weapon. Each creature in the area must succeed at a DC 17 Will save or be affected. Roll 1d4 to determine the effect. The draxie can't use Breath Weapon again for 1d4 rounds.

1 The target takes the effects of the *charm* spell.
2 The target loses its last 5 minutes of memory.
3 The target takes the effects of a *sleep* spell.
4 The target becomes stupefied 2 and slowed 1 from euphoria.

ELUCREA

One exception to the flighty nature of draxies is the elucrea, a lifelong bond formed between a draxie and a creature or creatures the draxie is particularly fond of, typically those with a good sense of humor. According to draxie legend, a little piece of a draxie's spirit still remembers being united together as the ancient faerie dragon Elucredassa, and that causes draxies to yearn for such connections with others.



On the Menu

Despite being undead, a squirming swill remains edible—barely. It might appear in the form of a specific dish rather than the blob-like form presented here. A hag who fancies herself a gourmet might serve her guest a steaming pie with the swill inside, a kebab of wriggling corpses, a stew with swimming ingredients, a casserole with a layer of burnt swill, or simply swill layered within a giant piece of crusty bread.

Squirming Swill

Grotesque pieces of cast-off animal carcasses slowly stew into an overcooked mass at the bottom of a witch or hag's cauldron. The animals' magical organs—the eyes of the newt, the tongue of the frog—have already been removed, leaving only these sad remains. Nevertheless, animated by long exposure to magic, they sometimes peel free from the sides of the cauldron and wriggle out to freedom. The refuse moves in one giant mass, its skin blackened and crispy, leaving a trail of dripping grease and gravy. Its body is perpetually steaming hot, as though fresh from the pot, fat popping and sizzling.

Squirming swills wander kitchens, sewers, swamps, midden pits, and grimy city canals. With little intelligence and no agenda, they come after any creature that remotely resembles the one who stewed them—usually, anything humanoid will do. Most swills try immediately to kill the creature, but some approach longingly, as though reuniting with a lost parent. They also seem to show sympathy or fellowship to other small animals. Unfortunately, their grotesque scent or the heat of their touch tends to scare away the living. Handily, the squirming swill is just as happy to befriend a small animal's corpse, unconcerned about its level of decay.

Squirming Swill — Creature 2

CE Small Undead

Perception +6; motion sense 60 feet, no vision

Skills Acrobatics +7, Stealth +9

Str –1, **Dex** +3, **Con** +3, **Int** –5, **Wis** +0, **Cha** –4

Magical Broth (magical, necromancy) The squirming swill retains some residue from the magical broth it was stewed in. A creature can salvage the portion of a destroyed squirming swill that contains the greatest amount of this liquid by squeezing its remains. This liquid can be used as an oil or potion of the swill's level or lower, typically a *minor healing potion*, *nectar of purification*, or *oil of potency*. This consumable follows the normal rules for Activating an oil or potion.

Motion Sense Squirming swill can sense nearby creatures through vibration and air or water movement.

AC 17; **Fort** +11, **Ref** +9, **Will** +6; +2 status to all saves vs. curses

HP 28, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual; **Resistances** fire 2

Malodorous Smoke (aura, conjuration, curse, magical, olfactory) 15 feet. The squirming swill reeks of food that is simultaneously burned and spoiled. A creature that enters or starts its turn in the emanation must succeed at a DC 17 Fortitude save or become sickened 1 (sickened 2 on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

When a creature succeeds at a Fortitude save to recover from this sickness, it regurgitates a chunk of food that immediately slithers away to join the swill, restoring 3 Hit Points to the swill.

Speed 20 feet, swim 15 feet

Melee ❖ offal +9 (finesse, magical), **Damage** 1d10–1 plus 1d6 fire and slippery grease

Ranged ❖ scalding oil +9 (fire, magical, range increment 30 feet), **Damage** 2d6 fire

Slippery Grease The first time on its turn that the squirming swill hits a creature with its offal Strike, hot grease from its body splatters the ground in the target's space. The target must succeed at a DC 17 Reflex save or Acrobatics check, falling prone on a failure.



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Squirrel

Squirrels' ability to dart into sticky situations, extract berries or nuts from the most precarious of circumstances, and then hide their loot from prying eyes make them nature's thieves in trees. Their cute appearance—soft fur, big eyes, and fluffy tails—makes them inconspicuous and endearing, at least to some. Their reputation among humanoids is split between those who consider them cute little creatures and others who believe they're vermin.

Usually no more than a nuisance on their own, they can become a dangerous annoyance under the command of a druid, fey, or other creature that practices nature magic or is otherwise tied to the natural world. With their ability to reach remote places, excellent eyesight, and adept problem-solving, squirrels can perform effective reconnaissance for druids.

Squirrel Swarm

Descending with a shriek, a swarm of squirrels is a menace to foes, crawling in and out of pockets and clothing, biting and scratching as it goes. Though squirrels are usually independent, they might form into swarms when cornered or if a predator creates enough of a recurring threat that the little creatures need to gang up.

Squirrel Swarm **Creature 1**

N LARGE ANIMAL SWARM

Perception +6; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +7, Stealth +7, Survival +4
Str –1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

AC 16; **Fort** +5, **Ref** +8, **Will** +4
HP 16; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** piercing 3, slashing 3

Speed 25 feet, climb 15 feet
Nibble ❖ Each enemy in the squirrel swarm's space takes 1d6 piercing damage (DC 15 basic Reflex save).
Scrabbling Swarm ❖ The squirrels clamber over the creatures in their space. Each such creature must succeed at a DC 17 Reflex save or become clumsy 1 as long as it remains in the swarm's space.

Giant Flying Squirrel

Though other squirrels can fall from a great height safely, flying squirrels can soar through the air. Flaps of loose skin between their limbs catch the air to keep them aloft as they leap from greater heights. They can use this technique to escape prey or reach places that would be difficult to climb up to.

The giant variety of flying squirrels dwell in the highest treetops. They're more likely to be in danger from airborne enemies than predators on the ground.

Giant Flying Squirrel **Creature 2**

N SMALL ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +6, Stealth +8
Str +2, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +7, **Ref** +10, **Will** +6
HP 30

Speed 25 feet, climb 25 feet
Melee ❖ jaws +11, **Damage** 1d8+4 piercing
Melee ❖ claw +11 (agile, finesse), **Damage** 1d6+4 slashing
Glide ❖ The giant flying squirrel glides through the air. It moves up to 40 feet horizontally and descends an equal distance. If it's still in the air and takes an action other than Gliding or ends its turn, it falls.

Squirreled Away

Squirrels make a great deal of effort to conceal their hiding places. Running in erratic paths, they stop and pretend to bury their prize in one place before scampering to another location and burying their treat. Sometimes they'll even drop a part of their find to trick followers into thinking they've won so they cease their pursuit.



Stheno Outlooks

Most sthenos are passionate and loyal. Many worship Shelyn, the goddess of the arts, for her role in the genesis of their ancestry, but their outlooks and faiths vary as widely as those of humans. Sthenos have spent the past century eagerly developing arts and cultures all their own, and most have some sort of artistic passion, even if mundane or based in violence.



Stheno

With living snakes for hair, sthenos, who are descended from medusas, are a curious and independent ancestry. A newly emergent people, sthenos have existed for just barely over a century. Only a few generations have passed since their genesis, and some adult sthenos remember members of the original generation. Indeed, since sthenos can live about as long as humans, a few of the original sthenos might yet live somewhere. As a people without a traditional homeland, sthenos seek to find societies that welcome them, which can be a challenging endeavor. With more than a passing resemblance to medusas, given their ophidian hair and striking features, they find most places are wary if not outright hostile to their presence.

All sthenos descend from a single woman of the same name. Stheno rebelled against the poisoned gift of nightmares that the goddess Lamashtu granted her sisters, the powerful medusa matriarchs known as euryales. Stheno prayed to Shelyn, goddess of art and love, for help in overcoming her twisted birthright. Eventually, Lamashtu's power struck Stheno down, but Stheno's remaining faith and will imbued each of the hundred snakes from her hair with a mind and will of its own. Each snake grew into an individual stheno, and a new ancestry was born that day.

Sthenos have been slowly spreading across the land, their numbers growing as they can have children with humans. In these families, children of all genders are born either fully human or fully stheno, seemingly at random. Sthenos with a welcoming community to call home tend toward large families with many children, perhaps from some survival instinct as early members of a new ancestry.

Sthenos, unsurprisingly, have a great love for snakes, and they tend to keep other snakes as pets and companions to their hair. Stheno hair snakes are non-venomous and love to eat insects within their reach. They are semi-autonomous, though their behaviors are colored by the stheno's emotions. An angry stheno might find their snakes lashing out at the subject of their wrath, while an amorous stheno's snakes might just want to snuggle instead.

Stheno Harpist — Creature 1

RARE | N | HUMANOID | STHENO

Perception +4

Languages Common; speak with snakes

Skills Crafting +4, Diplomacy +7, Performance +7 (+8 for stringed instruments), Stealth +5

Str +0, **Dex** +2, **Con** +3, **Int** +1, **Wis** –1, **Cha** +4

Snake Search When the stheno harpist Searches or Seeks, their snakes try to help too, rolling a separate Perception check with a modifier of –1 instead of +4. If the snakes notice something, they try to notify the stheno, though they are no more intelligent than normal snakes and might find different things interesting than the stheno does.

Speak With Snakes The stheno harpist can communicate with snakes, including the ones in their hair, and can use Diplomacy to Make an Impression on snakes and Request things from snakes.

Items harp, leather armor, rapier, shortbow

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 19

Speed 25 feet

Melee ❖ rapier +7 (deadly d8, disarm, finesse), **Damage** 1d6 piercing

Melee ❖ snake fangs +7 (agile, finesse), **Damage** 1d4 piercing

Ranged ❖ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Occult Spontaneous Spells DC 17; **1st** (2 slots) *phantom pain, soothe*; **Cantrips (1st)** *dancing lights, detect magic, ghost sound, inspire courage, prestidigitation, shield*

Strix

Strix are avian humanoids with sprawling, dark-feathered wings and large talons. Strix possess angular features and piercing eyes that are fixed facing forward. Their lurching head movements and vertical eyelids give an unnerving quality to their humanoid appearances.

Strix, called itarii in their own language, live in tightly bonded roosts nestled into the cliffs and treetops of Golarion's highest elevations. Their societies mostly share a communalist, tribal structure, each led by a female leader called a rokoa. Their dwindling population, combined with the adversity they face, promotes interconnectedness and empathy, even between different tribes. By contrast, strix face an ageless conflict with the human populations that surround their home at Devil's Perch, forced to fiercely defend their ancestral territories against human incursion. As a result, strix distrust humans on sight, though these grudges typically don't extend to human offshoots, such as half-orcs and half-elves.

Oral tradition tells that the strix who live among the spires of Devil's Perch, an area in the southwest region of Cheliax's Menador Mountains, were banished there by a massive storm as punishment for an ancient, forgotten transgression. Strix communities debate whether this curse still haunts their people. Those that believe so cite the endless bloody conflict between the strix tribes and the nearby humans, who regard the strix as winged devils to be purged from their territories. Due to strix's deep emotional connection to each member of their tribe, any strix life taken by human hands leads to swift retaliation, which humans use to paint strix as monsters. This cycle of retribution, along with continuous loss of strix land, has bred generations of hatred.

Strix Storytelling

Strix history and mythology is passed down through a verbal tradition. Every strix, even those from different tribes, knows nearly identical tales of their ancestral history and spiritual sermons. Always performing the tales in their own language, strix share their ancestral stories only with those they consider kin. Even among outsiders, strix hold the skill of storytelling in high regard and are fond of finely performed verbal narratives.



Strix Kinmate — Creature 2

UNCOMMON | LN | MEDIUM | HUMANOID | STRIX

Perception +9; low-light vision
Languages Common, Strix
Skills Acrobatics +8, Nature +7, Survival +9
Str +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0
Items leather armor, shortbow (20 arrows), shortsword

AC 18; **Fort** +6, **Ref** +10, **Will** +7
HP 24

Speed 25 feet, fly 25 feet
Melee ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Melee ❖ talon +10 (agile, finesse), **Damage** 1d6+4 slashing
Ranged ❖ shortbow +10 (deadly d10, range increment 60 feet), **Damage** 1d6+2 piercing
Strix Camaraderie Strix kinmates are tightly bonded to one another, adept at teamwork and supporting each other's attacks. If an enemy is within reach of both the kinmate and one other strix, that enemy is flat-footed to all strix.
Strix Vengeance ❖ (emotion, mental) **Frequency** once per 10 minutes; **Trigger** The kinmate or a strix ally they can see is damaged by an enemy's critical hit; **Effect** Until the end of their next turn, the kinmate gains a +1d6 status bonus to damage rolls on Strikes they make against the triggering enemy.

Superior Sumbreivas

As sumbreiva hunters attain souls, they grow in power and physically transform. They might increase in stature, grow more limbs or great leathery wings, or form advanced armaments suited to their personalities and hunting methods. These outward signs make it easy for other sumbreivas to distinguish superior sumbreivas from the less masterful hunters among their kind. The greatest sumbreivas are said to be inexorable giants suited to hunting only kaiju, demigods, and the spawn of Rovagug.

Sumbreiva

Sumbreivas are the Negative Energy Plane's unstoppable hunters, tracking down and destroying other creatures on their plane for sport and practice. Occasionally they pass through a rift or are brought to the Material Plane via planar binding, where they collect living souls to display as trophies.

Sumbreivas gather at Night Lodges, where they train and display their soul trophies, which appear as floating wisps of blue energy. The more formidable the soul, the more intense the blue glow that emanates from it. Sumbreivas in lodges periodically raid the Material Plane on a Night Hunt. Over the course of one night, the sumbreivas from that lodge split up and compete to see who can capture the most brilliant souls as trophies. The winner of the Night Hunt leads the lodge until the next hunt.

Night Lodges are ranked against each other by the accomplishments of the hunters within. All sumbreivas have the ultimate goal of capturing a soul worthy of being placed in the Twilight Lodge, reserved for the truly elite souls and hunters.

Sumbreiva — Creature 16

LE LARGE HUMANOID NEGATIVE

Perception +29; greater darkvision, scent (imprecise) 30 feet
Languages Aklo, Necril
Skills Athletics +32, Intimidation +30, Stealth +35, Survival +29
Str +8, **Dex** +9, **Con** +3, **Int** +6, **Wis** +5, **Cha** +4

AC 39; **Fort** +25, **Ref** +33, **Will** +27
HP 290, negative healing; **Immunities** death effects, drained
Attack of Opportunity ↷ (page 304)

Hunter's Triumph ↷ (auditory, emotion, fear, mental) **Trigger** The sumbreiva kills a creature; **Effect** The sumbreiva lets out a triumphant, bone-chilling howl. Every enemy in a 30-foot emanation must succeed at a DC 36 Will save or become frightened 3 (and fleeing as long as it's frightened on a critical failure).

Speed 50 feet

Melee ❖ sumbreiva huntblade +33 (agile, death, finesse, magical, versatile S), **Damage** 3d8+16 piercing plus huntblade brutality

Melee ❖ shadow whip +33 (agile, death, disarm, finesse, magical, reach 10 feet, trip), **Damage** 3d4+16 bludgeoning plus Improved Grab

Ranged ❖ sumbreiva huntblade +33 (agile, death, magical, thrown 30 feet, versatile S), **Damage** 3d8+16 piercing plus huntblade brutality

Arcane Innate Spells DC 36; **4th** *darkness*, *earthbind*

Claim Trophy ❖ The sumbreiva claims the soul of a creature they killed within the last minute. This works like *bind soul*, except that no black sapphire is required and the soul is turned into a glowing blue light called a *soul trophy*. Anyone who kills the sumbreiva can then free the soul from any *soul trophy* by touching it and speaking the word for "freedom" in any language.

Huntblade Brutality The sumbreiva's huntblade deals an additional 2d8 damage to drained, flat-footed, or frightened creatures.

Whip Drain ❖ (arcane, death, necromancy) **Requirements** The sumbreiva has a creature grabbed with their shadow whip; **Effect** The grabbed creature must succeed at a DC 38 Fortitude save or become drained 2 (drained 3 on a critical failure). If the creature is already drained, this increases its drained value instead, to a maximum of drained 4.



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Swordkeeper

Collectors who want to guard their magical arsenals procure or build swordkeepers. These constructs are equal parts display case and security system, each holding a single weapon within its body and projecting copies of the weapon it stores to deter would-be thieves.

SWORDKEEPER CREATURE 10

UNCOMMON LN LARGE CONSTRUCT MINDLESS

Perception +20
Languages Common
Skills Acrobatics +21, Athletics +23
Str +7, **Dex** +5, **Con** +5, **Int** –5, **Wis** +2, **Cha** –5
Items *+1 striking disrupting longsword*
Central Weapon A swordkeeper's torso houses a single weapon of a level no higher than the swordkeeper. While the swordkeeper is operational, the chamber requires four successful DC 32 Thievery checks to Disable a Device to open; on a critical failure, the backlash deals 6d6 force damage (DC 30 basic Reflex save) to the creature attempting the check. If the swordkeeper is immobilized, grabbed, prone, or stunned, both DCs are reduced by 2. If the weapon is removed, the swordkeeper's echoblades vanish.

AC 29 (31 with guard raised); **Fort** +21, **Ref** +19, **Will** +14
HP 285; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison
Attack of Opportunity ↷ (page 304)

Speed 20 feet
Melee ❖ echoblade +23 (magical, reach 10 feet, versatile P), **Damage** 2d8+13 slashing plus 1d8 force
Melee ❖ fist +23 (agile, reach 10 feet), **Damage** 2d8+13 bludgeoning
Ranged ❖ echoblade +23 (agile, magical, thrown 30 feet), **Damage** 2d8+13 slashing plus 1d8 force
Echoblade Flurry ❖ **Frequency** once per round; **Effect** The swordkeeper makes two melee echoblade Strikes. If both Strikes hit the same creature, combine their damage for the purpose of resistances and weakness. Apply the swordkeeper's multiple attack penalty normally.
Project Echoblade ◈ **Requirements** The swordkeeper has a central weapon; **Effect** The swordkeeper projects an echoblade—a force copy of its central weapon that deals 1d8 additional force damage and gains thrown 30 feet. Echoblades inherit the weapon damage dice, weapon traits, and runes of the central weapon, but no other abilities or activations. The swordkeeper gains access to their critical specialization effects. The swordkeeper can have up to four echoblades at once; unattended echoblades vanish at the end of the swordkeeper's turn.
Colossal Echo ❖❖ (force) **Requirements** The swordkeeper has a central weapon; **Effect** The swordkeeper projects a massive echoblade held in all four hands, dealing 9d8 force damage to all creatures in a 30-foot line (DC 30 basic Reflex save). It can't use Colossal Echo again for 1d4 rounds.
Raise Guard ❖ **Effect** The swordkeeper raises an echoblade to protect itself, gaining a +2 circumstance bonus to AC until the start of its next turn.

TREASURE GUARDIANS

While the sample swordkeeper awards treasure based on its level, you can use a swordkeeper to provide PCs with a powerful or significant weapon—particularly an artifact or relic. To create a swordkeeper with a different weapon, replace the versatile P trait from its echoblade Strikes with those of the new weapon, change the weapon damage dice to match, and apply any runes. Unless you want to significantly change the swordkeeper's level, you should also adjust the Strike damage to make sure it's not too high or too low.



Eternal Protectors

Tattoo guardians are typically destroyed upon the death of their wards, but in rare cases, a tattoo guardian remains intact long after its ward's death. This is sometimes due to the magic that animated the guardian, as a particularly potent ritual can keep the guardian active. At other times, a portion of the ward's spirit animates the tattoo. Regardless of the reason, active tattoo guardians defend the corpses of their wards just as if their wards were still alive. If the corpse decomposes entirely, the guardian might begin wandering the world on its own, searching for a new individual worthy of the tattoo's protection.

Tattoo Guardian

Tattoo guardians are vigilant protectors drawn onto the skin of the individuals they are meant to protect. The creators of tattoo guardians typically animate them as they apply the tattoo using specific rituals and specialized inks, though more obscure rituals can animate a tattoo that's already been applied. Regardless of their animating method, tattoo guardians can temporarily remove themselves from their ward's skin and attack or even interpose themselves between their ward and any dangers. Most tattoo guardians remain on their ward and attack without separating.

Tattoo guardians come in a variety of forms, taking the shape of religious symbols, powerful creatures, or more abstract shapes. Magic reinforces the bond between a tattoo guardian and its ward, and the death of the ward also brings about the tattoo guardian's destruction. A guardian that is destroyed while its ward lives reverts to a mundane tattoo—often scarred or otherwise marred.

Familial or cultural traditions contribute to the meaning of a tattoo guardian's appearance. In many dwarven cultures, a given family or clan develops their own tattoo patterns and uses these in any tattoo guardians they make. It's especially common for members getting tattooed to ask for a tattoo patterned after one worn by a parent or other ancestor they greatly respect.

Tattoo Guardian — Creature 3

UNCOMMON | N | SMALL | CONSTRUCT | MINDLESS

Perception +8; darkvision

Skills Acrobatics +11

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

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 50; **Immunities** critical hits, death effects, disease, doomed, drained, fatigued, grabbed, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, prone, sickened, unconscious

Retaliate ↷ **Trigger** A creature within the tattoo guardian's reach attacks the guardian's ward; **Effect** The tattoo guardian makes an ink blade Strike against the triggering creature.

Speed fly 10 feet

Melee ❖ ink blade +10, **Damage** 1d12+5 slashing

Bond with Ward ❖ (concentrate, move) **Requirements** The tattoo guardian is adjacent to its ward; **Effect** The tattoo guardian enters its ward's space and applies itself to the creature's flesh or another suitable surface on the creature. The tattoo guardian occupies the same space as its ward and moves with its ward.

While worn, the tattoo guardian establishes a constant *shield other* effect with its ward. Attacks that target the tattoo guardian target the ward instead, but use the higher AC or saving throw values between the tattoo guardian and the ward. Area effects apply to both the tattoo guardian and the ward, as normal for an area effect.

Fly Free ❖ (concentrate, move) **Requirements** The tattoo guardian is Bonded with its Ward; **Effect** The tattoo guardian removes itself from the ward and enters an adjacent space.

Interpose ❖ **Requirements** The tattoo guardian is Bonded with or adjacent to its ward; **Effect** The tattoo guardian interposes itself between the ward and its foes, granting its ward a +2 circumstance bonus to AC until the start of the guardian's next turn.



Terra-Cotta Warrior

Terra-cotta warriors guard the tombs of ancient rulers, where they stand vigil, animating only when intruders break in to pilfer riches or defile the tomb itself. Each warrior is meticulously crafted from clay and given unique features.

Terra-Cotta Soldier

A single terra-cotta warrior stands 6 feet tall and weighs 600 pounds.

Terra-Cotta Soldier — Creature 6

N Medium Construct

Perception +14

Languages Common (can't speak any language)

Skills Athletics +15, Intimidation +15

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

Items composite longbow (10 arrows), longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 24 (26 with shield raised); **Fort** +17, **Ref** +14, **Will** +10

HP 120; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 10

Attack of Opportunity ↻ (page 304)

Shield Block ↻ (page 306)

Speed 25 feet

Melee ◆ longsword +17 (versatile P), **Damage** 2d8+8 slashing

Ranged ◆ composite longbow +16 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 2d8+6 piercing

Terra-Cotta Garrison

These constructed warriors can work together as a trained group to repel intruders.

Terra-Cotta Garrison — Creature 13

N Gargantuan Construct Troop

Perception +22

Languages Common (can't speak any language)

Skills Athletics +26, Intimidation +23

Str +7, **Dex** +2, **Con** +6, **Int** +2, **Wis** +3, **Cha** +4

AC 27 (29 with shields raised); **Fort** +25, **Ref** +19, **Will** +20

HP 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** as terra-cotta soldier; **Weaknesses** area damage 15, bludgeoning 10, splash damage 8

Attack of Opportunity ↻ (page 304)

Shield Block ↻ (page 306)

Troop Defenses (page 306)

Speed 25 feet; troop movement

Aim as One ◆◆ The troop launches a ranged attack in the form of a 10-foot burst within 100 feet that deals 3d8+11 damage (DC 25 basic Reflex save). When the garrison is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Form Up ◆ (page 305)

Raise Shields ◆ The troop raises steel shields, with the effects of Raise a Shield.

Strike as One ◆ to ◆◆◆ **Frequency** once per round; **Effect** The garrison makes a melee attack against each enemy within 5 feet (DC 30 basic Reflex save). The damage depends on the number of actions.

- ◆ 2d8 slashing damage
- ◆◆ 3d8+10 slashing damage
- ◆◆◆ 4d8+13 slashing damage

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square enters difficult terrain, the extra movement cost applies to the whole troop.

Runic Impressions

At its creation, a terra-cotta warrior can be engraved with runes as if it were a weapon with an item level equal to its creature level, applying these runes to the weapons it wields. Such runes can't be removed and engraved on items. The soldier here has only a *+1 weapon potency* rune and a *striking* rune, but more powerful versions with more powerful potency and property runes have been known to exist.



Diatryma

These smaller kin of terror birds sport dark feathers and stand around 6 to 7 feet tall—smaller than terror birds, but no less ferocious. Diatrymas are mostly found in drier regions, where their small, orange beaks have earned them the nickname "dagger beaks." Diatrymas are 1st-level creatures akin to terror birds with the weak adjustment (page 6).

Terror Bird

Terror birds aren't one species but rather a family of deadly, flightless avian predators. All terror birds are capable of bursts of great speed and have powerful beaks that can tear apart the flesh of their prey. Most stalk large, open prairies and steppes, competing directly with other sizable predators such as large cats and wolves.

Terror Bird

Common terror birds, also known as axe beaks, are notable hunters. On their own, they use their great speed to catch prey unawares. In a flock, they can swarm larger beasts like aurochs and take them down with overwhelming numbers.

Terror Bird **Creature 2**

N Large Animal

Perception +6; low-light vision

Skills Acrobatics +9, Athletics +10

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

AC 17; **Fort** +11, **Ref** +9, **Will** +4

HP 30

Speed 50 feet

Melee ❖ beak +10 (reach 10 feet), **Damage** 1d8+4 piercing plus tearing clutch

Melee ❖ talon +10 (agile), **Damage** 1d6+4 piercing plus Knockdown (page 305)

Sprint ❖❖ **Frequency** once per minute; **Effect** The terror bird Strides three times in a straight line.

Tearing Clutch The terror bird's powerful beak can tear through flesh. On a successful beak Strike, the target takes 1 persistent bleed damage. This bleed damage increases to 1d4 on a critical hit.



Terror Shrike

The terror shrike, also known as the scythe beak, is a more powerful species of terror bird. Large terror bird flocks typically have one or two terror shrikes as leaders.

Terror Shrike **Creature 4**

N Large Animal

Perception +11; low-light vision

Skills Acrobatics +12, Athletics +13

Str +5, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 20; **Fort** +13, **Ref** +12, **Will** +7

HP 60

Speed 60 feet

Melee ❖ beak +13 (reach 10 feet), **Damage** 2d8+5 piercing plus tearing clutch

Melee ❖ talon +13 (agile), **Damage** 2d6+5 piercing plus Knockdown

Sprint ❖❖ As terror bird.

Stunning Screech ❖ (auditory, emotion, fear, mental) The terror shrike unleashes a haunting screech that causes prey to freeze in fear. Each creature in a 30-foot emanation other than terror birds must attempt a DC 19 Will save. Regardless of the result, creatures are then temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is flat-footed until the start of its turn.

Failure The creature is stunned 1.

Critical Failure The creature is stunned 2.

Sudden Charge ❖❖ The terror shrike Strides twice. If it ends its movement within melee reach of one creature, it can make a melee Strike against that creature.

Tearing Clutch As terror bird, except 1d8 persistent bleed damage on a critical hit.

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Tiddalik

Tiddaliks are giant, drought-causing monstrosities resembling grossly swollen frogs. They travel through the land, sniffing out water to gorge themselves on. Upon finding a source, the tiddalik submerges itself and begins to drink, and drink, and drink. Over time, it slurps the water down to the very last drop and balloons in size, becoming unable to move at more than an amble. The water sustains the tiddalik for years, while the land suffers a great drought. In fact, the only moisture to be found in any quantity might be the damp divot the tiddalik's great, sloshing body leaves behind as it travels.

Desperate locals trying to undo a tiddalik's work are met with the creature's gullet or torrents of water. A tiddalik is lazy and unlikely to start a fight of its own volition or even to chase a fleeing attacker, having little interest in anything but slaking its immense thirst. In its death throes, the tiddalik divulges its water stores, breaking free in a final tide of mass destruction that swamps the surrounding area. Woe betide any unlucky enough to find themselves beset by a tiddalik's gluttony!

TIDDALIK — CREATURE 7

NE HUGE AMPHIBIOUS BEAST

Perception +15; low-light vision
Languages Common
Skills Athletics +19, Stealth +11
Str +6, **Dex** +2, **Con** +6, **Int** –2, **Wis** +4, **Cha** +0

AC 22; **Fort** +19, **Ref** +11, **Will** +15
HP 155

Deluge A creature can provoke a waterlogged tiddalik (see Drink Abundance below) into laughing and releasing its stored water with a successful DC 25 check to Perform a joke or funny story. The tiddalik also disgorges its water automatically if it dies while waterlogged, or can voluntarily Deluge as a three-action activity that has the concentrate trait.

The mass of stored water swamps a 10-foot emanation, dealing 8d6 bludgeoning damage to creatures in the area (DC 25 basic Reflex save) and making the area difficult terrain for 1 day. The tiddalik can't use its spit Strike or Expel Wave until it next Drinks in Abundance.

Speed 25 feet, or 10 feet while waterlogged
Melee ❖ bite +19 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab (page 305)
Ranged ❖ spit +15 (range increment 30 feet), **Damage** 2d10+9 bludgeoning
Drink Abundance (downtime) The tiddalik spends a day or more drinking from a water source. If the water source is equal to or greater in volume than itself, the tiddalik consumes 5,000 gallons of water per day and becomes waterlogged. While waterlogged, it can use its spit Strike, Expel Wave, and its deluge ability, but its Speed is reduced to 10 feet. If the water source is smaller than the tiddalik, it consumes the water but does not become waterlogged.
Expel Wave ❖❖ **Requirements** The tiddalik is waterlogged; **Effect** The tiddalik expels a wave of water in a 60-foot cone that deals 6d6 bludgeoning damage (DC 25 basic Reflex save). Creatures that fail the save are pushed back 5 feet (10 feet on a critical failure). The tiddalik can't use Expel Wave again for 1d4 rounds.

MYTHOLOGICAL ORIGINS

Tales told around open-air campfires speak of Tiddalik, a greedy frog who gulped all the land's water in blatant disregard of the needs of the other animals or the land. No matter how he was entreated, he wouldn't share the water. So the animals instead tried to make him laugh—to no avail. Routine by routine passed, but nothing worked. Finally, the snake couldn't take it any longer and began to berate Tiddalik, tying himself in knots in his anger. These contortions were what finally caused Tiddalik to laugh. He laughed for days and days—a big, deep belly laugh—spewing the precious water everywhere and flooding the lands. To this day Tiddalik is an emblem of greed in many stories, often petty when others have an abundance since his was taken away.



Wind and Wave

As dwellers of both water and air, tidehawks are viewed by many to be favored creatures of Gozreh, deity of wind and wave. Sailors argue whether a tidehawk sighting is a good or ill omen, as Gozreh can turn quickly from calm to wrathful. Tidehawks themselves rarely attack vessels on the water, but when they do, they leave few survivors.

Tidehawk

Tidehawks, avian embodiments of the sea and rain, nest in deep underwater crevasses and glide among waves. They feed mostly on large sea life and rise above the surface during or in the aftermath of a rainstorm to bask in the fresh moisture of the air.

Though tidehawks hail from the same mystical family as the legendary phoenix, the two rarely interact due to their different outlooks and elemental affiliations. Phoenixes see tidehawks as flighty and unreliable, while tidehawks view their fiery kin as self-righteous do-gooders who can't resist meddling in mortal affairs. Only particularly evil threats to natural environments can bring them together.

TIDEHAWK — CREATURE 12

RARE N HUGE AMPHIBIOUS BEAST WATER

Perception +24; darkvision, wavesense (imprecise) 120 feet (page 307)

Languages Aquan, Auran, Common

Skills Acrobatics +23, Athletics +21, Nature +24

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

AC 32; **Fort** +21, **Ref** +25, **Will** +22

HP 213, regeneration 20 (deactivated by fire; page 306), self-resurrection; **Weaknesses** fire 15; **Resistances** cold 10

Self-Resurrection (healing, necromancy, primal) When a tidehawk dies, it melts into a torrent of rainwater. If this rain falls into a body of water, such as an ocean or lake, the tidehawk returns to life fully healed 1d4 rounds later, as if subject to a 6th-level *resurrect* ritual. Self-resurrection happens only if there are remains to resurrect; for instance, a tidehawk killed by a *disintegrate* spell can't use this ability. A tidehawk that dies while above land must wait until its rainwater runs or seeps into an appropriate body of water to self-resurrect. A tidehawk can self-resurrect only once per year.

Speed 25 feet, fly 50 feet, swim 50 feet

Melee ❖ beak +26 (finesse, magical, reach 15 feet), **Damage** 3d12+11 piercing

Melee ❖ talon +26 (agile, finesse, magical, reach 15 feet), **Damage** 3d8+11 slashing

Ranged ❖ break swell +26 (range increment 30 feet), **Damage** 3d8+11 bludgeoning plus Knockdown (page 305)

Primal Innate Spells DC 32; **6th** *cone of cold*, *control water*, *heal* (×2), *hydraulic torrent*, *mariner's curse*; **Cantrips (6th)** *detect magic*

Oceanic Armor ❖ (abjuration, primal, water) **Requirements** The tidehawk is within 120 feet of a body of water at least as large as it is; **Effect** The tidehawk draws water to itself, wrapping its feathers like a suit of armor. The tidehawk gains a +2 circumstance bonus to AC until the start of its next turn. If the tidehawk takes damage from a melee Strike while under this effect, this water armor explodes outward, dealing 4d8 bludgeoning damage (DC 32 basic Reflex save) to the attacking creature and ending the circumstance bonus to AC.

Typhoon Dive ❖❖ (evocation, primal, water) **Requirements** The tidehawk is Flying; **Effect** The tidehawk Flies up to its Speed, diving below the surface of deep water (such as a sea or ocean), causing a surging wave that deals 6d6 bludgeoning damage (DC 32 basic Reflex save) to each creature within a 60-foot emanation of where the tidehawk entered the water. The area becomes difficult terrain until the start of the tidehawk's next turn while the water surges and runs off.



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Tikbalang

Tikbalangs are forest creatures that delight in leading travelers astray. They deceive and mislead with their formidable magic, leaping from tree to tree while laughing, or neighing, uncontrollably. While not malicious, neither are they empathetic to the plight of their victims. They would sooner forget about those whom they have played tricks on and leave them to die than lead them back to their intended path through guilty altruism.

A tikbalang's occult magic stems from the esoteric mystery of believing the lie. In the moment of crafting illusions or conjuring extradimensional spaces, the tikbalang themself believes that what they are creating is real. This makes their spells harder to resist, and this same principle also makes them very effective liars. But this readiness to believe also makes them susceptible to deceptions and illusions in turn, and they are particularly vulnerable to mind games. Lone travelers without magic of their own often learn riddles, sleight of hand, or other tricks to defend against a tikbalang's oft-deadly entertainment. Other whispers suggest wearing one's shirt inside-out to confuse the creatures, or passing by a tikbalang's forest quietly to avoid drawing their attention.

Unlike most illusionists, tikbalangs can also rely on their physical prowess should the need arise. They have unusually long legs that end in cloven hooves, and they stand as tall as ogres when upright. Skilled climbers and leapers, they are also well known for being master wrestlers, where their long limbs put them at a distinct advantage over their foes. They have elongated faces that, when combined with their well-kempt hair, suggest an equine appearance—although some tikbalangs have saurian or birdlike faces instead.

Tikbalang — Creature 9

UNCOMMON | CN | LARGE | BEAST

Perception +16; low-light vision
Languages Common, Sylvan
Skills Athletics +20 (+22 to Grapple), Deception +21, Nature +14, Stealth +17, Survival +16
Str +5, **Dex** +4, **Con** +4, **Int** –1, **Wis** +3, **Cha** +6

AC 27; **Fort** +19, **Ref** +17, **Will** +14
HP 197; **Weaknesses** mental 10
Believe the Lie The tikbalang takes a –2 circumstance penalty to saves against illusion spells, and to their Will DC against checks to Lie to them.

Speed 30 feet
Melee ❖ fist +20 (agile), **Damage** 2d6+8 bludgeoning
Melee ❖ hoof +20 (reach 10 feet), **Damage** 2d10+8 bludgeoning
Occult Innate Spells DC 29; **8th** *maze* (once per week); **4th** *hallucinatory terrain*, *hypnotic pattern*
Change Shape ❖ (concentrate, occult, polymorph, transmutation) The tikbalang takes on the appearance of any Medium or Large humanoid (page 304). This doesn't change the tikbalang's Speed or their attack and damage modifiers with their Strikes.
Flailing Thrash ❖❖ The tikbalang makes two fist Strikes, with each Strike dealing an extra 1d6 damage against creatures grabbing or grabbed by the tikbalang. The multiple attack penalty doesn't increase until after both attacks.
Unnatural Leap ❖ The tikbalang jumps up to their Speed horizontally, or half that vertically.



Golden Strand

Why do adventurers go through the trouble of wrestling a tikbalang? Hidden among the luxurious, ebony mane of the creature is a single strand of golden hair. Anyone who successfully Grabs the tikbalang can Seek (DC 29) the strand and Interact to pluck it from their head. Made of actual gold, this strand (worth 150 gp) holds magic particularly well and is highly sought after for creating magic items. A tikbalang regrows their plucked golden strand in a year.

Titan Weapons

Some titans carry a fabled *mattock of the titans*. Good titans use it to build, while evil titans use it to destroy. Similar weapons include the *felling axe of the titans*, a greataxe that can be whirled to create a *punishing winds* effect.

Titan

Created by ancient deities long before the rise of mortal ancestries, titans united and attempted to overthrow their deific progenitors. The resulting war still figures prominently throughout mortal myths, in which most titans were cast down and imprisoned for eons.

Elysian Titan

Those titans who remained true to their creators, refusing to participate in their peers' rebellion, earned their freedom while the others were imprisoned. Many Elysian titans train aspiring champions of freedom, sacrifice, and selflessness.

Elysian Titan — Creature 21

RARE CG GARGANTUAN HUMANOID TITAN

Perception +36; darkvision, *true seeing*

Languages Abyssal, Celestial, Common; telepathy 100 feet (page 306)

Skills Acrobatics +36, Athletics +43, Crafting +37, Diplomacy +37, Intimidation +35, Religion +37, Survival +37

Str +10, **Dex** +7, **Con** +8, **Int** +6, **Wis** +8, **Cha** +6

Items *+2 greater resilient breastplate*, *+3 greater striking greatpick*

AC 46; **Fort** +37, **Ref** +34, **Will** +35; +4 status to all saves vs. mental

HP 400; **Immunities** death effects, disease

Impossible Stature (aura, divine, illusion, mental) 100 feet. Titans warp perception and distance around them to seem even larger and more imposing. A creature that enters or begins its turn within the emanation must succeed at a DC 44 Will save or its movement toward the titan is movement over difficult terrain (greater difficult terrain on a critical failure) for 1 round.

Speed 40 feet; *air walk*

Melee ❖ *greatpick* +41 (fatal d12, magical, reach 30 feet), **Damage** 4d10+20 piercing

Melee ❖ fist +38 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning

Ranged ❖ rock +38 (brutal, range increment 200 feet), **Damage** 3d12+20 bludgeoning

Divine Innate Spells DC 44; **10th** *meteor swarm*, *revival*; **8th** *dispel magic* (at will), *freedom of movement* (at will); **7th** *plane shift* (at will); **6th** *scrying* (×3); **5th** *sending* (×3); **Constant (10th)** *air walk*, *true seeing*

Divine Rituals DC 44; *freedom*

Throw Rock ❖ (page 306)

Titanic Grasp ❖ The titan makes a fist Strike against a creature affected by their Impossible Stature, even if it's outside of the titan's normal reach. On a hit, the titan automatically Grabs the creature and, if out of their reach, pulls it within reach.

Wide Cleave ❖❖ The titan makes a melee weapon Strike against each foe within their reach. This counts as three attacks for the titan's multiple attack penalty.

Thanatotic Titan

Thanatotic titans served as assassins in the war against the deities. They learned to sever their targets' divine connections, murdering mortal priests and divine heralds alike. Thanatotic titans were locked away in the Abyss, but some have freed themselves and crept out from the Abyss so they might continue their sprees of murder and mayhem. To this day, they seek out the faithful for slaughter.

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THANATOTIC TITAN

CREATURE 22

RARE CE GARGANTUAN HUMANOID TITAN

Perception +36; darkvision, *true seeing*
Languages Abyssal, Celestial, Common; telepathy 100 feet (page 306)
Skills Athletics +45, Crafting +41, Deception +36, Intimidation +38, Religion +38, Stealth +36
Str +10, **Dex** +4, **Con** +9, **Int** +8, **Wis** +6, **Cha** +8
Items *+2 greater resilient full plate*, *+3 greater striking halberd*

AC 46; **Fort** +37, **Ref** +34, **Will** +35; +4 status to all saves vs. mental or divine
HP 540; **Immunities** death effects, disease
Impossible Stature (aura, divine, illusion, mental) 100 feet. As Elysian titan, but DC 45.
Attack of Opportunity ↻ (page 304) The titan can use their Attack of Opportunity when a creature within their reach uses a concentrate action, in additional to its normal trigger. They disrupt actions on any hit, not just a critical hit—including triggering concentrate actions.

Speed 40 feet; *air walk*
Melee ❖ *halberd* +42 (magical, reach 40 feet, versatile S), **Damage** 4d10+25 piercing
Melee ❖ foot +39 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning
Ranged ❖ rock +39 (brutal, range increment 200 feet), **Damage** 3d12+20 bludgeoning
Divine Innate Spells DC 45; **10th** *massacre, meteor swarm*; **8th** *dispel magic* (at will), *spiritual epidemic* (at will), *suggestion* (at will); **7th** *spell turning*; **6th** *scrying* (×3); **5th** *sending*; **Constant (10th)** *air walk*, *true seeing*
Divine Rituals DC 45; *planar ally*, *resurrect*
Godslayer ◈ (divine) **Trigger** The titan damages a creature capable of using divine spells or abilities; **Effect** The creature must attempt a DC 45 Will save.
Critical Success The creature is unaffected.
Success The creature can't use divine spells or abilities for 1 round and is frightened 2. Only powerful non-divine magic, such as *wish*, can undo this effect.
Failure As success, but the duration is 1 minute.
Critical Failure As success, but the duration is unlimited.
Throw Rock ❖ (divine, transmutation; page 306) If a titan's rock Strike isn't a critical failure, the rock explodes, dealing 10d6 damage of a damage type of the titan's choice to all creatures in a 20-foot burst (DC 45 basic Reflex save).
Titanic Charge ❖❖ The titan Strides twice and makes a melee Strike. If the Strike hits, the titan can cast *earthquake* centered on the target as a free action.
Trample ❖❖❖ Huge or smaller, foot, DC 45 (page 306)
Wide Cleave ❖❖ As Elysian titan.

DANAVA TITAN

Danava titans once regulated the foundational forces that shaped reality. Rebuked by the gods for being harsh and inflexible overseers, these spurned titans joined their siblings in their failed war against their creators. Defeated, the danavas were cast into

OTHER TITANS

Titans vary widely, depending on what function the deities intended them to serve or their methods of waging war. They include inflexible danava titans, warmongering hekatonkheires, armored fomorian titans, shapeshifting sashenji titans, and cunning citevi titans.



DANAVA PILLARS

Some danavas, known as danava pillars, are custodians of a fundamental concept like life or knowledge—a crux of the universe. Destroying a danava pillar forcibly shreds their bonds and risks unraveling a portion of reality, with potentially disastrous effects.



the paralyzing depths of the cosmos's seas. The few danava titans who have escaped now wield the cold, darkness, and crushing pressure of their prisons in pursuit of their ancient visions of reality. Danavas split mountains, wake primordial beasts, or level whole civilizations in accordance with grand designs they forged at the dawn of time. Others hunt and harvest the balance-enforcing aeons, who they see as usurpers of their divine responsibility.

DANAVA TITAN — CREATURE 23

RARE LN GARGANTUAN HUMANOID TITAN WATER

Perception +41; darkvision, *true seeing,* wavesense (imprecise) 100 feet (page 307)
Languages Abyssal, Aquan, Celestial; telepathy 100 feet (page 306)
Skills Acrobatics +39, Arcana +43, Athletics +46, Crafting +43, Nature +41, Occultism +43, Religion +41, Society +43
Str +11, **Dex** +8, **Con** +10, **Int** +10, **Wis** +8, **Cha** +6
Items *+3 major striking greatclub*

AC 49; **Fort** +41, **Ref** +37, **Will** +37; +4 status to all saves vs. mental or divine
HP 470; **Immunities** death effects, disease

Hadalic Presence (divine, illusion, mental, water) Creatures that fail their Will save against the titan's Impossible Stature aura also experience the crushing depths and darkness of the ocean floor. Such creatures see as if in an area of *darkness* (10th level), and the titan can use their wavesense to detect such creatures as a precise sense, even if neither are in water. On a critical failure, the creature is also immobilized.

Impossible Stature (aura, divine, illusion, mental) 100 feet. As Elysian titan, but DC 46.

Relentless The titan is as ever-moving as ocean waves. They're permanently quickened 1, and the extra action can only be used to Stride, Strike, or Sustain a Spell, or as one of the actions necessary to Cast *dispel magic*.

Roiling Rebuke ↻ **Trigger** A creature within 200 feet targets the titan with or includes the titan in the area of an attack, spell, or other effect; **Effect** The titan makes a benthic wave Strike against the triggering creature. If the Strike hits, the titan disrupts the triggering action.

Speed 50 feet, swim 40 feet; *air walk, water walk*
Melee ❖ *greatclub* +43 (backswing, magical, reach 40 feet, shove), **Damage** 4d10+20 bludgeoning plus 2d12 cold
Melee ❖ foot +40 (agile, reach 30 feet), **Damage** 4d8+20 bludgeoning plus 2d12 cold
Ranged ❖ benthic wave +40 (brutal, magical, range 200 feet, water), **Damage** 4d6+20 bludgeoning plus 2d12 cold
Divine Innate Spells DC 46, attack +38; **10th** *implosion*; **9th** *control water* (at will), *dispel magic* (at will), *eclipse burst* (×3), *heal* (×3), *hydraulic push* (×3), *hydraulic torrent* (×3); **Constant (10th)** *air walk, true seeing, water walk*
Rituals DC 46; *control weather, planar binding, resurrect*; doesn't require secondary casters
Trample ❖❖❖ Huge or smaller, foot, DC 46 (page 306)
Wide Cleave ❖❖ As Elysian titan.

HEKATONKHEIRES TITAN

The first three hekatonkheires were meant to guard the gates to the Abyss, but they proved too terrifying and rebellious—and so, in disgust, the gods cast them into the gulfs between the planes. Hekatonkheires titans are incomplete, monstrous progeny of the original three, from whom these titans calved like icebergs.

Hekatonkheires wield interstellar darkness as a weapon and spurn the limits of physical reality, literally reaching through space with their countless arms. Filled with a drive to either discover their lost identity or create their own, they metaphysically disembowel ancient beings

and cosmic magics—using the entrails to find clues regarding their own nature and parentage or to serve as raw materials for fueling some alien apotheosis.

HEKATONKHEIRES TITAN CREATURE 24

RARE CE GARGANTUAN ABERRATION TITAN

Perception +43; darkvision, *true seeing*

Languages Abyssal, Aklo, Celestial, Common; telepathy 100 feet (page 306)

Skills Acrobatics +42, Athletics +48, Intimidation +45, Occultism +41, Survival +39

Str +12, **Dex** +10, **Con** +12, **Int** +7, **Wis** +7, **Cha** +9

AC 52, all-around vision (page 304); **Fort** +44, **Ref** +40, **Will** +37; +4 status to all saves vs. mental or divine

HP 500; **Immunities** death effects, disease

Impossible Stature (aura, illusion, occult, mental) 120 feet. As Elysian titan, except DC 48.

Attack of Opportunity ↻ (page 304) The hekatonkheires gains 99 extra reactions on their turn that they can only use to make Attacks of Opportunity.

Speed 60 feet; *air walk*, *freedom of movement*

Melee ❖ *void weapon* +45 (magical, reach 50 feet, versatile P, versatile S), **Damage** 4d12+18 bludgeoning plus 2d12 force

Ranged ❖ *void weapon* +43 (magical, thrown 200 feet, versatile P, versatile S), **Damage** 4d12+18 bludgeoning plus 2d12 force

Occult Innate Spells DC 48; **9th** *bind soul*, *dimension door*, *plane shift*, *weird*; **Constant (10th)** *air walk*, *freedom of movement*, *true seeing*

Demolish Veil ◈ **Frequency** once per month; **Trigger** The titan casts *plane shift*; **Effect** The titan arrives in a storm of shattered planar barriers. This has the effects of a 10th-level *storm of vengeance*.

Hundred-Dimension Grasp ❖ The titan reaches between realities to drag foes closer. They attempt an Athletics check and compare the result to the Fortitude DCs of all foes within 120 feet. On a success, a foe is teleported to any square the titan chooses within 120 feet; on a critical success, it's also paralyzed for 1 round. The titan can Grab any foe brought within 30 feet as a free action.

Hundred-Handed Whirlwind ❖❖ The titan overwhelms opponents with blows both conventional and interplanar. They make one *void weapon* Strike against each foe within reach. Even on a failed attack (but not a critical failure), the titan deals 24 force damage to the target. This counts as three attacks for the titan's multiple attack penalty.

Send Beyond ❖ **Requirements** The titan has a creature grabbed; **Effect** The titan thrusts the creature into a nightmare realm full of lightless hands and eyes. This has the effects of *maze* (DC 48), but the creature can use Occultism to escape in addition to Perception or Survival. The titan can't use Send Beyond for 1d4 rounds.

Shape Void ◈ The titan molds a weapon from interstellar darkness. This is a *+3 major striking* weapon in any form. It can't be disarmed and deals an additional 2d12 force damage. If Released, a void weapon vanishes.

HEKATONKHEIRES ANATOMY

Crafters with exceptional skill can harvest a hekatonkheires's black bones before they dissolve upon the titan's death. These bones can be forged into shapeshifting weapons or refined into tuning forks that allow travel to esoteric planes.



Walkers and Horsemen

Though tolokands slowly push the world toward destruction, they don't follow deities of destruction, such as Rovagug or the Four Horsemen. Priests of Rovagug tend to see tolokands as kindred spirits, but opinion differs among the Horsemen's followers. Some approve of any force accelerating destruction, but others believe the apocalypse must come at the Horsemen's direction.

Tolokand

Streams run dry. The earth cracks. Green leaves brown and shatter. And the creature walks on.

The faceless, unknowable tolokands wander the land, bringing desolation with every footfall—belching poisonous smoke, blighting plant life, cracking the earth asunder, and even staining the ground with their foul blood. They turn habitable places into wastelands, which has earned tolokands the name "waste walkers."

These walking forces of destruction don't make their motives known. They remain unmoved by any pleas or threats levied at them, and they fight off attacks only so that they can return to their grim business. However, they have one consistent tendency: they travel to environments on the brink. A tolokand appears in a land wracked by famine or a natural disaster to give it the last push into oblivion.

Tolokands are mercifully few in number. Since they appear so rarely, it's unclear whether there are just a few individuals or several dozen. Clearly, more than one exists, though, because their patterned soles are as distinctive as fingerprints. Often, these smoking footprints are all that remain in a blighted land.



TOLOKAND — CREATURE 15

RARE NE LARGE ABERRATION

Perception +27; darkvision, smoke vision

Languages no voice; *tongues*

Skills Acrobatics +25, Athletics +29, Intimidation +22, Survival +31

Str +8, **Dex** +6, **Con** +7, **Int** +5, **Wis** +6, **Cha** –3

Smoke Vision Smoke doesn't impair a tolokand's vision; it ignores the concealed condition from smoke.

AC 36; **Fort** +30, **Ref** +25, **Will** +25; +2 status to all saves vs. primal magic

HP 245; **Immunities** disease, immobilized, poison; **Resistances** acid 15, negative 15

Heartless Furnace (aura, conjuration, occult) 50 feet, 2d6 poison damage (DC 34 basic Fortitude save). The poisonous smoke that bellows from a tolokand makes all creatures inside it concealed, and all creatures outside the smoke are concealed to creatures within it.

Inexorable The tolokand recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and ignores difficult terrain and greater difficult terrain.

Toxic Blood When a creature scores a critical hit against the tolokand with a piercing or slashing Strike, the tolokand's poisonous, oily blood sprays forth. Any creature within 5 feet of the tolokand takes 3d6 poison damage (DC 34 basic Reflex save). Any non-creature plants the blood spills on die.

Speed 120 feet; *air walk*

Melee ❖ hand +31 (reach 10 feet), **Damage** 2d12+16 slashing plus 2d6 persistent poison

Occult Spontaneous Spells DC 37; **8th** (3 slots) *cloudkill, earthquake, horrid wilting, volcanic eruption*

Occult Innate Spells DC 37; **4th** *earthbind* (at will), *haste* (at will, self only); **2nd** *sudden blight*[APG] (at will); **Constant (5th)** *air walk, endure elements, tongues*

Blighted Footfalls Whenever the tolokand ends a move action during which it moved 30 feet or farther, it automatically casts one of its innate spells as a free action.

Sudden Destruction ❖ **Requirements** The tolokand hasn't cast any of its spontaneous spells this turn; **Effect** The tolokand casts one of its spontaneous spells, using up the spell slot normally. The tolokand can't cast any further spontaneous spells this turn and can't use this ability again for 1d4 rounds.

Tooth Fairy

Tooth fairies spawn when a child's tooth (or, less commonly, an entire child) is buried in terrain rife with fey energies. Hatching from the buried teeth like larvae from an egg, tooth fairies build crude pliers from whatever they can find, then go hunting for more teeth—regardless of the owners' willingness.

TOOTH FAIRY

Lone fairies usually need several minutes of elbow grease and a sleeping or restrained subject to extract a tooth.

TOOTH FAIRY — CREATURE –1

CE TINY FEY

Perception +6; darkvision
Languages Sylvan
Skills Acrobatics +5, Stealth +5, Thievery +6
Str –2, **Dex** +3, **Con** +0, **Int** –1, **Wis** +2, **Cha** +1
Items pliers

AC 15; **Fort** +2, **Ref** +7, **Will** +4
HP 8; **Weaknesses** cold iron 2
Plaque Burst When killed, a tooth fairy bursts into sticky, foul-smelling white dust. Each creature with 5 feet must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Speed 10 feet, fly 25 feet
Melee ❖ pliers +7 (disarm, finesse), **Damage** 1d6 bludgeoning plus Tooth Tug
Primal Innate Spells DC 13; **1st** *sleep*; **Cantrips (1st)** *mage hand*
Tooth Tug (manipulate) ❖ **Requirements** The tooth fairy's last action was a successful pliers Strike against a creature with teeth; **Effect** The tooth fairy tugs on the creature's teeth, dealing 2 persistent bleed damage to the creature.

TOOTH FAIRY SWARM

A mob of tooth fairies working together can conduct forced dentistry in seconds.

TOOTH FAIRY SWARM — CREATURE 3

CE LARGE FEY SWARM

Perception +8; darkvision
Skills Acrobatics +10, Stealth +10, Thievery +12
Str –2, **Dex** +3, **Con** +0, **Int** –1, **Wis** +2, **Cha** +2

AC 18; **Fort** +5, **Ref** +10, **Will** +7
HP 28; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, cold iron 5, splash damage 5
Plaque Burst As tooth fairy, but 15 feet and DC 20.

Speed 10 feet, fly 40 feet
Pinch ❖ Tooth fairies pinch their victims' fingers, noses, ears, or similar protruding body parts. Each enemy in the swarm's space takes 2d6 bludgeoning damage (DC 20 basic Reflex save). Creatures that critically fail this save are sickened 1 from the pain.
Pry ❖❖❖ The tooth fairies try to pry out one of their target's teeth. One enemy in the swarm's space takes 4d6 bludgeoning damage (DC 20 basic Reflex save). On a failed save, the target takes 2 persistent bleed damage and a –1 status penalty to Charisma-based skill checks, and they must succeed at a DC 5 flat check to Cast a Spell with a verbal component or the spell is disrupted. The penalty and spellcasting condition last for 1 day, or until the stolen tooth is returned and the target regains at least 1 Hit Point.



FOLK TRADITIONS

Tooth fairies fear cats and flee from even newborn kittens. The antipathy is mutual, as all cats hunt and kill tooth fairies with relish.

In some towns, adults leave a small coin under a child's pillow as a bribe for the tooth fairies so that they don't hurt anyone in the house, which sometimes works.

Keep to the Roads

Folk tales and nursery rhymes about trailgaunts abound among villagers, homesteaders, and Varisian caravans, leading to a common phrase of farewell among those communities. "Keep to the roads," they warn, "and we'll see you again."



Trailgaunt

Legends warn of trailgaunts—the twitching, rotting corpses of seasoned travelers who became lost on their journeys and died of starvation, thirst, or exposure to the elements. These troubled souls, the tales say, rise at the next sunset as tormented undead, doomed to forever search for the road they lost in life. Always wandering, the trailgaunt treads the ground over and over until its legs wear down to bloodied stumps. Even then, it staggers on, groaning in constant pain. Consumed with agony and a hatred for travelers of all kinds, they prey on those who—like they once did—stray from their path.

Lacking feet, a trailgaunt is slow but largely impervious to obstacles in its path, shambling at an equal pace through boggy mires, thick brambles, and desert sands. Yet, these horrors come to a halt at the edge of any well-maintained road, which are the only barriers to their endless wanderings, since they can't willingly tread upon the roads that betrayed them.

Because so much of Varisian culture centers around travel, trailgaunts often turn up in their legends. Most depictions of trailgaunts include Varisian clothing, tattoos, or jewelry, but these undead arise around the world, each bearing the trappings of the cultures they lost. Further north, along the Crown of the World, trailgaunts wail amid howling winds, shivering as they shamble through the snow. Along Garund's Golden Road, trailgaunts are common sights in the trackless desert wastes, where even an experienced traveler can easily lose their way. To the south, travelers lost in the Mwangi Expanse who starve before being eaten themselves become damp, mossy trailgaunts.

While most travelers who hear a trailgaunt's wail know to run fast and far, some adventurers intentionally seek out these undead. Few trailgaunts perish with no belongings at all, and many poor souls doomed to this fate were once merchants or adventurers who carried substantial wealth and magical treasure—some of which still might be on their person. It never occurs to these treasure seekers that in their pursuit of such riches they might become trailgaunts themselves.

Trailgaunt — Creature 3

NE MEDIUM UNDEAD

Perception +10; darkvision, tremorsense (imprecise) 60 feet (page 306)
Languages Common
Skills Climb +9, Stealth +8, Survival +10
Str +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** –1

AC 19; **Fort** +12, **Ref** +6, **Will** +8
HP 45, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious

Pained Muttering (auditory, aura, emotion, fear) 10 feet. The trailgaunt's constant mutters and groans of pain are deeply unsettling. Each creature that starts its turn in the aura must succeed at a DC 20 Fortitude save or become frightened 1 (frightened 2 on a critical failure). The creature is then temporarily immune for 1 minute.

Speed 10 feet, burrow 10 feet
Melee ❖ jaws +12, **Damage** 1d8+6 piercing plus share pain
Create Spawn (divine, necromancy) Any humanoid creature killed by a trailgaunt and left unburied out of sight of a well-maintained road rises as a free-willed trailgaunt at the next sunset.
Dromophobia The trailgaunt can't willingly walk on or across a well-maintained road, though it can Burrow under one. If forced onto the surface of such a road, the trailgaunt is fleeing until it's no longer on the road.
Share Pain A living creature hit by a trailgaunt's jaws Strike must succeed at a DC 20 Fortitude save or suffer intense pain in its legs and feet, taking a –10-foot status penalty to its Speeds, or a –20-foot status penalty on a critical failure.
Sure Stride A trailgaunt ignores the effects of difficult terrain and greater difficult terrain.

Trilobite

Often overlooked as little more than water-dwelling pests, trilobites are a varied species of arthropods found throughout the seas and oceans of Golarion. So ancient and widespread are these critters that trilobite fossils are as commonly found as living specimens.

TRILOBITE

Trilobites have segmented, chitinous bodies that armor them but provide enough flexibility for them to roll up and protect their vulnerable undersides from attack. Instead of jaws, trilobites have specialized structures called gnathobases at the base of some of their legs. These serrated and jagged structures grind and masticate any prey the trilobite latches onto, enabling the creatures to feed on anything from hard-shelled clams to soft-bodied creatures. While not particularly fast on their own, they can employ scuttling bursts of speed to dart into ocean silt or seaweed beds to escape predators.

Oceanic wizards of many types employ trilobites as familiars. In addition to trilobites' durability, their ubiquity means they make capable spies for their masters as they travel unnoticed throughout the depths.

TRILOBITE — CREATURE –1

N TINY ANIMAL AQUATIC

Perception +8; darkvision, wavesense (imprecise) 30 feet (page 307)
Skills Athletics +4, Stealth +5, Survival +4
Str +1, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** +0

AC 15; **Fort** +4, **Ref** +7, **Will** +4
HP 7
Curl Up ↷ **Trigger** The trilobite takes damage; **Effect** The trilobite gains a +2 circumstance bonus to AC until the start of its next turn.

Speed swim 25 feet
Melee ❖ gnathobase +7 (agile, finesse), **Damage** 1d4+1 slashing
Quick Escape ❖❖ The trilobite swims up to double its Speed and attempts to Hide.

TRILOBITE SWARM

Trilobites typically live in close proximity to others of their kind. On rare occasions, particularly when the most common prey around is larger than what a single trilobite can take down, they form swarms that seem to actively cooperate with each other. These swarms latch onto their prey, and the combined efforts of so many trilobites at once make escape difficult.

TRILOBITE SWARM — CREATURE 3

N LARGE ANIMAL AQUATIC SWARM

Perception +9; darkvision, wavesense (imprecise) 60 feet (page 307)
Skills Athletics +8, Stealth +9, Survival +7
Str +1, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** +0

AC 18; **Fort** +10, **Ref** +9, **Will** +7
HP 30; **Immunities** precision, swarm mind (page 306); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 3, slashing 5

Speed swim 25 feet
Clinging Bites ❖ The trilobites in the swarm latch onto creatures and gnaw at them. Each enemy in the swarm's space takes 2d6 slashing damage (DC 18 basic Reflex save).

TREMENDOUS VARIETY

Scholars of the sea have identified thousands of varieties of trilobites, each distinguished by appearance, habitat, size, and diet. The smallest trilobites are an inch or two long, while individuals measuring almost two feet long have been found in the depths of the ocean. Some hide in silt, using tall eyestalks to spot prey, while others have wide, sweeping, wing-like heads; certain kinds are even covered in spines. This variety in appearance has led to distinctive jewelry in seaside villages that imitates local trilobite populations.



The Red Scarf

While generally mischievous, a tsukumogami might form a protective attachment to a person or family. A famous legend speaks of an ittan-momen born from a scarf that was inseparable from the great granddaughter of the woman who wove it. When she departed home to become a soldier, it's said the ittan-momen protected her for many years, even holding her wounds closed in the midst of battle. This legend serves as the reason why a red scarf is seen as a symbol of luck, especially as a gift for those going into battle.

Tsukumogami

Tsukumogami are intelligent, mobile objects formed from the union between a 100-year-old object and a kami (page 142). Tsukumogami range from harmless to malicious, each individual personality a result of how the object was treated before its awakening. Well-cared-for objects tend to birth helpful, friendly tsukumogami, while mistreated or abandoned objects twist into malevolent and violent beings. Most tsukumogami are, by nature, mischievous, and oftentimes want nothing more than to occupy the attention of living creatures.

Tsukumogami can commonly be found in areas with a strong cultural belief in the value of caring for objects, which helps items survive long enough to become tsukumogami. Towns and villages with large tsukumogami populations are referred to as "sleepless towns" due to the nightly tsukumogami celebrations, which can become so raucous that they prevent the living residents from sleeping peacefully.

Ittan-Momen

Born from large pieces of cloth, ittan-momen flutter in the air, catching the last rays of the setting sun. Ittan-momen can awaken from any sufficiently large cloth, and many beautiful but cruelly-treated tapestries have lured unsuspecting victims to an untimely end.

Ittan-Momen **Creature 2**

N Medium Kami

Perception +7; darkvision, tremorsense (imprecise) 30 feet (page 306)

Languages Common

Skills Acrobatics +8, Deception +6, Stealth +8

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

Mundane Appearance When not moving, such as during the day, the ittan-momen is nearly indistinguishable from normal cloth. They have an automatic result of 26 on Deception checks and DCs to pass as normal cloth.

AC 20; **Fort** +8, **Ref** +10, **Will** +5

HP 20; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, paralyzed, poison, unconscious; **Weaknesses** slashing 5; **Resistances** bludgeoning 5

Speed fly 30 feet

Melee ❖ body +10 (finesse), **Damage** 1d8+2 bludgeoning plus Grab (page 305)

Constrict ❖ **Damage** 1d8 bludgeoning, DC 18 (page 304)

Engulf ❖❖ DC 18, 1d8+2 bludgeoning, Escape DC 18, Rupture 5 (page 305). The ittan-momen can Engulf only one creature. They can Engulf a creature of a larger size so long as the creature's head can feasibly be covered by the ittan-momen's body.



Kasa-Obake

The jerky stomping outside in the middle of the night belongs to the kasa-obake. Though their appearances vary, most kasa-obake resemble an umbrella with a humanoid leg or two protruding where one might expect a handle. It has one or two eyes and can have up to two arms, or no arms at all. Kasa-obake adore wordplay and puns and delight in learning new ones, especially as language evolves over time. Though they enjoy giving living creatures the occasional scare, kasa-obake rarely, if ever, attack.

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KASA-OBAKE CREATURE 4

NG MEDIUM KAMI

Perception +13
Languages Common
Skills Diplomacy +11, Intimidation +11, Occultism +11, Religion +11, Society +11, Stealth +12
Str +2, **Dex** +4, **Con** +1, **Int** +3, **Wis** +5, **Cha** +3

AC 20; **Fort** +9, **Ref** +12, **Will** +13
HP 65; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, paralyzed, poison, unconscious
Fade Away ↷ **Trigger** A creature damages the kasa-obake, and the kasa-obake is in dim light or darkness; **Effect** The kasa-obake fades from view and becomes concealed to the triggering creature until the end of that creature's turn; if the kasa-obake was already concealed to the triggering creature due to the light level, they become hidden instead.

Speed 25 feet
Melee ❖ foot +14 (agile, finesse), **Damage** 2d6+5 bludgeoning
Jump Scare (emotion, fear, incapacitation, mental) If a kasa-obake successfully Demoralizes a creature and they were hidden to the creature before the attempt to Demoralize, the creature must succeed at a DC 21 Will save or be stunned for 1 round.

WATCHFUL SENTRY

Curious though typically benign, kasa-obake almost always watch for activity. They often attempt to engage lone travelers at night in conversation but are shy in the presence of more than one living creature. Investigators privy to this information often seek out kasa-obake when investigating nighttime incidents. In exchange for a new pun or amusing story, the kasa-obake might reveal what they've witnessed.

CHOUCHIN-OBAKE

A chouchin-obake takes the shape of a paper lantern with a horizontal split near the bottom from which a long tongue protrudes. Upon closer inspection, two eyes appear above the split mouth. Chouchin-obake are anomalous in that they don't awaken in the same way other tsukumogami do. Paper lanterns are nearly impossible to maintain for long enough to spawn tsukumogami. Instead, a chouchin-obake is a kind of fire kami that takes the form of a lantern's flame and inhabits a paper lantern when they manifest.



CHOUCHIN-OBAKE CREATURE 6

NE MEDIUM KAMI

Perception +15
Languages Common
Skills Acrobatics +12, Deception +10, Stealth +16
Str +2, **Dex** +4, **Con** +4, **Int** +3, **Wis** +5, **Cha** +0

AC 24; **Fort** +12, **Ref** +16, **Will** +15
HP 75; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, paralyzed, poison, unconscious; **Resistances** physical 5
Lifewick Candle (aura, divine, necromancy, negative) 15 feet. A ghostly blue flame within the chouchin-obake draws upon the life-force of the living to sustain themself. At the start of the chouchin-obake's turn, each creature in the aura takes 2d6 negative damage (DC 26 basic Fortitude save). The chouchin-obake regains an amount of Hit Points equal to the amount of damage taken by the single creature that took the most damage.
Shadowbind ↷ **Trigger** A creature attempts to leave the chouchin-obake's Lifewick Candle aura during a move action; **Effect** The chouchin-obake attempts to bind the creature using their own shadow. The triggering creature must succeed at a DC 26 Reflex save or become immobilized until its next turn.

Speed fly 20 feet
Melee ❖ tendril +16 (finesse, reach 15 feet), **Damage** 2d8 negative plus 2d6 fire plus Grab (page 305)
Ranged ❖ flame +16 (range increment 30 feet), **Damage** 2d4 negative plus 2d6 fire
Constrict ❖ 2d8 negative plus 1d6 fire, DC 26 (page 304)

Relics of the Past

A tupilaq can last indefinitely once created, and it's not uncommon for a tupilaq to be unearthed years, decades, or even centuries after its creator has passed away. Archaeologists working northern dig sites might accidentally stumble across the fierce constructs, inadvertently awakening their vengeful curse.

Tupilaq

A tupilaq is an artistically crafted construct carved from animal bones (typically whale or walrus) and imbued with the express purpose of eviscerating its creator's enemies. A tupilaq manifests from hateful magic—a thing that can be created only by someone who believes they were grievously wronged. When a terrible, unforgivable crime is committed against someone with great skill at carving and who has knowledge of the proper ritual, the aggrieved can channel their grief and hate through whispered incantations to bring a tupilaq to life.

Sadly, the same emotions used to create a tupilaq often lead to even greater tragedies. Functionally immortal but built for vengeance a tupilaq lacks the reason or discernment to do anything other than pursue the goal imbued by its creator. A wish to utterly destroy an enemy can lead a tupilaq to slaughter an entire clan or settlement, killing until it has slain everyone even remotely related to the original offender. There are many stories where a tupilaq ends up causing more tragedy for its creator than the crime that precipitated its creation. The most common tales feature the tupilaq eventually murdering its creator's spouse or family members due to a distant relationship to the original target that no one knew about.

Tupilaqs' animating energies aren't tied to their original functions, and the creatures typically long outlast their creators, their victims, and often any who recall the reason for their creation. They might fall into a sort of hibernation once they've achieved immediate vengeance, but they frequently reawaken to continue their rampage against unsuspecting targets ignorant of their involvement.

Spellcasters might occasionally summon these constructs. Summoned tupilaqs, hauled unceremoniously from their vengeance, become near-frenzied combatants, unleashing every offensive ability in their arsenal to break free. These reactions aren't strategic or considered, but an instinctual, almost programmed need to return to their true purpose. Conjurers should be wary about tupilaqs employing spells that might be turned against their summoners, such as a *fireball* spell "accidentally" placed such that it incinerates the spellcaster and returns these creatures from whence they came.



Tupilaq — Creature 7

N Small Construct

Perception +16; darkvision

Skills Athletics +15

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

AC 26; **Fort** +17, **Ref** +15, **Will** +12

HP 87; **Hardness** 8; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, a tupilaq has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a tupilaq is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, it loses its Hardness, and its Armor Class is reduced to 22.

Speed 40 feet, swim 40 feet

Melee ❖ jaws +19 (agile, finesse), **Damage** 2d8+5 slashing plus Grab (page 305)

Primal Innate Spells DC 24; **3rd** *fireball* (×3)

Carver's Curse When a tupilaq is created, the curse imparted by its creator manifests in the form of a single 3rd-level primal spell the tupilaq can cast three times per day. The particular spell is a reflection of the creator's wish for vengeance. By default, and for a found or summoned tupilaq, this spell is *fireball*.

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Tzitzimitl

Due to their affinity for darkness and apocalyptic terror, tzitzimitls are widely feared as harbingers of death and destruction. A solar eclipse marks their arrivals, and they draw strange powers of darkness and electricity from these phenomena. Some sages believe tzitzimitls to be instruments of the gods, called down to destroy worlds whose times have come, while others claim they're the undead remains of stranded exiles from a far-off civilization of spacefaring giants. The legends that include them are ancient and fragmented, but some tell of tzitzimitls being defeated by great heroes and sealed away—though these tales imply that the enormous undead now lie buried and waiting, soon to rampage again should their tombs be breached.

Harbingers of the End

A tzitzimitl's arrival in a region often precedes a deadly disaster or apocalyptic event. It isn't known whether the tzitzimitl accompanies an event already fated to occur or if the undead causes such events through their own strange magic.

Tzitzimitl — Creature 19

UNCOMMON | NE | GARGANTUAN | ELECTRICITY | UNDEAD

Perception +32; darkvision, *true seeing*

Languages Abyssal, Aklo, Celestial, Common

Skills Acrobatics +33, Arcana +37, Athletics +33, Nature +37, Occultism +37, Religion +40

Str +10, **Dex** +8, **Con** +6, **Int** +5, **Wis** +7, **Cha** +8

AC 43; **Fort** +29, **Ref** +32, **Will** +35

HP 390, fast healing 15 (page 305), negative healing (page 305); **Immunities** death effects, disease, electricity, negative, paralyzed, poison, precision, unconscious; **Weaknesses** good 15; **Resistances** cold 15, physical 15 (except bludgeoning)

Light to Dark ↷ (divine, negative) **Trigger** A creature uses an ability or spell with the positive trait within 120 feet of the tzitzimitl; **Effect** The tzitzimitl inverts the energy used in the triggering ability or spell, causing it to lose the positive trait and gain the negative trait, and changing all instances of positive energy or healing in the ability's description to negative energy.

Speed 50 feet, fly 60 feet

Melee ❖ claw +34 (agile, magical, reach 20 feet), **Damage** 4d12+10 slashing plus 3d8 electricity and drain life

Ranged ❖ eye beam +34 (range 100 feet), **Damage** 4d12 electricity plus 10d6 force

Occult Innate Spells DC 38; **9th** *darkness* (×3), *teleport*, *wail of the banshee*; **7th** *eclipse burst*, *teleport* (×3); **5th** *Abyssal plague*; **4th** *darkness* (×3); **3rd** *haste* (×3); **Cantrips (9th)** *detect magic*; **Constant (6th)** *true seeing*

Rituals DC 38; *create undead* (9th), *imprisonment* (9th)

Drain Life When a tzitzimitl's claw Strike deals damages to a living creature, the tzitzimitl gains 20 temporary Hit Points, and the target must succeed at a DC 41 Fortitude save or become drained 2. Further damage dealt by a tzitzimitl's claw Strike increases the value of the drained condition by 2 on a failed save, to a maximum of drained 4.

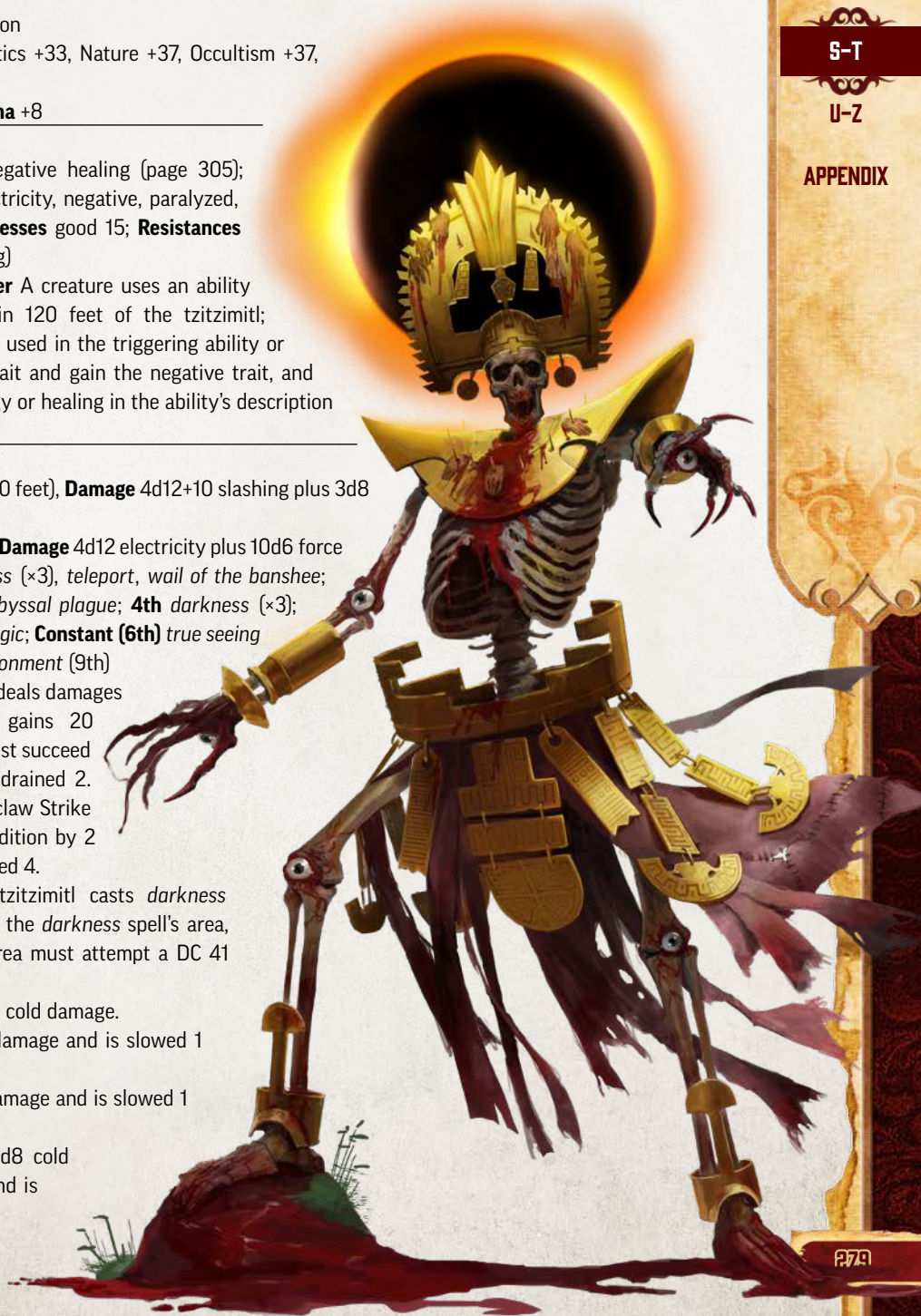
Eclipse ❖❖ (cold, occult) **Effect** The tzitzimitl casts *darkness* and drains the heat and warmth from the *darkness* spell's area, and each creature within the spell's area must attempt a DC 41 Fortitude save.

Critical Success The creature takes 4d8 cold damage.

Success The creature takes 8d8 cold damage and is slowed 1 for 1 round.

Failure The creature takes 16d8 cold damage and is slowed 1 for 1 minute.

Critical Failure The creature takes 16d8 cold damage, is slowed 2 for 1 minute, and is doomed 1.



Flesh Grafting

An umasi can spend 10 minutes grafting the flesh of other living or recently dead humanoids onto their body, attempting a DC 20 Medicine check with the effects of Treat Wounds. This process is the only way an umasi can recover Hit Points.



Umasi

Tales tell of strange humanoids who harvest appendages and organs from other creatures to graft onto their own perpetually decaying bodies. These stories are encountered more often than their subject, however. A reclusive people, umasi live deep in remote jungles, largely isolated from other societies.

Despite not being undead, umasi can't heal naturally or via magic. Instead, they must harvest appendages and organs from the living to perpetuate their own lives. These modifications require special techniques, obscure rituals, and often the assistance of other umasi. Shorter rituals make quick repairs to wounded flesh—even consuming a nutrient-rich organ of a recently slain creature can provide quick rejuvenation—while more extensive changes require a full day's work.

Because of the nature of their existences, no one single form remains common to umasi. Many graft any number of arms or legs of various sizes on their bodies, while others are conglomerations of exotic beasts, other humanoids, and whatever creatures they've hunted or scavenged. However, all umasi remain vaguely humanoid in shape. An umasi with additional arms can hold or wield more items at once, while additional legs or other limbs might grant increased Speed or new types of Speed. Concepts such as gender, ethnicity, and even recognizing someone based on their appearance are irrelevant to umasi. Instead, they value age and experience and identify themselves with iconic adornments or speech patterns.

Despite their morbid nature, umasi are rarely at odds with living creatures. These opportunistic hunters value their self-preservation, but use fast-acting nonlethal poisons to subdue their targets for safe and minimally destructive harvesting. Few umasi harbor malice toward the living, but some possess a streak of self-loathing and search for powerful magics that might break whatever curse binds them to their current state. Rarely, an umasi finds some strange form of acceptance on the fringes of a remote community where their skills at medicine carry more weight than fear of their strange appearances.

Umasi — Creature 6

UNCOMMON | CN | MEDIUM | ABERRATION | HUMANOID

Perception +12; darkvision

Languages Common

Skills Athletics +15, Intimidation +9, Medicine +14, Stealth +13, Survival +10

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

Items +1 *blowgun* (10 darts with harvester poison), wooden shield (Hardness 5, HP 12, BT 6) with shield spikes

AC 23 (25 with shield raised); **Fort** +16, **Ref** +11, **Will** +12; +2 status to all saves vs. poison

HP 99, immortal flesh; **Immunities** disease

Immortal Flesh Umasi can't heal or recover HP in any way except their flesh grafting techniques (see sidebar). However, despite being living creatures, they don't take damage from either positive or negative damage.

Shield Block ↻ (page 306)

Speed 35 feet

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

Melee ❖ shield spikes +17, **Damage** 1d6+8 piercing

Ranged ❖ *blowgun* +16 (magical, range increment 20 feet, reload 1), **Damage** 1 piercing plus harvester poison

Consume Organ ❖ (manipulate) **Requirements** The umasi is adjacent to the corpse of a Small or larger creature that died within the last minute; **Effect** The umasi harvests and consumes a vital organ from the corpse, gaining 15 temporary Hit Points and a +1 status bonus to attack and damage rolls for 10 minutes. They can gain this benefit only once from any given corpse.

Harvester Poison (nonlethal, poison) **Saving Throw** DC 24 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 2d6 poison damage (1 round); **Stage 2** 3d6 poison damage (1 round)

Valkyrie

Choosers of the slain and so-called angels of battle, the song of the valkyries plays wherever steel rings against steel. Valkyries are humanoid individuals of impressive physical stature who seek the most epic battles and legendary conflicts so that they can lay claim to the souls of the world's greatest warriors. The valkyries transform these souls into the implacable immortals known as einherjar.

Valkyries most often serve gods of battle and war, though a valkyrie might pledge their service to any deity they consider worthy. Gorum is particularly well known for having valkyrie and einherjar servants, though he isn't the only such deity. Besmara also has valkyrie servitors, and many stories of "ghost ships" actually reference accounts of encounters with ships manned by einherjar crews devoted to the Pirate Queen.

VALKYRIE — CREATURE 12

CN MEDIUM AESIR MONITOR

Perception +22; darkvision

Languages Common, Jotun; ravenspeaker, *tongues*

Skills Acrobatics +25, Athletics +25, Diplomacy +23, Intimidation +23, Religion +22

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

Items *+1 resilient breastplate*, *+1 striking returning spear*

Claimer of the Slain (divine, necromancy) Valkyries can detect the souls of those recently slain in combat. A valkyrie spends 10 minutes praying over the body of a creature who has been dead for no more than 12 hours; if that creature is worthy of becoming an einherji and of the appropriate alignment, the valkyrie transforms that creature into an einherji.

Ravenspeaker (divination, divine) Valkyries use ravens as servants and spies. They can speak with ravens, and they can have up to three raven servitors who follow their commands. Valkyries can constantly observe whatever their commanded ravens sense.

AC 33; **Fort** +24, **Ref** +20, **Will** +23

HP 215; **Resistances** electricity 15

Attack of Opportunity ↻ (page 304)

Recall the Fallen ↻ (divine, healing, necromancy) **Frequency** once per day; **Trigger** An allied creature within 60 feet who isn't a construct or undead is reduced to 0 Hit Points and their dying value is 2 or less; **Effect** The valkyrie restores 5d10 Hit Points to the target.

Speed 25 feet, fly 60 feet

Melee ❖ *spear* +28 (magical), **Damage** 2d6+15 piercing plus 1d12 electricity

Ranged ❖ *spear* +26 (magical, thrown 20 feet), **Damage** 2d6+15 piercing plus 1d12 electricity

Divine Innate Spells DC 29; **7th** *plane shift* (self and mount only); **6th** *disrupting weapons*, *heal*, *heroism*; **3rd** *augury*, *sanctified ground*, *status*, *wanderer's guide*; **Constant (5th)** *tongues*

Storm of Battle ❖❖ (divine, electricity, evocation) The valkyrie hurls her spear into the air, creating a massive storm in a 100-foot burst. Spears of lightning rain down upon enemies in the area, dealing 4d12 electricity damage (DC 32 basic Reflex save).

BONEYARD ADVOCATES

While praying to claim a slain warrior, a valkyrie fractures their own consciousness into two parts: mind and soul. They send their mind spinning along the River of Souls to collect and advocate on behalf of the slain warrior's soul. When the prayer ends, the valkyrie reunites their mind and body, and they join the warrior's body and soul into a single form as a new einherji.





Building a Nosferatu

Though nosferatus can't create more of their kind, many of these ancient vampires lurk in the world's various shadows, taking a variety of forms. If you have time, it's more effective to build a new nosferatu from the ground up using the standard monster creation rules, which were used to create the nosferatu thrall, nosferatu malefactor, and nosferatu overlord, but you can also use the guidelines presented under Creating a Nosferatu to turn an existing creature into a nosferatu, adjusting the monster as you see fit. In either case, specific nosferatu abilities like negative healing, Feral Corruption, and Drink Blood work the same.

Vampire, Nosferatu

Among the most ancient of vampires are the nosferatus, twisted remnants of mortals who died in great plagues of old. Perhaps because of their age, nosferatus can no longer create more of their kind. Yet they still lurk among the living, manipulating the hearts and minds of their prey to either serve them beyond the limits of natural life or to become sustenance for the nosferatu like so many others before.

Creating a Nosferatu

You can turn an existing living creature into a nosferatu using the following steps. A creature below 8th level isn't significant enough to be a nosferatu and should likely be a regular vampire instead (*Bestiary* 318).

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 bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase Speed by 5 feet or to 30 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.
- Reduce HP by the amount listed on the table.
- The nosferatu gains fast healing and resistance to physical damage (except magical wood) as indicated in the table. These abilities are the reason the nosferatu has fewer HP.

Starting Level	HP Decrease	Fast Healing/Resistance
8–14	–40	10
15+	–60	15

Basic Nosferatu Abilities

If the base creature becoming a nosferatu 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 nosferatu's theme.

All nosferatus gain the following abilities.

Darkvision

Negative Healing (page 305)

Immunities death effects, disease, paralyze, poison, sleep

Nosferatu Vulnerabilities

- **Revulsion** A nosferatu can't voluntarily come within 10 feet of brandished garlic or a brandished religious symbol of a non-evil deity. To brandish garlic or a religious symbol, a creature must Interact to do so for 1 round (similar to Raising a Shield). If the nosferatu involuntarily comes within 10 feet of an object of their revulsion, they gain the fleeing condition, running from the object of their revulsion until they end an action beyond 10 feet. After 1 round of being exposed to the subject of their revulsion, a nosferatu can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Stake** A magical wooden stake (such as one affected by a *weapon potency* rune, *magic weapon*, or similar magic) driven through the nosferatu's heart drops the nosferatu to 0 HP and prevents them from healing above 0 HP, even in their coffin. Staking a nosferatu requires 3 actions and works only if the nosferatu is unconscious. If the stake is removed, the nosferatu can heal above 0 HP again, and if they're in their coffin, the 1-hour rest period begins once the stake is removed. If the nosferatu's head is severed and anointed with *holy water* while the stake is in place, the nosferatu is destroyed.
- **Sunlight** If exposed to direct sunlight, a nosferatu immediately becomes slowed 1. The slowed value increases by 1 each time the nosferatu ends their turn in sunlight, and the condition ends when they're no longer in sunlight. If the nosferatu loses all their actions in this way, they're destroyed.

Plagued Coffin Restoration (divine, necromancy, negative) Unlike other undead, a nosferatu isn't destroyed at 0 HP. Instead, they disperse into an immense number of individual rats heading in every direction in an attempt to return to their coffin. If even a single rat reaches the coffin, the nosferatu can recover. A nosferatu regains their strength through resting in earth taken from the grave of a creature who died of plague. If their body rests in their earth-filled coffin for 1 hour, the nosferatu gains 1 HP, after which their fast healing begins to function normally. If the coffin doesn't contain this plagued grave dirt, they instead need to rest in their coffin for 1 day before they gain 1 HP and regain their fast healing.

Change Shape ❖ (concentrate, divine, polymorph, transmutation) The nosferatu transforms into a swarm of pale-gray rats. They gain a land Speed of 30 feet and a climb Speed of 10 feet, and they become Large. Each enemy in the swarm's space takes 2d10 piercing damage and must attempt a basic Reflex save with a high DC for the creature's level (*Gamemastery Guide* 66). A creature that fails its save is exposed to plague of ancients (see below).

Command Thrall ◈ (auditory, divine, mental) **Requirements** One of the nosferatu's thralls is present and can hear the nosferatu; **Effect** The nosferatu gives a single command to one of their thralls, which the thrall follows to the best of its ability during its next turn.

Divine Innate Spells The nosferatu can cast *telekinetic haul* (heightened to half their level rounded up) three times per day as a divine innate spell. They use a high DC for their level (*Gamemastery Guide* 66).

Plague of Ancients (disease, virulent) **Saving Throw** Fortitude (use a high DC for the nosferatu's level [*Gamemastery Guide* 66]); **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and enfeebled 2 (1 day); **Stage 3** doomed 1, drained 3, and enfeebled 3 (1 day); **Stage 4** doomed 2, drained 3, and enfeebled 3 (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) The nosferatu can cast *dominate* at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. The save DC uses a high DC for the nosferatu's level (*Gamemastery Guide* 66), and a creature that succeeds is temporarily immune to that nosferatu's Dominate for 24 hours. Fully destroying the nosferatu ends the domination, but merely reducing the nosferatu to 0 HP is insufficient to break the spell.

Drink Blood ❖ (divine, necromancy) **Requirements** The nosferatu's last action was a successful fangs Strike; **Effect** The nosferatu sinks their fangs into the targeted 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 nosferatu regains HP equal to 10% of their 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 nosferatu, but increases the creature's drained condition value by 1. A nosferatu can also consume blood that's been emptied into a vessel for sustenance, but they gain 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.

Nosferatu Overlord Abilities

A truly primeval nosferatu can gain extraordinary powers over their foes. Creatures must have lived for millennia and be 14th level or higher to become a nosferatu overlord.

Air of Sickness (aura) 30 feet. A creature entering or starting its turn in the aura must attempt a Fortitude save with a moderate DC for the nosferatu's level (*Gamemastery Guide* 66). On a failure, the creature is sickened 1 and takes a –2 status penalty to saves made to resist diseases and remove the sickened condition for 1 hour.

Divine Innate Spells As nosferatu, but they can also cast *vampiric exsanguination* twice per day as a divine innate spell.

Building a Nosferatu Thrall

While a nosferatu can't turn a living creature into another nosferatu, they can create a thrall through a 1-day ritual. They can maintain a number of thralls up to their Charisma modifier; creating new thralls beyond this limit releases earlier thralls from service. You can convert any non-mindless living creature into a nosferatu thrall by applying the nosferatu thrall abilities and increasing its level by 1. A creature that's immune to mental effects can't become a nosferatu thrall. You can also build a nosferatu thrall from scratch using the monster creation rules in the *Gamemastery Guide* and applying the above modifications.





Monster of Legend

The word nosferatu has appeared in print since the mid-18th century, purported by Western Europeans to be a Romanian word for vampire, inspiring some of horror fiction's best writers. No clear etymology exists, and while it's unknown whether the word's roots are actually Romanian, the vampire itself is an enduring element of Romanian folklore.



Paralytic Fear ❖ (divine, emotion, fear, incapacitation, mental) **Requirements** The nosferatu overlord's last action was a successful claw Strike; **Effect** The nosferatu drags the target of the Strike close and freezes its mind in terror. The target must attempt a Will save with a moderate DC for the nosferatu's level (*Gamemastery Guide* 66).

Critical Success The target is unaffected.

Success The target is immobilized by fear until the end of the nosferatu's next turn.

Failure The target is restrained and takes a –2 circumstance penalty to its Fortitude DC against the nosferatu's Drink Blood ability until the end of the nosferatu's next turn.

Critical Failure As failure, and the target is frightened 2.

Nosferatu Thrall Abilities

Any creature under a nosferatu's thrall gains the following abilities.

Fast Healing A nosferatu thrall gains fast healing 5 from being sustained by their master's blood.

Weaknesses The strain of being controlled wears on the nosferatu thrall's mind, giving them weakness 10 to mental damage.

Mindbound (divine, enchantment) A nosferatu master exerts a fierce hold over their thrall's mind. If any creature other than the thrall's master targets them with an effect that would give them the controlled condition, the thrall's master rolls a counteract check against it using their Dominate DC - 10 as the counteract check modifier.

Mortal Shield ↷ **Trigger** The thrall's master would take damage from a Strike or spell attack and is in an adjacent square; **Effect** The thrall throws themself in front of their master, taking half the damage of the attack (before applying any weaknesses or resistances). The thrall's master takes the remaining damage, applying any weaknesses or resistances as normal.

Rally ↷ **Trigger** The thrall ends their turn more than 30 feet away from their master; **Effect** The thrall Strides up to their Speed toward their master.

Nosferatu Thrall

Nosferatu thralls are mortals bound to a nosferatu's will. While thralls aren't undead, they stay alive through unnatural means: feeding on the blood of their masters.

Nosferatu Thrall **Creature 8**

UNCOMMON | NE | MEDIUM | HUMAN | HUMANOID

Perception +16

Languages Common

Skills Acrobatics +13, Athletics +14, Deception +15, Religion +14

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

Items *+1 striking greatclub*

AC 27; **Fort** +16, **Ref** +17, **Will** +14

HP 135, fast healing 5; **Weaknesses** mental 10

Mindbound

Mortal Shield ↷

Rally ↷

Speed 25 feet

Melee ❖ *greatclub* +19 (backswing, magical, shove), **Damage** 2d10+10 bludgeoning

Melee ❖ fist +18 (agile, nonlethal), **Damage** 2d6+10 bludgeoning

Swing Back ❖ **Frequency** once per round; **Requirements** The nosferatu thrall's last action was a greatclub Strike that missed; **Effect** The nosferatu thrall makes another greatclub Strike against the same target, using the previous Strike's multiple attack penalty.

Nosferatu Malefactor

Twisted by age and eternal hunger, nosferatu malefactors spread plague in their wake and yearn for mortal blood.

NOSFERATU MALEFACTOR CREATURE 10

UNCOMMON NE MEDIUM UNDEAD VAMPIRE

Perception +19; darkvision
Languages Aklo, Common, Necril; telepathy 60 feet (page 306)
Skills Acrobatics +21, Arcana +21, Athletics +19, Deception +17, Intimidation +19, Stealth +23
Str +5, **Dex** +7, **Con** +3, **Int** +7, **Wis** +5, **Cha** +3

AC 30; **Fort** +17, **Ref** +21, **Will** +19
HP 135, fast healing 10 (page 305), negative healing (page 305), plagued coffin restoration; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical wood)
Nosferatu Vulnerabilities

Speed 30 feet, climb 25 feet
Melee ❖ fangs +23 (finesse), **Damage** 2d12+11 piercing plus Drink Blood
Melee ❖ claw +23 (agile, finesse), **Damage** 2d10+11 piercing plus plague of ancients
Divine Innate Spells DC 29; **5th** *telekinetic haul* (×3)
Change Shape ❖ (concentrate, divine, polymorph, transmutation) DC 29
Command Thrall ❖ (auditory, divine, mental)
Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) DC 29
Drink Blood ❖ (divine, necromancy) When Drinking Blood, the nosferatu malefactor regains 13 HP.
Plague of Ancients (disease, virulent) DC 29

NOSFERATU OVERLORD

Millennia of feeding on the living can turn the most powerful nosferatus into creatures of indomitable will and walking terror.

NOSFERATU OVERLORD CREATURE 15

RARE NE MEDIUM UNDEAD VAMPIRE

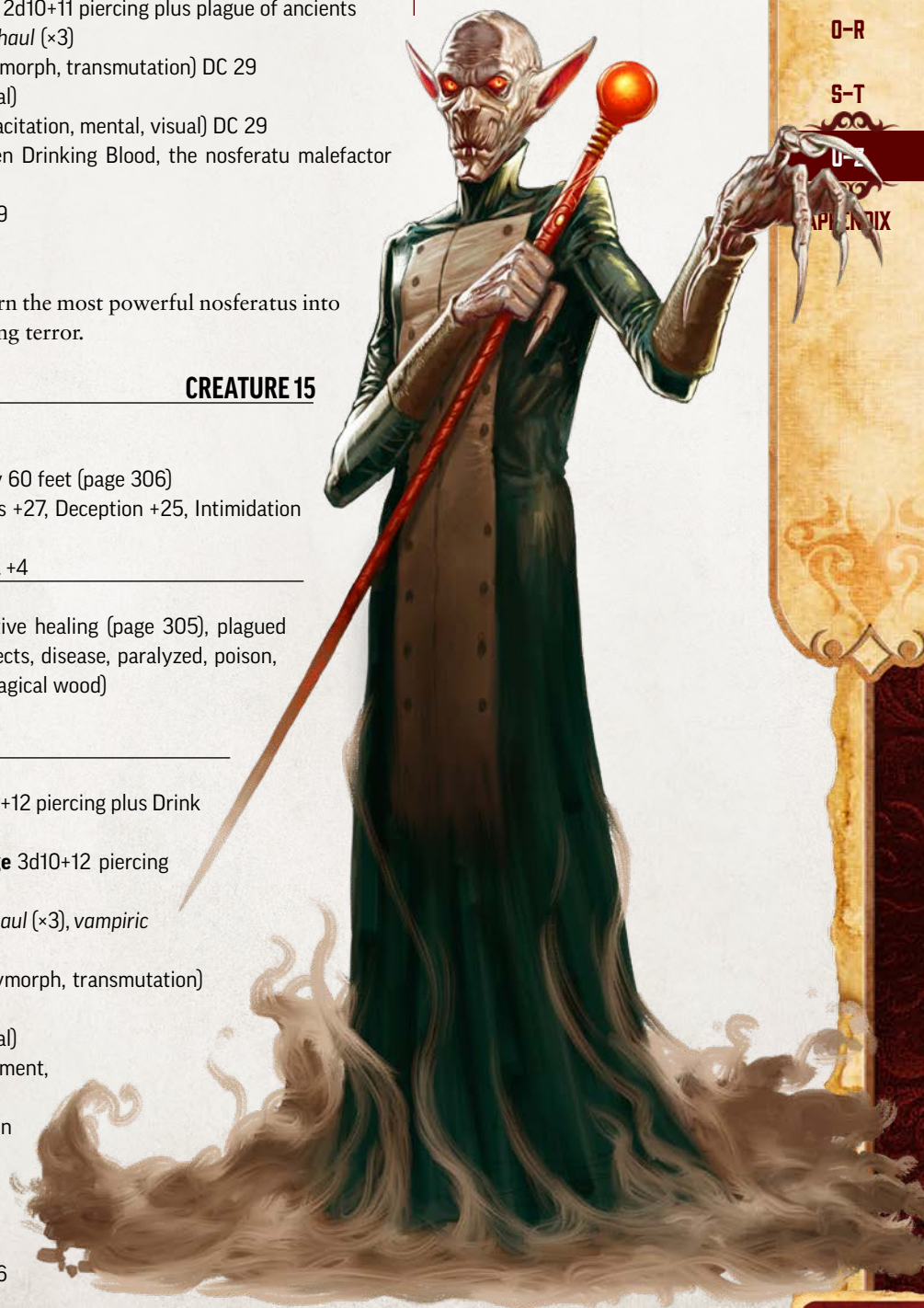
Perception +27; darkvision
Languages Aklo, Common, Necril; telepathy 60 feet (page 306)
Skills Acrobatics +29, Arcana +31, Athletics +27, Deception +25, Intimidation +27, Stealth +31
Str +6, **Dex** +8, **Con** +4, **Int** +8, **Wis** +6, **Cha** +4

AC 37; **Fort** +23, **Ref** +27, **Will** +29
HP 216, fast healing 15 (page 305), negative healing (page 305), plagued coffin restoration; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 15 (except magical wood)
Air of Sickness (aura) 30 feet, DC 33
Nosferatu Vulnerabilities

Speed 30 feet, climb 25 feet
Melee ❖ fangs +30 (finesse), **Damage** 3d12+12 piercing plus Drink Blood
Melee ❖ claw +30 (agile, finesse), **Damage** 3d10+12 piercing plus plague of ancients
Divine Innate Spells DC 36; **8th** *telekinetic haul* (×3), *vampiric exsanguination* (×2)
Change Shape ❖ (concentrate, divine, polymorph, transmutation) DC 36
Command Thrall ❖ (auditory, divine, mental)
Dominate ❖❖ (divine, enchantment, incapacitation, mental, visual) DC 36
Drink Blood ❖ (divine, necromancy) When Drinking Blood, the nosferatu regains 21 HP.
Paralytic Fear (divine, incapacitation, mental) DC 33
Plague of Ancients (disease, virulent) DC 36

AMONG THE LIVING

Though terrifying in appearance, nosferatus typically dwell among mortals. They might reside in a decrepit manor nestled in a quiet neighborhood. They may also occupy an abandoned castle, preying on weary travelers who mistake their lair as a haven from the elements.



The Hero and the King

Legend says a human hero beseeched a vanara army to help defeat an immortal rakshasa. After the enemy fell, the hero made a pact with the vanaras' king that should either of their peoples ever be threatened again by rakshasas, the other would come to their aid.

Vanara

Vanaras are monkey-like humanoids who dwell in treetop villages high in the canopies of lush jungles and verdant forests. Like the monkeys they resemble, vanaras manifest a wide variety of different fur colors, body types, and facial features, but they all have in common long, dexterous fingers and toes, as well as nimble and curious minds. Many of them learn to use their tails to capably manipulate objects.

Vanaras are a friendly people, but their boundless curiosity and love of pranks has a tendency to strain their relationships with other humanoids, and thus they usually make their homes far from urban areas. The majority of vanara settlements are found in southeastern Casmaron, among the lush jungles where they first originated. Devotion to monastic training and magical study has led to secondary populations forming in the Impossible Kingdom of Jalmeray, eastern Katapesh, and northeastern Nex. Nonetheless, young vanaras seized by wanderlust may roam far across the world, and travelers from many distant lands may in turn visit vanara communities in search of the wisdom of their elders and sages.

Vanara culture prizes order and discipline, leading to many vanaras studying monastic practices. They also value compassion, kindness, and community, whether that community is their own or one they're visiting. Most vanaras are quick to offer aid to those in distress and rarely hesitate in the face of evil, no matter the danger it presents. The leaders of vanara villages tend to be religious figures, or occasionally others possessing similar values and experience. Vanaras venerate Ragdya, the Sage of the Mountain, who encourages seeking enlightenment through worldly action and sees the virtues of pranks and humor.



Vanara Disciple — Creature 1

UNCOMMON | LG | MEDIUM | HUMANOID | VANARA

Perception +6; low-light vision

Languages Common, Sylvan, Vanara

Skills Acrobatics +7, Athletics +4, Stealth +7

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

Items bo staff, javelins (3)

Prehensile Tail The vanara can use their long, flexible tail to perform Interact actions requiring a free hand, even if both hands are otherwise occupied. Their tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and they can't use it to hold items.

AC 19; **Fort** +5, **Ref** +9, **Will** +8

HP 16

Speed 25 feet, climb 15 feet

Melee ❖ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+1 bludgeoning

Melee ❖ bo staff +4 (parry, reach 10 feet, trip), **Damage** 1d8+1 bludgeoning

Ranged ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+1 piercing

Divine Innate Spells DC 13; **1st** *pest form* (monkey only)

Flurry of Blows ❖ **Frequency** once per round; **Effect** The vanara disciple makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Spring Up ❖❖ **Requirements** The vanara disciple is prone; **Effect** The vanara Stands, then can immediately Step twice. The Stand action doesn't trigger reactions.

Vilderavn

In their true form, a vilderavn is a great raven with a wingspan of 6–8 feet. Adaptable shapeshifters, they can change to the fighting forms of a snarling wolf, a hybrid of both wolf and raven, and a tall humanoid in black armor with a massive greatsword. More sinister is their ability to assume a humanoid guise suited to insinuate themselves into the retinues of boastful mortal rulers. With historical knowledge and clever rumor-mongering, they goad the proud into squabbles, feuds, and ultimately wars. The vilderavn stays at the ruler's side until victory is within grasp, the war almost won, then exacts the cruel stroke of betrayal. Their magic turns the mortals against each other, and the vilderavn's sword falls swiftly.

VILDERAVN — CREATURE 16

RARE NE MEDIUM FEY

Perception +28; greater darkvision, *true seeing*

Languages Aklo, Common, Infernal, Sylvan; *tongues*

Skills Acrobatics +30, Athletics +32, Deception +29, Heraldry Lore +26, Society +24, Stealth +32, Warfare Lore +26

Str +8, **Dex** +6, **Con** +5, **Int** +4, **Wis** +4, **Cha** +7

AC 40; **Fort** +25, **Ref** +30, **Will** +28

HP 300; **Immunities** curses, death effects, drained, fear; **Weaknesses** cold iron 10

Aura of Disquietude (aura, emotion, fear, mental) 30 feet, DC 35. As frightful presence (page 305), plus a creature frightened by the aura becomes suspicious: it doesn't count any other creature as its ally and can't Aid or flank. On a critical failure, the creature also can't be a willing target for harmless or helpful magic.

Attack of Opportunity ↷

Speed 40 feet, fly 120 feet

Melee ❖ *greatsword* +34 (magical, versatile P), **Damage** 3d12+16 slashing plus bloodbird

Melee ❖ jaws +32 (magical), **Damage** 3d8+16 piercing plus bloodbird

Melee ❖ talon +32 (agile, magical), **Damage** 3d8+16 slashing plus bloodbird

Occult Innate Spells DC 37; **8th** *ethereal jaunt, suggestion*; **5th** *crushing despair* (at will), *modify memory*, *outcast's curse* (at will), *suggestion* (at will); **Constant (6th)** *tongues, true seeing*

Bloodbird (curse, occult) A creature hit by a vilderavn's melee attack becomes cursed. It takes 2d6 persistent bleed damage that's difficult to stanch. The DC to stop the bleeding using Administer First Aid is 35, and healing the creature to full HP doesn't automatically end the bleeding. Removing the curse ends the bleeding.

Change Shape ❖ (concentrate, occult, polymorph, transmutation; page 304) The vilderavn takes on the appearance of a Small or Medium humanoid, wolf, dire wolf, or hybrid with both raven and wolf parts. The vilderavn can only use their jaws attack when in a form with a wolf's head, and their talon attack in a form with raven qualities. They can instead assume their raven knight form: a Medium humanoid in black full plate carrying a greatsword. They can use their jaws or talon Strikes only in a form that has that body part, and their greatsword only in knight form.

Souleater (necromancy, occult) If the vilderavn kills a humanoid target with a critical hit using their jaws Strike, they rip out and devour the target's heart and soul as part of the attack. While the target is dead, the vilderavn can Change Shape into the target's form, gaining a +4 status bonus to Deception checks to impersonate the target. If magic would resurrect the creature, the caster must succeed at a DC 34 counteract check to extract the target's soul from the vilderavn; otherwise, the spell fails.

CREATION OF THE VILDERAVNS

Legends say vilderavns were created by a fey lord as a weapon against those who ruined the land with their iron armaments. Vilderavns would exploit the hubris of mortals and devour their souls after death. With this goal, the vilderavns hid in various forms to watch and learn human ways, and executed their calling with great subtlety but no mercy. No mortal knows if this legend is true or spread by vilderavns to imply a purpose for their heartless cruelty.



Toxicity

Although the idea that vishkanyas are able to administer their venom at a mere touch is a myth, some powerful vishkanyas can concentrate their innate toxins, resulting in more potent venom, or venoms that have different effects.

Vishkanya

From a distance, vishkanyas share more than a passing resemblance to humans. However, a closer inspection reveals ophidian eyes with gold or white coloring, a forked tongue, and tiny, smooth scales set in serpentine patterns atop their skin. Even so, most onlookers assume these features to be an indicator of tiefling heritage or draconic magic, never suspecting how truly unusual the subject of their speculation is.

Among outsiders, little is known of the vishkanya ancestry other than that a vishkanya carries a potent venom within their blood and saliva, knowledge which has led to widespread fear and distrust. To avoid persecution, vishkanyas entrench themselves deep into their chosen societies and train in the arts of subtlety. Drawn to work that allows them to put their skills to good use, vishkanyas often take the roles of spy, mercenary, bodyguard, and even assassin. Some of the best-known guilds in the world employ vishkanyas, including the paired Assassins' Guild and Poisoners' Guild of Daggermark in the River Kingdoms, the implacable Red Mantis Assassins, and the famed Grand Sarret academy for courtiers in the Impossible Kingdom of Jalmeray. In most cases, these employers know their employee's true identity, but not always.

Due to the measures they must take to ensure their survival, vishkanyas don't congregate openly. Instead, they meet in secret, creating support networks and advisory bodies. Leading these gatherings are the most respected of vishkanya women, who work diligently to keep their ancestry and traditions alive. These underground communities are slow to spread, and leaving them means abandoning what little social and cultural support a vishkanya has. As a result, very few vishkanyas have emigrated from their Vudran homelands into the Inner Sea region or other lands.



Vishkanya Infiltrator — Creature 3

RARE N MEDIUM HUMANOID VISHKANYA

Perception +10; low-light vision

Languages Common, Vishkanyan

Skills Acrobatics +9, Athletics +7, Deception +11, Diplomacy +9, Society +7, Stealth +11, Thievery +9

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

Items disguise kit, kukri, leather armor, shuriken (10), thieves' tools

AC 19; **Fort** +6 (+8 vs. poisons), **Ref** +11, **Will** +8

HP 45

Speed 25 feet

Melee ❖ kukri +11 (agile, finesse, trip), **Damage** 1d6+4 slashing

Ranged ❖ shuriken +11 (agile, thrown 20 feet), **Damage** 1d4+4 piercing

Envenom ❖ **Frequency** once per day; **Effect** Using either saliva or blood, the vishkanya applies vishkanyan venom to one weapon they're holding. To use their blood, they must be injured, or they can deal themselves 1 slashing damage as part of the action.

Flexible The vishkanya infiltrator is adept at dealing with tight situations. They have a +1 circumstance bonus to checks to Escape.

Proficient Poisoner The vishkanya infiltrator doesn't lose the poison on a weapon due to a critically failed Strike.

Sneak Attack The vishkanya deals 1d6 extra precision damage to flat-footed creatures.

Vishkanyan Venom (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and flat-footed (1 round); **Stage 3** 1d4 poison damage, flat-footed, and a –5-foot penalty to Speed (1 round)

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APPENDIX

Vulture

Recognizable at a distance by their black feathers and bald necks, vultures drift along air currents looking for carrion to serve as their next meal. Often grouping in committees of four or five, these scavengers wheel above battles and plague-stricken towns, eager to feed. This feeding cycle plays an important role, especially in hot regions, as their particularly potent stomach acid neutralizes dangerous bacteria in their meals and thus removes it from the environment.

A giant vulture has a wingspan of up to 25 feet across and weighs up to 600 pounds. Less common than their smaller cousins, they typically live in areas that support a number of megafauna species. While imposing and certainly dangerous when provoked, even giant vultures are not hostile by nature, preferring to feast on the kills of others. They are more likely to vomit their last meal as a distraction while they flee than to attack other creatures. However, during particularly lean times, starving groups of giant vultures might work in unison to make a meal of livestock.

Giant vultures occasionally form parasitic relationships with larger creatures such as dragons or giants, picking at the remains of an unattended or forgotten meal. Crafters who use bones in their work have come to value this type of behavior. Flensing a creature properly is far slower than letting a committee of vultures strip the carcass and leave behind a clean skeleton. As food-motivated predators, younger vultures raised this way can be made to imprint upon owners, leading to a trend of keeping them as unusual pets.

While not magical in nature, vulture talons are traditionally used as charms in healing and removing disease, stemming from an old belief that the raptors were immune to the filth in which they strode. While this belief isn't strictly true, vultures do have several unique adaptations to avoid common diseases that would take out predators or even other scavengers. Due to their size, giant vulture talons in particular are sometimes used to craft weapons in regions where other resources are scarce.

Giant Vulture — Creature 3

N LARGE ANIMAL

Perception +12; low-light vision
Skills Athletics +10, Stealth +9
Str +3, **Dex** +2, **Con** +4, **Int** –4, **Wis** +1, **Cha** –1

AC 18; **Fort** +13, **Ref** +9, **Will** +6
HP 50; **Immunities** sickened

Speed 10 feet, fly 35 feet
Melee ❖ beak +10, **Damage** 1d10+5 piercing plus carrion fever
Melee ❖ talon +10 (agile), **Damage** 1d8+5 slashing
Carrion Fever (disease) The sickened condition from carrion fever can't be reduced while the affliction remains; **Saving Throw** DC 18 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 and fatigued (1 day); **Stage 2** sickened 1, slowed 1, and fatigued (1 day)
Projectile Vomit ❖ **Frequency** once per hour; **Effect** The giant vulture vomits up its last meal on a creature within 10 feet. The creature takes 3d6 acid damage with a DC 20 basic Fortitude save. On a failed save, the target is also sickened 1.

Divine Scavengers

Despite their reputation for being carriers of disease, vultures are revered in some cultures. In the hot climate of northern Garund, they provide a service by eating and carrying away corpses that spoil quickly in the harsh sun. Entities with vulture-like features appear in writings from ancient Osirion, standing watch over pharaohs in life and death. In less wholesome folklore, they can be seen as harbingers of death and decay, making them favored symbols among followers of Lamashtu and Urgathoa.



Wayang Whisper-Song

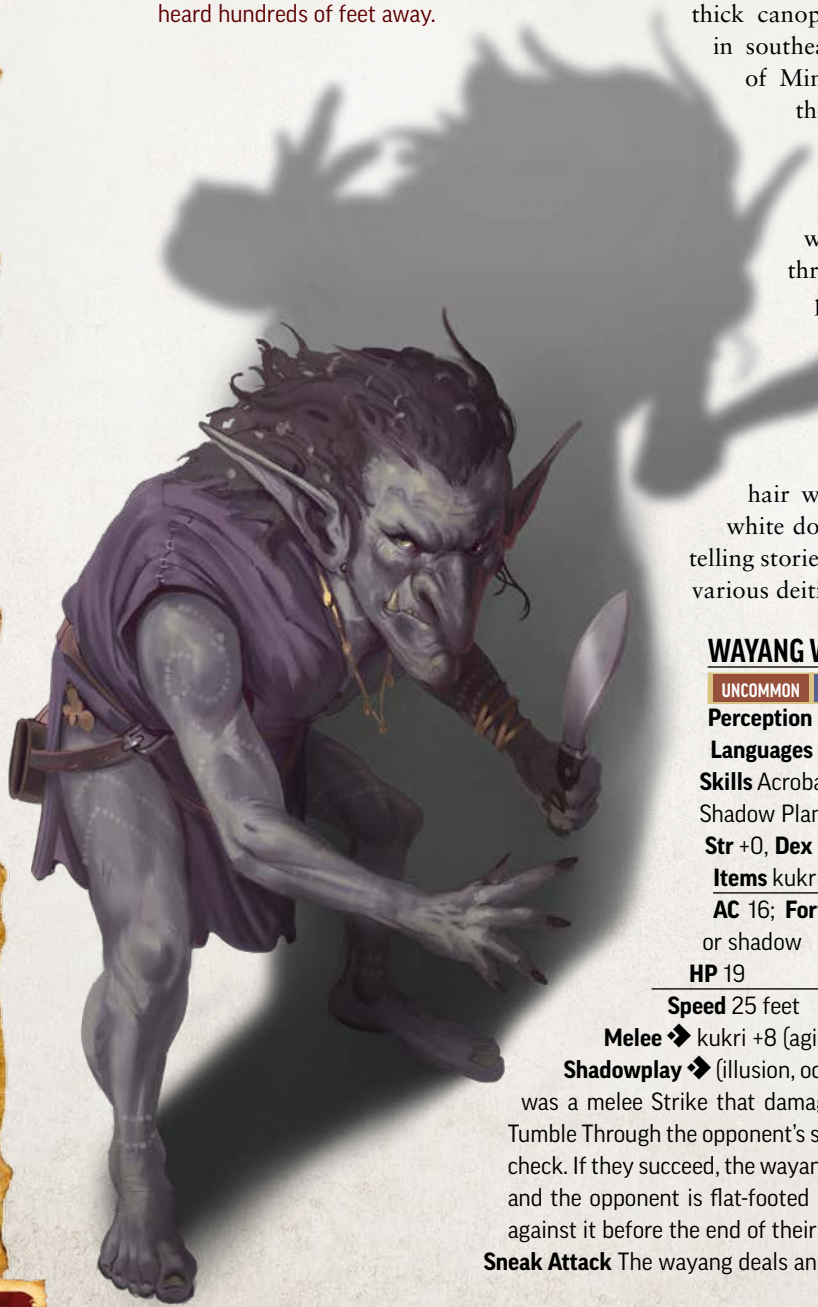
Wayangs are used to living in hiding, and their arts and culture have adapted accordingly. As a consequence, wayangs prefer quiet performances to loud ones. Regardless, they love to sing, and so have created an art form known as wayang whisper-song. Wayang musicians are skilled at singing in frequencies and registers that vary from soft tones the audience might feel only as vibrations on their skin to resonant whispers that can be heard hundreds of feet away.

Wayang

In hushed tones, superstitious people tell their children stories of wayangs—living shadows who come out at night to eat misbehaving children. Mostly, these stories are just fictions of fearful minds, but it's true that wayangs were originally creatures of shadow, straddling the edge between light and darkness. The ancestors of modern day wayangs set out on a great exodus some 10,000 years ago, leaving their native Shadow Plane to seek out a new home. On Golarion, they found a great cataclysm had blocked out the sun behind a cloud of smoke and ash, enshrouding the planet in a seemingly endless night, and here they made their new home. When the light returned, wayangs retreated into what shadowy places they could find, avoiding contact with humans and other peoples of the light, who viewed the small, gaunt beings as suspicious reminders of difficult times.

Many wayang groups are nomadic, though many other groups have sedentary communities. Some live in homes carved out of natural caves, where they create works of art from stalagmites and other natural features. Others live in treetop villages in rain forests where sunlight barely penetrates the thick canopy of the forest. Wayangs are most populous in southeastern Tian Xia, especially in the archipelago of Minata, also known as the Wandering Isles, but their travels can sometimes take them to even further lands.

Despite their sinister reputation and secretive nature, wayangs are joyous creatures who tell stories and express their emotions through whisper-singing, dancing, and shadow puppetry, enhancing their performances with shadow magic. Similarly, they weave shadow magic into their deadly fighting styles, but wayangs are not a violent people, usually fighting only to protect what's theirs. Wayangs decorate their stringy hair with beads and their dusky skin with tattooed white dots that form pictures, with each picture silently telling stories about their family's history or their worship of various deities of shadow.



Wayang Whisperblade — Creature 1

UNCOMMON | N | SMALL | HUMANOID | SHADOW | WAYANG

Perception +9; darkvision

Languages Common, Shadowtongue

Skills Acrobatics +7, Deception +4, Occultism +6, Performance +6, Shadow Plane Lore +6, Stealth +7, Thievery +7

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

Items kukri (2), leather armor

AC 16; **Fort** +6, **Ref** +9, **Will** +5; +1 to all saves vs. darkness or shadow

HP 19

Speed 25 feet

Melee ❖ kukri +8 (agile, finesse, trip), **Damage** 1d6 slashing

Shadowplay ❖ (illusion, occult, shadow) **Requirements** The wayang's last action was a melee Strike that damaged their opponent; **Effect** The wayang attempts to Tumble Through the opponent's space, with a +2 circumstance bonus to the Acrobatics check. If they succeed, the wayang leaves a shadowy afterimage in their original space, and the opponent is flat-footed against the next melee attack the wayang attempts against it before the end of their current turn.

Sneak Attack The wayang deals an extra 1d6 precision damage to flat-footed creatures.

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APPENDIX

Weasel

Weasels are lithe, clever predators known for both their beautiful, sleek fur and their ability to crawl into tight spaces. Pound for pound, few animals are as voracious as weasels. Insatiably hungry, they eat almost half their own weight each day, leading them to constantly hunt for new prey to satisfy their hunger.

WEASEL

Despite their small stature, weasels are skilled hunters. Nearly fearless in pursuit of food, they frequently kill creatures up to five times their own size. Their preferred tactic is to latch onto the back of their victim's neck and constrict with their jaws until the target dies. To keep themselves well fed, weasels kill more creatures than they need and stuff their victims into hollow logs or empty dens to eat later.

Scholars have observed weasels, both in the wild and captivity, perform a bizarre behavior in front of their prey. They rush about unpredictably, throw themselves to the ground, wriggle into and out of burrows, and generally appear to behave entirely irrationally. In response, their prey becomes confused or seemingly hypnotized, which gives the weasel an opportunity to dash forward and strike a killing blow.

A typical weasel is 12 inches long and weighs less than a pound.

WEASEL CREATURE –1

N TINY ANIMAL

Perception +4; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +5 (+7 to Escape), Athletics +4, Stealth +5
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +0, **Cha** +1
Lithe A weasel treats any tight space it can barely fit its head in or wider as difficult terrain and doesn't need to Squeeze to move through it.

AC 15; **Fort** +4, **Ref** +7, **Will** +2
HP 7

Speed 25 feet
Melee ❖ jaws +7 (agile, finesse), **Damage** 1d4+2 piercing plus Grab (page 305)
Constrict ❖ 1d4 piercing, DC 15 (page 304)

MEGALICTIS

These giant weasels are driven by the same hunger that plagues their smaller cousins, but because of their much larger size, they can quickly devastate the wildlife in an environment. They tend to avoid humanoids but have been known to attack if driven by hunger or fear.

A megalictis uses the same constricting bite as smaller weasels, remaining attached even if other creatures attack. Given their remarkable stature, a megalictis can take down sizable prey, including horses and even the occasional bear, if the opportunity presents itself.

A megalictis can grow to be 5 feet long and weighs around 150 pounds.

MEGALICTIS CREATURE 3

N MEDIUM ANIMAL

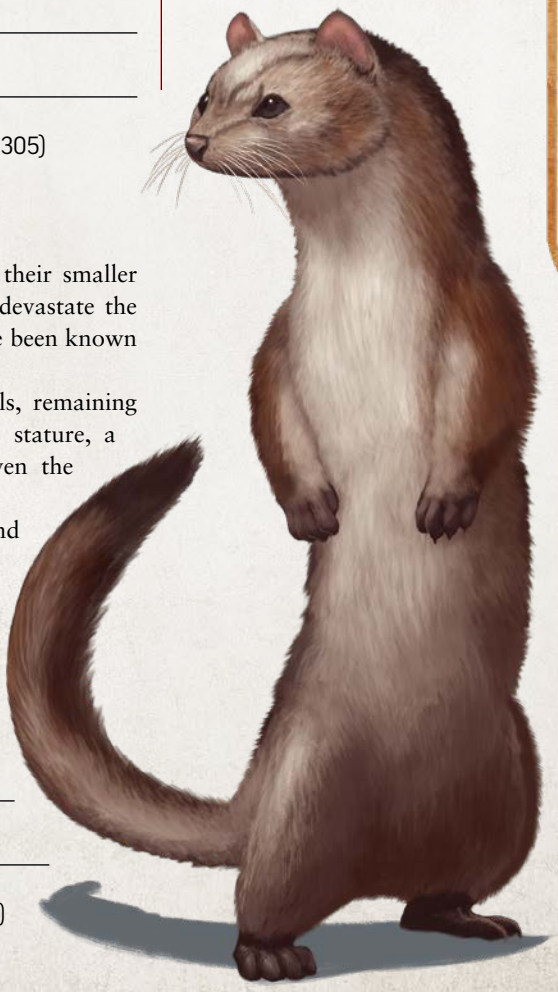
Perception +10; low-light vision, scent (imprecise) 60 feet
Skills Acrobatics +9 (+13 to Escape), Athletics +8, Stealth +9
Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0
Lithe As weasel.

AC 19; **Fort** +8, **Ref** +11, **Will** +6
HP 42

Speed 25 feet
Melee ❖ jaws +11 (finesse), **Damage** 1d12+5 piercing plus Grab (page 305)
Melee ❖ claw +11 (agile, finesse), **Damage** 1d10+5 slashing
Constrict ❖ 1d12+2 piercing, DC 20 (page 304)

WEASEL MUSK

Weasels have a particularly strong musk that they use to mark their territories. This primarily discourages other weasels from competing for prey, but it can also be used to discourage predators. It's certainly effective against trappers and fur traders, who find the smell nearly impossible to remove from the pelts, and thus trappers favor the closely related stoat (also known as an ermine), which has similarly soft fur but less pungent defenses.



Werebat Colonies

Werebats sometimes methodically curse an entire community to form a terrifyingly large werebat colony. In elaborate covert initiation ceremonies, newly cursed members are given shocking proof of their new monstrous nature and sworn to loyalty and secrecy under threat of exposure or death. Since they're easily mistaken for vampires, these werebats sometimes warn new werebats to avoid such things as direct sunlight in order to confuse monster hunters or lull foes into a false sense of understanding.

Werecreature

Werecreatures are humanoids who transform into animals and animal-humanoid hybrids under the light of the full moon. The 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 (*Core Rulebook* 503) . 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 (or a similar Strike) by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.



Werebat

Werebats form organized colonies of opportunistic hunters. They aren't shy about transforming creatures to add to their colony, whom they initiate with elaborate social ceremonies and bloody hazing. The curse of the werebat gives them a strong urge to prey upon on weaker, lonely creatures. True werebats are often unusually tall and thin, with angular features. In combat, werebats favor their unarmed attacks because they can't fly while wielding weapons in their wings.

WEREBAT

CREATURE 2

NE MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +9; echolocation (precise) 40 feet, low-light vision
Languages Common; bat empathy
Skills Acrobatics +8, Athletics +6, Deception +4, Society +5, Stealth +8
Str +2, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0
Items dagger (3), studded leather
Bat Empathy (divination, primal) A werebat can communicate with bats.
Echolocation A werebat can use their hearing as a precise sense at the listed range.

AC 18; **Fort** +9, **Ref** +10, **Will** +7
HP 35; **Weaknesses** silver 5
Wing Thrash ↻ **Trigger** An adjacent enemy damages the werebat; **Effect** The werebat makes one or two wing Strikes, each against a different adjacent creature.

Speed 25 feet, fly 25 feet
Melee ❖ fangs +10 (finesse), **Damage** 1d8+4 slashing plus curse of the werebat
Melee ❖ wing +10 (agile, finesse), **Damage** 1d6+4 bludgeoning
Melee ❖ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+4 piercing
Ranged ❖ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing
Change Shape ❖ (concentrate, polymorph, primal, transmutation) Human with fist for 1d4+2 bludgeoning and no fly Speed, or Medium giant bat with Speed 15 feet and fly 30 feet.
Curse of the Werebat (curse, necromancy, primal) **Saving Throw** DC 15 Fortitude
Moon Frenzy (polymorph, primal, transmutation)

WERECROCODILE

The curse of the werecrocodile instills powerful hunger, urges violent displays of dominance, and amplifies greed.

WERECROCODILE

CREATURE 2

NE LARGE BEAST HUMAN HUMANOID WERECREATURE

Perception +7; low-light vision
Languages Common; crocodile empathy
Skills Athletics +8, Intimidation +7, Stealth +5 (+8 in water)
Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1
Items hatchet (3), leather armor
Crocodile Empathy (divination, primal) A werecrocodile can communicate with alligators, caimans, and crocodiles.
Deep Breath A werecrocodile can hold their breath for about 2 hours.

AC 16; **Fort** +9, **Ref** +5, **Will** +9
HP 55; **Weaknesses** silver 5

Speed 25 feet, swim 25 feet
Melee ❖ jaws +10, **Damage** 1d10+4 piercing plus curse of the werecrocodile and Grab (page 305)
Melee ❖ tail +10 (agile), **Damage** 1d6+4 bludgeoning
Melee ❖ hatchet +10 (agile, sweep), **Damage** 1d6+4 slashing
Ranged ❖ hatchet +7 (agile, sweep, thrown 10 feet), **Damage** 1d6+4 slashing
Aquatic Ambush ❖ 30 feet (page 304)
Change Shape ❖ (concentrate, polymorph, primal, transmutation) Medium human with fist for 1d4+2 bludgeoning, or crocodile with jaws for 2d6+4 piercing.
Curse of the Werecrocodile (curse, necromancy, primal) **Saving Throw** DC 15 Fortitude
Moon Frenzy (polymorph, primal, transmutation)
Twisting Thrash ❖ **Requirements** The werecrocodile has a creature grabbed; **Effect** The werecrocodile makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If this Strike hits, it also knocks the target prone. If it fails, the werecrocodile releases the target.

CREATING WERECREATURES

Werecreatures are complex monsters capable of shifting between three different forms and 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*. Rules for PCs or NPCs with werecreature abilities are found on page 81 of the *Pathfinder Lost Omens Ancestry Guide*.



By Any Other Name

Wizard sponges appear in a variety of places, and their names vary just as much as their appetites. Some refer to them as "wizard's broom," while others reference their origins with the name "sloth's folly." Those found in crypts have come to be known ironically as "caretakers," and underwater denizens refer to the aquatic variety as "surface sponge."

Wizard Sponge

This strange type of fungus colony takes its name from its initial purpose: the wizard who first developed it sought a means to keep her tower clean from residue both mundane and magical. Wizard sponge does just that, dutifully cleaning its vicinity by devouring dust, organic debris, and even the decaying bodies of fallen creatures. Its designer intentionally crafted the fungus to not merely resist but be healed by fire, intended as an additional safety feature, and most varieties have a convenient side effect of being edible once slain. Unfortunately, the fungus also developed an unexpected ability to magically mutate over time, which eventually led to its escape and independent propagation.

Wizard sponge colonies of various sizes and shapes now thrive in dungeons, caverns, sewers, abandoned castles, crypts, and even the basements of some occupied dwellings. They often carry along bits of partially consumed material with them, such as clothing, limbs, and adventuring gear—sometimes even valuable treasures! An individual colony typically takes on distinctive properties based on what it's consumed in its environment; a variety living in a necromancer's crypt might acquire the undead's affinity for negative energy, for example.

Variant Sponges

Many types of wizard sponge exist, as an individual colony takes on distinctive properties based on what they've consumed in their environment.

Crypt: The wizard sponge gains negative healing.

Fey Domain: The wizard sponge gains weakness 5 to cold iron, increases its Speed and climb Speed to 30 feet, and develops a strangely capricious growth pattern despite being mindless, such as growing in the pockets of a creature's clothing before devouring it.

Fiendish Temple: The sponge gains weakness 5 to good damage, and Swarming Slither deals an extra 1d6 evil damage.

Toxic Lair: Swarming Slither deals 1d10 acid damage and 1d10 poison damage. If this variety is eaten, it deals 1d6 persistent poison damage.

Underwater: The sponge grows as an aquatic fungus, gaining a swim speed of 20 feet.



Wizard Sponge — Creature 5

N | Large | Fungus | Mindless | Swarm

Perception +10; no vision, tremorsense 60 feet

Skills Athletics +12, Stealth +13 (+15 amid decaying plant matter or fungus)

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

AC 20; **Fort** +14, **Ref** +13, **Will** +8

HP 65; **Immunities** critical hits, fire, mental, precision, visual; **Weaknesses** area damage 5, splash damage 5; **Resistances** piercing 5, slashing 5

Fire Healing Anytime a wizard sponge would take fire damage, it instead regains 1d8 Hit Points (regardless of the amount of damage the fire effect would have caused).

Speed 20 feet, climb 20 feet; suction

Swarming Slither ❖ The wizard sponge slithers over each creature in its space, dealing 2d10 acid damage (DC 20 basic Reflex save). A creature that critically fails is sickened 1.

Suction Wizard sponges can climb on ceilings and other inverted surfaces.

Weak Acid Wizard sponge acid damages only organic material—not metal, stone, or other inorganic substances.

Wolliped

Wollipeds are large, docile herd animals found in the snowy foothills of large mountains. Their eight legs give them sure footing even in icy terrain, and they grow thick, warm fleece as protection against the elements.

Arctic ranchers have been breeding wollipeds for hundreds of years, as the gentle creatures take well to domestication and make plentiful, hardy sources of meat, milk, and wool. The creatures also provide sure-footed transport in difficult mountain regions, and they can even be trained for plowing and hauling if necessary.

As a result of their widespread domestication, few are found in the wild. Young wollipeds have weak vision during their first few weeks and habitually follow any larger creature that walks by. Usually, these young wollipeds become attached their rancher or parents, but on occasion a few might follow large wild creatures and wander off from their herd. This has led to feral wollipeds around the Kodar mountains in Irrisen that are much more aggressive than their domesticated cousins.

Wollipeds are extremely sturdy, and their docile temperaments make them excellent mounts for those traveling mountain passes. Some mountain settlements have further trained their wollipeds to fight. Battle-ready wollipeds are formidable enemies that pose a threat to even the most experienced of challengers—But even untrained, wollipeds are not defenseless. In addition to their long tusks, they have developed spitting as a way of communication and assault, and readily regurgitate a mixture of stomach acid and the remnants of their last meal to deter predators.

Few on Golarion realize that these arctic beasts are not native to their world. Wollipeds originated on the planet Triaxus, a world with a magically enhanced eccentric orbit around the same star as Golarion. During the centuries-long Triaxian winters, wollipeds play an integral role in many communities as food, wool, transportation, and even a simple form of companionship. During the equally extended tropical summers, wollipeds retreat to the polar extremes of their world to await the return of the long snows.

WOLLIPED — CREATURE 3

N LARGE ANIMAL

Perception +9; low-light vision (page 305), scent (imprecise) 30 feet
Skills Acrobatics +10, Athletics +10, Survival +9
Str +3, **Dex** +4, **Con** +4, **Int** –4, **Wis** +1, **Cha** +2

AC 19; **Fort** +10, **Ref** +12, **Will** +5; +2 circumstance vs. Shove and Trip
HP 55

Speed 35 feet; ice stride
Melee ❖ tusk +10, **Damage** 1d10+5 piercing
Melee ❖ hoof +10, **Damage** 1d8+5 bludgeoning
Ranged ❖ spit +12 (range increment 30 feet), **Damage** 1d8+2 bludgeoning
Ice Stride A wolliped isn't impeded by difficult terrain caused by snow or ice, nor does it need to attempt Acrobatics checks to keep from falling on slippery ice.
Regurgitated Wrath ❖ **Frequency** once per hour; **Effect** The wolliped regurgitates the contents of its stomach and spits them at the target, dealing 2d6 bludgeoning damage and 2d6 acid damage. The target attempts a DC 20 basic Reflex save, and on a failure also becomes sickened 1 (sickened 2 on a critical failure).
Trample ❖❖❖ Medium or smaller, hoof, DC 20 (page 306)

WARM FUZZIES

Once a year, wollipeds are shorn and their fleece is spun into massive skeins of yarn. This yarn is mostly sold to surrounding villages, but savvy ranchers sell their fleece as far out as Whitethrone in Irrisen and throughout several of the kingdoms in the Lands of the Linnorm Kings. Wolliped fiber takes well to dyeing methods, and the yarn is easy to knit into complex patterns. Some villages have competitions to make the most elaborate sculptures out of their wolliped yarn.





Wyrmwraith

Wyrmwraiths rise from the souls of dragons who refuse to accept death or have an irrational fear of the afterlife.

Wyrmwraith

Though they refused to accept death, wyrmwraiths nonetheless despise their new undead condition. Indeed, lacking in all motivation to collect treasure, a wyrmwraith instead fixates on their hatred of all living things (especially dragons) and their own self-loathing. A wyrmwraith blights the land with their very presence, spreading slowly until their lair becomes a lifeless wasteland haunted by other undead.

Wyrmwraith — Creature 17

RARE | CE | GARGANTUAN | DRAGON | INCORPOREAL | UNDEAD | WRAITH

Perception +29; darkvision, lifesense 120 feet (page 305)

Languages Common, Draconic, Necril

Skills Acrobatics +30, Arcana +30, Intimidation +33, Religion +33, Stealth +33

Str –5, **Dex** +9, **Con** +0, **Int** +7, **Wis** +7, **Cha** +9

AC 39; **Fort** +29, **Ref** +32, **Will** +32

HP 280, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 20 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33 (page 305)

Sunlight Powerlessness A wyrmwraith in sunlight is clumsy 2 and stunned 2.

Positive Energy Transfer ↻ (conjuration, divine) **Trigger** The wyrmwraith succeeds at a saving throw to resist positive damage but still takes damage; **Effect** The wyrmwraith transfers all positive damage from the effect to a single undead creature of their choice within 120 feet that they control or that's friendly or helpful to them.

Speed 50 feet, fly 80 feet

Melee ❖ spectral jaws +34 (reach 20 feet), **Damage** 3d12+17 negative plus drain life

Melee ❖ spectral claw +34 (agile, reach 15 feet), **Damage** 3d8+17 negative plus divine dispelling and drain life

Divine Innate Spells DC 35; **8th** *charm* (undead targets only); **7th** *divine wrath* (×3), *finger of death*; **6th** *vampiric exsanguination*; **4th** *charm* (×3; undead targets only), *darkness*; **3rd** *bind undead* (at will)

Divine Rituals DC 35; *create undead* (8th)

Breath Weapon ❖❖ (divine, necromancy, negative) The wyrmwraith unleashes a burst of negative energy that deals 18d6 negative damage to all creatures in a 60-foot cone (DC 38 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Divine Dispelling (abjuration, divine) A wyrmwraith's claws rend divine magic. Whenever a wyrmwraith hits a creature with a spectral claws Strike, the wyrmwraith can attempt a Religion check to counteract an ongoing divine spell effect on the creature.

Draconic Frenzy ❖❖ The wyrmwraith makes two claw Strikes and one jaws Strike in any order.

Drain Life (divine, necromancy) When a wyrmwraith deals damage to a living creature with a spectral jaws or spectral claw Strike,

the wyrmwraith gains 18 temporary Hit Points, and the creature must succeed at a DC 38 Fortitude save or become drained 2. Further damage dealt by the wyrmwraith's spectral jaws or spectral claws Strikes increases the value of the drained condition by 2 on a failed save, to a maximum of drained 4.

Ectoplasmic Form ❖ (divine, necromancy) A wyrmwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. The wyrmwraith loses the incorporeal trait for 1d4 rounds, though they can return to their incorporeal form as a free action before then. Once this ability ends, the wyrmwraith can't use this ability again for 1d4 rounds. While in their ectoplasmic form, the wyrmwraith's AC increases to 43 and they gain 100 temporary Hit Points. They lose their immunity to precision damage and all of their resistances. Their melee Strikes deal slashing and piercing damage, respectively, instead of negative damage.

Phase Lurch ❖ (divine, move) **Requirements** The wyrmwraith is in their ectoplasmic form; **Effect** As the Stride action, but the wyrmwraith can pass through walls or material obstacles as though they were incorporeal. They must begin and end their movement outside of any physical obstacles, and passing through solid material is difficult terrain.

ELDER WYRMWRAITH

The most powerful of these monsters, elder wyrmwraiths, sometimes form spontaneously from legendary dragons haunted by an irrational fear of the afterlife, but most have simply existed for over a thousand years, growing in power all the while.

ELDER WYRMWRAITH — CREATURE 23

RARE | CE | GARGANTUAN | DRAGON | INCORPOREAL | UNDEAD | WRAITH

Perception +40; darkvision, lifesense 120 feet (page 305)

Languages Common, Draconic, Necril

Skills Acrobatics +38, Arcana +38, Intimidation +43, Religion +43, Stealth +43

Str –5, **Dex** +11, **Con** +0, **Int** +9, **Wis** +9, **Cha** +11

AC 49; **Fort** +32, **Ref** +38, **Will** +42

HP 450, negative healing (page 305); **Immunities** as wyrmwraith; **Resistances** all 25 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 46 (page 305)

Sunlight Powerlessness As wyrmwraith.

Positive Energy Transfer ↻ As wyrmwraith.

Speed 50 feet, fly 100 feet

Melee ❖ spectral jaws +42 (reach 20 feet), **Damage** 4d12+23 negative plus drain life

Melee ❖ spectral claw +42 (agile, reach 15 feet), **Damage** 4d8+23 negative plus divine dispelling and drain life

Divine Innate Spells DC 46; as wyrmwraith plus **10th** *miracle*

Divine Rituals DC 46; *create undead* (10th), *imprisonment* (10th)

Breath Weapon ❖❖ As wyrmwraith, but 24d6 negative damage, a 90-foot cone, and DC 46.

Consume Souls ❖❖ (divine, death, incapacitation, necromancy) The elder wyrmwraith inhales sharply, sucking in the souls of nearby creatures. Each creature in a 60-foot cone must attempt a DC 46 Will save. The elder wyrmwraith can't Consume Souls again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature becomes doomed 1.

Failure The creature becomes doomed 2 and takes 100 negative damage.

Critical Failure The creature is slain. As long as the wyrmwraith still exists, the slain creature can't be returned to life through any means.

Divine Dispelling As wyrmwraith.

Drain Life As wyrmwraith, but 24 temporary Hit Points and DC 46.

Draconic Frenzy ❖❖ As wyrmwraith.

Ectoplasmic Form ❖ As wyrmwraith, except AC 52 and 125 temporary Hit Points.

Phase Lurch ❖ As wyrmwraith.

ANCIENT WYRMWRAITHS

The most powerful wyrmwraiths survive for millennia, typically by hiding in remote caverns or wastelands and enacting their far-reaching plots through proxies. Some elder wyrmwraiths dedicate themselves to the pursuit of learning, but they typically only crave knowledge that grants advantages against their enemies.

Secrets of Creation

When the wyrwoods rebelled against their creators, they took the secret of their creation for themselves. Now, only they know how to make more of their kind. Scholars believe the process involves a lengthy, complex ritual that melds a wyrwood's wooden body with the magical focus stone that acts as their heart—but by guarding these secrets, wyrwoods ensure that none of them will ever be created in slavery again.

Wyrwood

Originally created as sapient magical servants, wyrwoods reclaimed the means to make more of their kind from their oppressive originators; now, they fiercely defend their freedom and autonomy. These small, nimble living machines rely on their wits and speed to evade foes and gather information. Most wyrwoods are precise and calculating, to the point that many outsiders perceive them as unfeeling, but they're also highly curious and passionate about matters that pique their interest. Regardless of personal agenda, wyrwoods prioritize the survival of their people above all else, even to the detriment of others when necessary.

Despite gaining their freedom, wyrwoods struggle to establish a home in Avistan. Some Avistani still view wyrwoods as tools of a secretive cabal, while others consider them traitorous servants who turned on their creators. Fearing for their safety, many wyrwoods fled the Inner Sea region to create a new home in Arcadia. In the coastal city of Segada, wyrwoods live in relative peace and safety, but they still prefer insular lifestyles.

Given their extreme self-reliance, wyrwoods have learned a degree of adaptability that far surpasses that of other cultures. When a wyrwood community finds itself in need of a specific skill or function, a member of the community—either a volunteer or one selected communally—takes it upon themself to learn the required abilities. They don't view any task as lesser or demeaning, as hubris is foreign to a wyrwood's construct nature.

A wyrwood's soul is tied to the magical stone that serves as their heart, which sometimes survives even when their construct body perishes. Another wyrwood might take the surviving heart from a close companion and incorporate it into their own body. In some cases, multiple wyrwoods might live on in a single body.



Wyrwood Sneak

Wyrwood sneaks specialize in moving unseen behind enemy lines, performing reconnaissance and quietly eliminating threats.

Wyrwood Sneak **Creature 1**

RARE | N | SMALL | CONSTRUCT | WYRWOOD

Perception +6; darkvision

Languages Common, plus one regional language

Skills Acrobatics +7, Arcana +5, Deception +7, Society +5, Stealth +7

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

Items buckler (Hardness 3, HP 6, BT 3), shortsword

AC 17; **Fort** +3, **Ref** +9, **Will** +8

HP 16; **Immunities** bleed

Living Machine Though their body is an organic construct, a wyrwood is a living creature. They're not immediately destroyed when reduced to 0 HP, but rather fall unconscious and eventually die. They don't need to eat or drink. They can be targeted by effects that target living creatures or that target constructs.

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

Speed 20 feet

Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

Sneak Attack The wyrwood deals an additional 1d6 precision damage to flat-footed creatures.

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Yithian

Yithians are strange creatures, defined not by their physical bodies but by their ancient, disembodied minds. As a people, yithians devote themselves to the acquisition of knowledge above all else. They project their minds across the cosmos and take over a creature's body, living within and observing the creature's culture. The yithians then reverse the process and return to their communities, recording all they learned in massive tomes crafted of strange, metal alloys.

Yithians erase their hosts' memories of time spent in their bodies; however, these hosts occasionally recall odd images, usually during dreams. These recollections often involve a vast city from which great black towers rise, filling the viewer with dread. Few hosts realize these vague memories harken to their time spent in the yithian's body, when they wandered that alien city.

Four flexible and retractable appendages radiate from the top of a yithian's cone-shaped body, two of which end in sharp pincers, which they click and move to communicate, while the third ends in a cluster of funnel-shaped sensory organs. A spherical "head" rounded by three evenly-spaced eyes tops the fourth appendage. Tentacles dangling beneath this head allow for fine manipulation that the large pincers can't manage, while the crown of tentacles rising from the top like strange flowers function as ears.

Immortality via Theft

Yithian's current conical forms aren't the species' original appearance. The creatures long ago learned how to forcibly swap minds with other creatures. Their more frequent use of this ability to observe and learn seems innocuous, but long ago, extinction threatened the species' original bodies and planet. To survive, yithians organized a mass mind swap with a species on another world, dooming those creatures' minds to die in their original bodies while yithians continued their existence in the cone-shaped forms they bear today.

YITHIAN — CREATURE 9

RARE LN LARGE ABERRATION

Perception +21; darkvision, thoughtsense (imprecise) 60 feet

Languages Aklo, Common, Yithian, 20 other languages; telepathy 100 feet (page 306)

Skills Arcana +19, Diplomacy +14, Nature +18, Occultism +21, Society +19

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

Thoughtsense (divination, mental, occult) The yithian senses all non-mindless creatures at the listed range.

AC 27, all-around vision (page 304); **Fort** +19, **Ref** +14, **Will** +20

HP 112; **Resistances** acid 10, cold 10, fire 10, physical 10

Speed 20 feet, climb 10 feet

Melee ❖ pincer +19 (agile, deadly d10), **Damage** 2d12+7 bludgeoning

Occult Innate Spells DC 28, attack +20; **7th** *possession* (see mind swap); **5th** *hypercognition*, *mind probe*, *mind reading* (at will), *mindlink* (at will), *modify memory* (×3), *paralyze*, *touch of idiocy*

Mind Swap When a yithian successfully casts *possession*, they exchange their mind and soul with the target. Each creature takes control of the other's body. This effect lasts until the yithian Dismisses the spell or they're forced out by any effect that ends *possession*. When the effect ends, each creature's mind and soul returns to its own body, regardless of physical or temporal distance, and the yithian can cast *modify memory* on the target to remove any or all knowledge of its time being possessed. If the yithian is forced out of the target's mind by an effect, the yithian can't remove such knowledge.



Aggressive Nuisances

Yzobu herds are seen as invasive nuisances in most habitats, forcing prior residents and natural species out of their homes. These herds can number in the thousands, and their passage can leave wide swaths of empty plains and villages in their wake. Yzobus seem drawn toward freshly planted fields; it's believed that the smell of fertilizer attracts them, though most farmers prefer to believe that yzobus are simply sadistic beasts.

Yzobu

Yzobus are herd beasts common across northern plains and mountains, resembling a cross between a steer, a sturdy horse, and a yak. They most notably feature a pungent stench caused by bodily secretions building up within their thick, shaggy pelts—a stench so strong that yzobu herds can often be smelled before they appear. Territorial and aggressive, yzobus often attack other creatures on sight. When threatened, a herd launches into a stampede, trampling any in their path and goring survivors with their distinctive horns.

Some ranchers trade yzobu hides as a workable leather for mercenaries and guards, but the powerful smell means that most ranchers tend their small herds on the outskirts of towns. Typically, yzobus aren't raised to a specific age, but rather are killed whenever one escapes and poses a threat. The hides require an intensive tanning process with almost constant brushing and hours soaking in salt water—but the effort results in a leather both soft to the touch and sturdy enough to work as an effective armor for several years.

Hides aren't the only yzobu products worth harvesting. A female yzobu's milk is rich and nutrient-rich, making it a staple food source in some regions. Their meat is less enticing but still edible.

These beasts remain a permanent part of hobgoblin society, where their aggressive temperaments and durable, sturdy bodies are great assets. Hobgoblins possess an immunity to yzobu stench, and they view the fact that other races sickened by it as further evidence of their own superiority. They also highly prize yzobu mounts, and hobgoblin commanders often paint their yzobu's horns in varying colors and patterns to show how many enemies the mount has killed. Yzobu cavalry are a staple of hobgoblin military action, and they played a key role in the recent Ironfang Invasion that led to the formation of the new hobgoblin nation of Oprak in Avistan. The establishment of Oprak meant that many Avistani who had never encountered yzobus before have grown familiar—if not enchanted—with their distinctive odor.



Yzobu — Creature 1

N Large Animal

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +7, Intimidation +5, Survival +4

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

AC 16; **Fort** +9, **Ref** +6, **Will** +4

HP 25

Pungent Aura (aura, olfactory) 10 feet. Creatures other than yzobus or hobgoblins that enter or start their turn in the yzobu's aura must succeed at a DC 14 Fortitude save or become sickened 1, or sickened 2 on a critical failure. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet

Melee ❖ horn +7, **Damage** 1d6+4 piercing

Melee ❖ hoof +7 (agile), **Damage** 1d4+4 bludgeoning

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Zetogeki

Basalt comprises the earthen bodies of zetogekis, giant lizards with an innate ability to absorb and redirect kinetic energy. They dwell near active volcanos, particularly at hot springs and geysers, from which they drink copious quantities of steaming, mineral-rich water. Since they have no need for any other sustenance (and in fact can't digest anything else), zetogekis guard these watering holes. The worst fate that can befall the proprietor of a mountain hot spring is the arrival of a zetogeki, which can transform a lucrative business into a public hazard overnight. Mountain dwellers who make use of such hot springs pay monster hunters handsomely to eradicate or chase off zetogekis, but dealing with the stubborn beasts is no mean feat.

Even in wilder lands, zetogekis prove menacing to mountaineers. The lizards sometimes purposefully throw themselves down mountainsides to absorb the kinetic energy dealt to them during their tumble. They use this accumulated energy to take down predators—though zetogekis see nearly every other type of creature as a predator.

This marvelous ability to absorb and dole out physical energy come from a zetogeki's unique configuration of shale-like scales, which it can angle at will much like a porcupine extending its quills. Those who encounter a zetogeki hunkered down with its scales in the telltale raised pattern of zig-zagging black and gold would do well to give the lizard a wide berth. This danger has its upsides, however; some alchemists and wizards offer substantial bounties for intact zetogeki hides.

ZETOGEKI — CREATURE 7

N LARGE ANIMAL EARTH

Perception +15; low-light vision
Skills Acrobatics +12, Athletics +18, Stealth +12 (+16 in mountains)
Str +5, **Dex** +1, **Con** +5, **Int** –4, **Wis** +2, **Cha** –1

AC 22; **Fort** +18, **Ref** +14, **Will** +13
HP 90; **Resistances** fire 10

Speed 35 feet, climb 35 feet
Melee ❖ jaws +18 (reach 10 feet), **Damage** 2d8+11 piercing plus Grab (page 305)
Melee ❖ tail +18 (reach 15 feet, sweep), **Damage** 2d6+11 bludgeoning
Mangle ❖ **Requirements** The zetogeki has a creature grabbed in its jaws; **Effect** The zetogeki mangles the grabbed creature and slams it about, dealing 3d8 bludgeoning damage (DC 26 basic Fortitude save).
Tilt Scales ❖ The zetogeki shifts the scales that cover its body to better absorb kinetic energy from physical blows. The zetogeki gains resistance 10 to physical damage, but its Speeds are reduced to 10 feet. If the zetogeki gets hit for 20 or more physical damage in a single blow while its scales are tilted (before applying resistance), it stores the kinetic energy of the blow.

The zetogeki can realign its scales to their regular position by taking this action again. When it does, it channels any stored kinetic energy into the next Strike it makes before the end of its turn. If the Strike hits, it deals an additional 2d8 damage. The energy is expended whether or not the Strike hits.

ECOLOGICAL MENACE

Just because zetogekis don't eat other creatures doesn't mean they can't ravage local fauna populations. Zetogekis are so territorial that the introduction of two specimens of mating age into a mountain range can have far-ranging ecological repercussions, leading to the eradication of similarly sized predators such as boars, bobcats, and even griffons in a matter of a few years.



Disposable Legions

With the ancient lich Tar-Baphon now released from his ages-long imprisonment, the undead within his legions have been specifically repurposed. Zombies like the ones seen here fulfill particular roles, and evil necromancers deploy them much like living or intelligent undead troops. Necromancer experiments seek to produce various abilities and mix energies, with horrifying results that doesn't deter their creators.

Zombie

Necromancers most often create these mindless undead as obedient, expendable servitors. Left to its own devices, a zombie seeks only to consume the living, stopping only when its rotting body can no longer hold together.

Zombie Abilities

You can modify zombies with the following zombie abilities, in addition to those found on page 340 of the *Bestiary*. Most zombies have one of these abilities; if you give a zombie more, you might want to increase its level and adjust its statistics.

Ankle Biter This zombie fights just as well on the ground as it does standing. While prone, the zombie isn't flat-footed, it ignores the status penalty to its attack rolls, and it gains a +2 circumstance bonus to Athletics checks to Trip. The zombie can also move up to half its Speed when it Crawls.

Persistent Limbs The first time the zombie is critically hit with a melee or ranged Strike, a limb falls off its body and continues to attack. The limb acts on the zombie's initiative; each round it can Stride up to half the zombie's Speed and make a Strike. The limb uses and contributes to the zombie's multiple attack penalty.

Putrid Stench (aura, olfactory) 15 feet. The zombie's rotting flesh is particularly malodorous. A creature that enters the area must attempt a Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a –5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a –2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all zombies' putrid stenches for 1 minute.

Unholy Speed The zombie gains a +10 status bonus to all its Speeds.



Shambler Troop

This shuffling mass of decaying flesh moves with dull but singular focus.

SHAMBLER TROOP **CREATURE 4**

NE GARGANTUAN MINDLESS TROOP UNDEAD ZOMBIE

Perception +7; darkvision

Str +5, **Dex** +0, **Con** +3, **Int** –5, **Wis** +1, **Cha** –2

Slow A shambler troop is permanently slowed 1 and can't use reactions.

AC 18; **Fort** +11, **Ref** +8, **Will** +9

HP 90 (16 squares); **Thresholds** 60 (12 squares), 30 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, positive 5, slashing 5, splash damage 2

Troop Defenses (page 306)

Speed 20 feet; troop movement

Shambling Onslaught ❖ to ❖❖ **Frequency** once per round; **Effect** The shamblers lash out at any enemies in their squares or within 5 feet (DC 18 basic Reflex save). The damage depends on the number of actions.

❖ 2d6+5 bludgeoning damage

❖❖ 2d6+9 bludgeoning damage

Grave Tide The shambler troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

Form Up ❖ (page 305)

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by–20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

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SULFUR ZOMBIE

Glowing with a dull amber light, these odious creatures spawn from a combination of necromancy and fire. These destructive creations sow chaos and demolish fortifications, making them the bane of besieged cities.

SULFUR ZOMBIE — CREATURE 6

NE MEDIUM FIRE MINDLESS UNDEAD ZOMBIE

Perception +12; darkvision
Skills Athletics +15, Stealth +12
Str +5, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** –2
Slow As shambler troop.

AC 23; **Fort** +16, **Ref** +12, **Will** +10
HP 125, negative healing (page 305); **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5
Death Throes When a sulfur zombie dies, its body explodes in a 30-foot burst of fire and debris that deals 2d10 bludgeoning and 2d10 fire damage to each creature in the area (DC 21 basic Reflex save).

Speed 30 feet
Melee ❖ fist +17, **Damage** 2d6+5 bludgeoning plus 1d6 persistent fire and blinding sulfur
Blinding Sulfur (incapacitation) A sulfur zombie burns with putrid inner fire. A creature hit by a sulfur zombie's fist Strike must attempt a DC 22 Fortitude save. On a failure, the creature is blinded for 1 round, or for 1 minute on a critical failure.

ZOMBIE DRAGON

The rotted husk of a once great dragon, this abomination has lost all its former splendor, but none of the ferocity. Its patchy, rotted wings don't generate enough lift to keep it aloft, but the foul necromantic energies animating it still allow it to fly, albeit slowly.

ZOMBIE DRAGON — CREATURE 9

NE HUGE DRAGON MINDLESS UNDEAD ZOMBIE

Perception +16; darkvision
Skills Acrobatics +16, Athletics +19
Str +6, **Dex** +3, **Con** +4, **Int** –5, **Wis** +3, **Cha** –2
Slow As shambler troop.

AC 27; **Fort** +19, **Ref** +18, **Will** +16
HP 210, negative healing (page 305); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 30 feet, fly 50 feet
Melee ❖ upper jaw +21 (reach 15 feet), **Damage** 2d10+12 piercing
Melee ❖ claw +21 (agile, reach 10 feet), **Damage** 2d8+12 slashing
Melee ❖ tail +19 (reach 20 feet), **Damage** 2d6+10 bludgeoning
Breath Weapon ❖❖ The zombie dragon breathes a wave of fetid viscera that deals 5d6 bludgeoning and 5d6 poison damage (DC 28 basic Reflex save). A creature that critically fails is also sickened 2. The zombie dragon can't use Breath Weapon again for 1d4 rounds.

HOARDING INSTINCTS

Though zombies have no use for wealth—indeed, most don't understand the concept in the first place—zombie dragons retain a hint of their innate tendency to hoard. A fresher corpse might guard the hoard it gathered in life (or what remains of it), while a zombie further from life might instead hoard bones, rocks, corpses, or other unusual objects. Understandably, the monetary value of these hoards varies widely.



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 won't 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*, *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.

Form Up ❖ The troop chooses one of the squares it currently occupies and redistributes its squares to any configuration in which all squares are contiguous and within 15 feet of the chosen square. The troop can't share its space with other creatures.

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. 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.

Troop Defenses Troops are composed of many individuals, and over the course of enough attacks and downed comrades, troops shrink in size. Most troops start with 16 squares (4 by 4), and their Hit Points have two listed thresholds, typically the first is at 2/3 their maximum Hit Points and the second is at 1/3 their maximum Hit Points. Once the troop drops below the first threshold, it loses 4 squares, leaving 12 squares remaining, and the first threshold becomes the troop's new maximum Hit Points. Once the troop falls below the second threshold, it loses another 4 squares, leaving 8 squares remaining, and the second threshold becomes the troop's new maximum Hit Points. In order to restore its size and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen. At 0 Hit Points, the troop is reduced down to 4 squares, which is too few to sustain the troop, so it disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, depending on their nature.

A damaging single-target effect, such as a Strike, can't force a troop to pass through more than one threshold at once. For instance, if a troop had 60 Hit Points, with thresholds at 40 and 20, a Strike for 50 damage would leave the troop at 21 Hit Points, just above the second threshold. A damaging area effect or multi-target effect can cross multiple thresholds at once and could potentially destroy the entire troop in one shot.

Non-damaging effects with an area or that target all creatures in a certain proximity affect a troop normally if they affect the entire area occupied by the troop. If an effect has a smaller area or numbers of targets, it typically has no effect on the troop. However, if the effect can target at least four creatures or cover at least four squares in the troop, and if it would prevent its targets from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more, the troop loses loses a number of Hit Points equal to the amount required to bring it to the next threshold, removing 4 squares. If an effect would both deal damage and automatically cross a threshold due to incapacitating some of the creatures in the troop, apply the damage first. If the damage wasn't enough to cross a threshold on its own, then reduce the Hit Points to cross the threshold for the incapacitating effect.

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.

DESCRIBING ATTACKS AGAINST A TROOP

While troops lose four squares at a time to make the encounter easier to run and adjudicate, when they take damage troops are continually losing members, and it helps immerse the players in the fantasy of fighting against a huge troop of foes to describe this as it happens, even if an attack doesn't cross one of the troop's Hit Point thresholds. It's especially important to do so if an attack comes close to crossing a threshold, as you can set up the visual of the troop on a precipice to signpost that a big change is about to happen. That way it'll fit the narrative better when a tiny crossbow attack or bit of persistent damage just barely pushes the troop over the edge, as the players remain on the edge of their seats waiting for that last hit to happen.

Creature Traits

Some of these traits appear in the *Pathfinder Core Rulebook* or previous *Bestiary* volumes, while others are new to this book.

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.

Aesir Aesir are often-bellicose monitors of the chaotic planes, honing their skill in battle and preparing for a final confrontation at the end of the multiverse.

Agathion This family of animal-featured celestials is native to the plane of Nirvana. Most agathions are neutral good, have darkvision, and have a weakness to evil damage.

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.

Android An android is a constructed living humanoid creature with a soul.

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.

Aphorite Aphorites are planar scions originating in the lawful planar city of Axis.

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.

Arcane This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

Astral Astral creatures are native of the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

Asura These lawful fiends are physical manifestations of divine accidents. Asuras typically have darkvision, immunity to curses, and a weakness to good.

Azarketi Azarketi are an offshoot of humans adapted to live in aquatic communities. They have gills, webbed digits, and small fins, and they can survive in or out of water.

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.

Clockwork Clockworks are intricate, complex constructs that can be programmed to perform specific functions. A clockwork creature must be wound regularly to function.

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.

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.

Div Divs are a family of fiends spawned from the spirits of evil genies within the desolation of Abaddon. Most divs are neutral evil. They typically have greater darkvision and weakness to cold iron and good damage.

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.

Elf A creature with this trait is a member of the elf ancestry. Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An ability with this trait can be used or selected only by elves. A weapon with this trait is created and used by elves.

Ethereal Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

Evocation Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and elemental forces. A creature with this trait is primarily constituted of or has a strong connection to evocation magic.

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.

Ganzi Ganzi are planar scions infused with the chaos of the Maelstrom.

Ghoran Ghorans are sapient plants grown in the shape of humanoids with floral faces.

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.

Grioth A grioth is a batlike alien that wields occult powers and can exist in the dark vacuum of space. They have darkvision and echolocation.

Hag These creatures are malevolent spellcasters who form covens.

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.

Illusion Effects and magic items with this trait are associated with the illusion school of magic, typically involving false sensory stimuli. A creature with the illusion trait is entirely illusory, though it has Hit Points and functions like a creature.

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.

Kami Kami are spirits of the Material Plane that bond with a specific object or place.

Kitsune Kitsune are foxlike humanoids with an alternate humanoid or fox form. Curious and creative, they have a reputation as tricksters.

Kovintus Reclusive humanoids with an inborn talent for geomancy, kovintus have an intrinsic tie to nature and magic alike.

Leshy Leshys are small, roughly humanoid plant creatures.

Locathah Locathahs are fishlike aquatic humanoids.

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.

Mental A mental effect can alter the target's mind. It has no effect on an object or a mindless creature. Mindless creatures and objects are entirely immune to a mental creature and can't perceive it.

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.

Mortic Mortics are living humanoids with close ties to undeath. They have darkvision, negative healing, and vulnerabilities to sacred ground, and they can become undead by holding their breath.

Munavri Amicable humanoids living in the Darklands, munavris have powerful telekinetic and psychic abilities.

Nagaji Nagaji are brawny humanoids with scaled skin and serpentine heads, many of whom serve or respect nagas.

Negative Creatures with this trait are natives of the Negative Energy Plane. They can survive the basic environmental effects of the Negative Energy Plane.

Nymph This family of beautiful fey creatures has strong ties to natural locations.

Ooze Oozes are creatures with simple anatomies. They tend to have low mental ability scores and immunity to mental effects and precision damage.

Orc A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs.

Paaridar A paaridar is a humanoid who has gained physical aspects and abilities of a powerful beast through corrupted magical rituals.

Phantom A phantom is soul that has diverged from the River of Souls on the Ethereal Plane before being judged. They typically retain memories of their life before death, but are not undead.

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.

Rakshasa Reincarnations of evil souls, rakshasas are fiends that live on the Material Plane.

Sahkil Sahkils are fiends that delight in spreading fear and unease among mortal creatures. They typically have darkvision, immunity to fear, and weakness to good.

Samsaran Samsarans are humanoids whose souls reincarnate into new bodies upon their death.

Shabti A shabti is a constructed humanoid originally meant to face judgment for a living creature's sins after death.

Shadow Creatures with this trait are natives of the Shadow Plane. They can survive the basic environmental effects of the Shadow Plane.

Skeleton This undead is made by animating a dead creature's skeleton with negative energy.

Skelm These creatures are monstrous, wrathful misanthropes who seek to control others through anger and spite.

Sonic A creature with this trait has a magical connection to powerful sound.

Spirit Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

Sprite A family of diminutive winged fey with a strong connection to primal magic.

Stheno Stheno are humanoids related to medusas, with snakes for hair.

Strix Strix are avian humanoids with dark wings and large talons. They tend to live in isolated communities.

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.

Tanggal This family of cannibalistic aberrations consists of various humanoid-shaped creatures that can separate their body into two pieces while hunting.

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.

Titan Titans are enormous, primordial creatures of near-godlike power who predate the mortal races.

Troll Trolls are giant, brutish creatures and are well known for their ability to regenerate.

Troop A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. A troop is 16 squares in size and has two Hit Point thresholds in their HP entry, under which it reduces in size to 12 squares and then 8 squares. A troop has the Troop Defenses, Form Up, and Troop Movement abilities. Most troops have a weakness to area damage. Because they consist of multiple discrete creatures, they can't be summoned.

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.

Vampire Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy.

Vanara Vanaras are monkeylike humanoids who share a devotion to monastic training.

Vishkanya These faintly ophidian humanoids have venomous blood and saliva.

Water Creatures with this trait are primarily constituted of water or have a magical connection to the element.

Wayang Small humanoids who emigrated from the Shadow Plane long ago, wayangs still wield shadow magic.

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.

Wight A wight is an undead creature that drains life and stands vigil over its burial site.

Wraith A wraith is an incorporeal undead creature infused with negative energy and driven by a hatred of all life.

Wyrwood A wyrwood is a small, sapient living construct crafted of wood and powered with an *aeon stone* or a similar magical stone.

Zombie These undead are mindless rotting corpses that hunger for living flesh.

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.

DIV PACT — RITUAL 1

UNCOMMON CONJURATION

Cast 1 day

Primary Check Religion (expert; you must be a div)

You call upon the powers of Abaddon to grant you the assistance of a div. You call upon a div whose level can be no more than double *div pact*'s spell level, two divs whose levels are each at least 2 less than double the spell level, or three divs whose levels are each at least 3 less than double the spell level.

Critical Success You conjure the div or divs, and they require nothing in return for their service.

Success You conjure the div or divs. They are not eager to pursue the task, so they require a favor in return.

Failure you don't conjure any divs.

Critical Failure You don't conjure any divs, and they send a spiritual backlash that denies your use of any of your innate divine spells for 24 hours. If you are under the effect of any of your innate divine spells, the durations end.

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 them to bind some of their subordinates to your service. If you succeed, the devil sends you their 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; they are uncommon unless marked rare.

TABLE: UNCOMMON AND RARE LANGUAGES

Language	Speakers
Adlet	Adlets
Alghollthu	Alghollthus, thralls, and enemies
Androffan (rare)	Androids and other aliens
Arboreal	Arboreals and other plant creatures
Azlanti (rare)	Denizens of an ancient fallen empire
Boggard	Boggards and associated creatures
Caligni	Calignis and associated creatures
Daemonic	Daemons, divs, and others from Abbadon
Girtablilu	Girtablilus
Grioth (rare)	Grioths
Jyoti	Denizens of the Positive Energy Plane
Kovintal (rare)	Kovintus
Mi-Go (rare)	Mi-Go
Munavri (rare)	Munavris
Protean	Proteans, ganzi, and related creatures
Requian	Psychopomps and sahkils
Samsaran (rare)	Samsarans
Sasquatch (rare)	Sasquatches
Shae (rare)	Shae
Sphinx	Sphinxes and associated creatures
Strix	Strix
Utopian	Axiomites, inevitables, and aphorites
Vanara	Vanaras
Vishkanyan	Vishkanyans
Yithian (rare)	Yithians

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 1 flumph; **Level 2** cobbleswarm, incutilis[U]; **Level 3** scalescribe; **Level 4** nightgaunt[U]; **Level 5** penanggalan; **Level 6** rhu-chalik[U], umasi[U]; **Level 7** mothman[R]; **Level 8** hadrinnex[U]; **Level 9** blood painter, galvo, yithian[R]; **Level 10** chyzaedu[R]; **Level 13** amalgamite[R]; **Level 14** dramofir[U], kuchisake-onna[R]; **Level 15** hyakume[U], tolokand[R]; **Level 19** sturzstromer[U]; **Level 24** hekatonkheires titan[R]

ANIMAL

Level –1 common eurypterid, monkey, pufferfish, red fox, skunk, three-toed sloth, trilobite, weasel; **Level 0** kangaroo, ringhorn ram; **Level 1** camel, giant skunk, squirrel swarm, yzobu; **Level 2** fading fox, giant flying squirrel, giant opossum, giant porcupine, monkey swarm, rat snake swarm, rosethorn ram, terror bird; **Level 3** giant seahorse, giant vulture, megalictis, moose, narwhal, piranha swarm, platecarpus, trilobite swarm, wolliped; **Level 4** amphisbaena, bison, giant pangolin, hermit crab swarm, terror shrike, viper swarm; **Level 5** bore worm swarm, giant hermit crab, megatherium, spiny eurypterid; **Level 7** empress bore worm, zetogeki; **Level 8** Hellknight cavalry brigade, tylosaurus; **Level 9** khravgodon, mokele-mbembe[U]

ASTRAL

Level 0 ioton; **Level 3** shulsaga[U]; **Level 7** caulborn[U]; **Level 13** adachros[U]; **Level 21** ouroboros[R]

BEAST

Level 1 coral capuchin, cunning fox; **Level 2** kappa, werebat, werecrocodile; **Level 4** kushtaka; **Level 5** hieracosphinx; **Level 6** bauble beast[U], skull peeler; **Level 7** kirin[R], manticore paaridar[U], tiddalik; **Level 8** angazhani, girtablilu sentry, mix couatl[U], shantak[U]; **Level 9** tikbalang[U]; **Level 10** feathered bear, mobogo, quintessivore[R]; **Level 12** girtablilu seer, kokogiak, tidehawk[R], xiuh couatl[R]; **Level 16** elder sphinx[U]; **Level 21** ouroboros[R]

CELESTIAL

Level 1 silvanshee; **Level 2** stone lion cub[U]; **Level 4** stone lion[U]; **Level 6** vulpinal; **Level 8** procyal; **Level 9** garuda; **Level 14** peri; **Level 20** draconal

CONSTRUCT

Level –1 clockwork spy[U]; **Level 1** animated silverware swarm, wyrwood sneak; **Level 3** oil living graffiti[R], tattoo guardian[U];

Level 5 divine warden[U], skinstich[U]; **Level 6** clockwork soldier[U], terra-cotta soldier; **Level 7** levaloch, tupilaq; **Level 9** animated furnace, clockwork mage[U]; **Level 10** swordkeeper[U]; **Level 12** fossil golem[R]; **Level 13** animated trebuchet, arcane living rune[R], terra-cotta garrison; **Level 15** animated colossus; **Level 16** clockwork dragon[R], mithral golem[R]

DRAGON

Level 1 house drake; **Level 7** young underworld dragon[U]; **Level 8** young sea dragon[U]; **Level 9** young sky dragon[U]; **Level 10** young forest dragon[U]; **Level 11** adult underworld dragon[U], kongamato[U], young sovereign dragon[U]; **Level 12** adult sea dragon[U]; **Level 13** adult sky dragon[U]; **Level 14** adult forest dragon[U]; **Level 15** adult sovereign dragon[U]; **Level 16** ancient underworld dragon[R]; **Level 17** ancient sea dragon[R], wyrmwraith[R]; **Level 18** ancient sky dragon[R]; **Level 19** ancient forest dragon[R]; **Level 20** ancient sovereign dragon[R]; **Level 23** elder wyrmwraith[R]

DREAM

Level 4 nightgaunt[U]; **Level 10** leng ghoul; **Level 14** dramofir[U]

ELEMENTAL

Level 0 air wisp, earth wisp, fire wisp, water wisp; **Level 13** consonite choir

ETHEREAL

Level 4 phantom knight[U]; **Level 8** phantom beast[R]

FEY

Level –1 grimple, haniver, nyktera, tooth fairy; **Level 0** melixie; **Level 1** fuath, gathlain wanderer; **Level 2** domovoi, duende[U]; **Level 3** draxie, dvorovoi, tooth fairy swarm; **Level 4** huldra[U], ovinnik; **Level 5** lampad; **Level 7** crossroads guardian[R], pukwudgie[U]; **Level 8** kishi; **Level 9** hesperid; **Level 11** harmona[U]; **Level 13** millindemalion; **Level 15** lampad queen[U]; **Level 16** vilderavn[R]; **Level 19** hesperid queen[U]

FIEND

Level 1 doru, esipil, ostovite, raktavarna[U], shaukeen; **Level 2** dretch; **Level 4** abrikandilu, aghash, hellbound attorney[U], nucol; **Level 5** brimorak; **Level 6** wihsaak; **Level 7** adhukait, levaloch, pairaka; **Level 8** hellwasp swarm; **Level 9** pakalchi; **Level 10** moon hag, soul skelm[U]; **Level 11** munagola; **Level 12** japalisura, omox[U]; **Level 14** nikaramsa, sepid; **Level 17** deimavigga, ximtal; **Level 20** kimenhul, maharaja[R]

FUNGUS

Level 4 myceloid; **Level 5** wizard sponge[U]; **Level 6** mi-go[U]

HUMANOID

Level 1 grioth scout[U], locathah hunter, samsaran anchorite[U], stheno harpist[R], vanara disciple[U], wayang whisperblade[U]; **Level 2** android infiltrator[R], angheuvore flesh-gnawer[R], azarketi explorer, azer, kitsune trickster, munavri spellblade[R], nagaji soldier, rokurokubi, sasquatch[U], strix kinmate[U], werebat, werecrocodile; **Level 3** buso farmer, ganzi martial artist, ghoran manipulator[R], grioth cultist[R], kovintus geomancer, locathah hunter, street skelm, vishkanya infiltrator[R]; **Level 4** aphorite sharpshooter, hellbound attorney[U], shabti redeemer; **Level 5** caligni vanguard[R], cecaelia trapper, city guard squadron, eunemvro[U], sabosan, shrine skelm, storm hag; **Level 6** caligni caller[U], cave giant, gurgist mauler[R], maftet guardian, umasi[U]; **Level 7** manticore paaridar[U], winter hag; **Level 8** blood hag, Hellknight cavalry brigade, lifeleecher brawler[R], nosferatu thrall[U], palace skelm; **Level 9** desert giant; **Level 10** adlet, etioling blightmage[R], moon hag, soul skelm[U]; **Level 11** rancorous priesthood; **Level 12** calikang[U], tomb giant; **Level 13** jorogumo[U]; **Level 14** plague giant; **Level 16** sumbreiva; **Level 21** elysian titan[R], Krampus[Uq]; **Level 22** thanatotic titan[R]; **Level 23** danava titan[R]

MONITOR

Level 10 einherji; **Level 12** valkyrie

NEGATIVE

Level 16 sumbreiva

OOZE

Level 5 globster; **Level 7** slithering pit[R]; **Level 12** omox[U]; **Level 14** mezlan[R]

PLANT

Level 0 vine leshy; **Level 1** gathlain wanderer; **Level 2** cactus leshy; **Level 3** ghoran manipulator[R], seaweed leshy; **Level 7** arboreal reaper; **Level 10** young forest dragon[U]; **Level 12** arboreal archive; **Level 14** adult forest dragon[U]; **Level 19** ancient forest dragon[R]; **Level 24** green man[R]

POSITIVE

Level 5 eunemvro[U]; **Level 9** gliminal[R]

SHADOW

Level 1 wayang whisperblade[U]; **Level 4** shae; **Level 5** namorrodor; **Level 6** owb[U]; **Level 12** betobeto-san[U]; **Level 13** owb prophet[R]

SPIRIT

Level 1 cunning fox, shikigami; **Level 5** kodama; **Level 9** gliminal[R]; **Level 10** feathered bear, zuishin; **Level 11** seething spirit[U]; **Level 12** betobeto-san[U]; **Level 14** nightmarchers; **Level 15** dybbuk[U], toshigami

TIME

Level 12 misery siktempora[R]; **Level 14** triumph siktempora[R]; **Level 16** love siktempora[R]; **Level 18** hatred siktempora[R]

UNDEAD

Level –1 severed head; **Level 1** festrog; **Level 2** flaming skull, herexen, squirming swill; **Level 3** trailgaunt; **Level 4** corrupted relic[R], lovelorn[U], shambler troop; **Level 5** harpy skeleton, namorrodor; **Level 6** abandoned zealot, kurobozu, sulfur zombie; **Level 7** fortune eater[R]; **Level 8** guecubu[U]; **Level 9** baykok, tyrannosaurus skeleton, zombie dragon; **Level 10** clacking skull swarm, leng ghoul, nosferatu malefactor[U]; **Level 11** seething spirit[U], skeleton infantry; **Level 12** feral skull swarm[U]; **Level 14** nightmarchers, sorcerous skull swarm[R]; **Level 15** dybbuk[U], nemhaith[U], nosferatu overlord[R]; **Level 17** wyrmwraith[R]; **Level 18** bone ship[R]; **Level 19** tzitzimitl[U]; **Level 23** elder wyrmwraith[R]

Creatures by Level

The following tables present every single stat block in *Bestiary 3*, 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
Clockwork spy	–1	Clockwork	Construct	Uncommon	48
Common eurypterid	–1	Eurypterid	Animal	Common	97
Grimple	–1	Gremlin	Fey	Common	120
Haniver	–1	Gremlin	Fey	Common	120
Monkey	–1	Monkey	Animal	Common	172
Nyktera	–1	Sprite	Fey	Common	254
Pufferfish	–1	Fish	Animal	Common	99
Red fox	–1	Fox	Animal	Common	102
Severed head	–1	Beheaded	Undead	Common	30
Skunk	–1	Skunk	Animal	Common	246
Three-toed sloth	–1	Sloth	Animal	Common	248
Tooth fairy	–1	Tooth fairy	Fey	Common	273
Trilobite	–1	Trilobite	Animal	Common	275
Weasel	–1	Weasel	Animal	Common	291
Air wisp	0	Elemental	Elemental	Common	90
Earth wisp	0	Elemental	Elemental	Common	90
Fire wisp	0	Elemental	Elemental	Common	91
Ioton	0	Ennosite	Astral	Common	92
Kangaroo	0	Kangaroo	Animal	Common	146
Melixie	0	Sprite	Fey	Common	254
Ringhorn ram	0	Ram	Animal	Common	212
Vine leshy	0	Leshy	Plant	Common	160
Water wisp	0	Elemental	Elemental	Common	91
Animated silverware swarm	1	Animated object	Construct	Common	18
Camel	1	Camel	Animal	Common	43
Coral capuchin	1	Coral capuchin	Beast	Common	54
Cunning fox	1	Spirit guide	Beast, spirit	Common	252
Doru	1	Div	Fiend	Common	68
Esipil	1	Sahkil	Fiend	Common	218
Festrog	1	Festrog	Undead	Common	98
Flumph	1	Flumph	Aberration	Common	100
Fuath	1	Gremlin	Fey	Common	121
Gathlain wanderer	1	Gathlain	Fey, plant	Common	105
Giant skunk	1	Skunk	Animal	Common	246
Grioth scout	1	Grioth	Humanoid	Uncommon	122
House drake	1	House drake	Dragon	Common	135
Ostovite	1	Ostovite	Fiend	Common	193
Raktavarna	1	Rakshasa	Fiend	Uncommon	210
Samsaran anchorite	1	Samsaran	Humanoid	Uncommon	224
Shaukeen	1	Asura	Fiend	Common	22
Shikigami	1	Kami	Spirit	Common	142
Silvanshee	1	Agathion	Celestial	Common	10
Squirrel swarm	1	Squirrel	Animal	Common	257
Stheno harpist	1	Stheno	Humanoid	Rare	258
Vanara disciple	1	Vanara	Humanoid	Uncommon	286
Wayang whisperblade	1	Wayang	Humanoid, shadow	Uncommon	290
Wyrwood sneak	1	Wyrwood	Construct	Common	298
Yzobu	1	Yzobu	Animal	Common	300
Android infiltrator	2	Android	Humanoid	Rare	16
Angheuvore flesh-gnawer	2	Mortic	Humanoid	Rare	174
Azarketi explorer	2	Azarketi	Humanoid	Common	26
Azer	2	Azer	Elemental, humanoid	Common	27

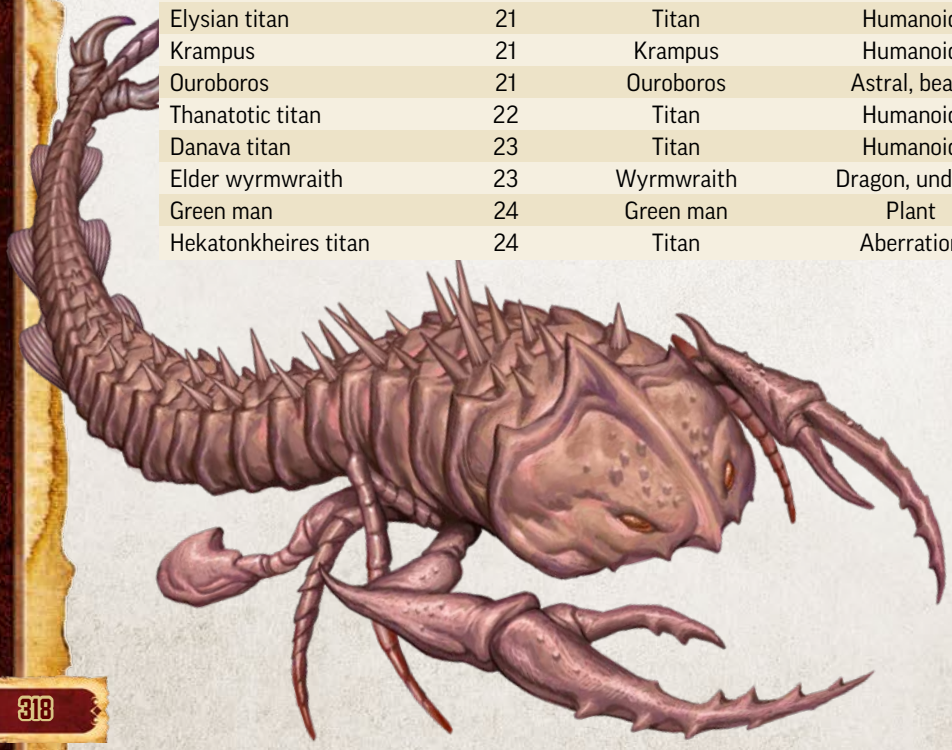
Creature	Level	Category	Type Traits	Rarity	Page
Cactus leshy	2	Leshy	Humanoid	Plant	160
Cobbleswarm	2	Cobble mite	Aberration	Common	52
Domovoi	2	House spirit	Fey	Common	136
Dretch	2	Demon	Fiend	Common	60
Duende	2	Duende	Fey	Uncommon	87
Fading fox	2	Fox	Animal	Common	102
Flaming skull	2	Beheaded	Undead	Common	30
Giant flying squirrel	2	Squirrel	Animal	Common	257
Giant opossum	2	Opossum	Animal	Common	192
Giant porcupine	2	Porcupine	Animal	Common	207
Herexen	2	Herexen	Undead	Common	134
Incutilis	2	Incutilis	Aberration	Uncommon	140
Ittan-momen	2	Tsukumogami	–	Common	276
Kappa	2	Kappa	Beast	Common	147
Kitsune trickster	2	Kitsune	Humanoid	Common	150
Ledalusca	2	Ledalusca	Elemental	Common	159
Monkey swarm	2	Monkey	Animal	Common	172
Munavri spellblade	2	Munavri	Humanoid	Rare	180
Nagaji soldier	2	Nagaji	Humanoid	Common	182
Rat snake swarm	2	Snake	Animal	Common	249
Rokurokubi	2	Rokurokubi	Humanoid	Common	216
Rosethorn ram	2	Ram	Animal	Common	212
Sasquatch	2	Sasquatch	Humanoid	Uncommon	225
Squirming swill	2	Squirming swill	Undead	Common	256
Stone lion cub	2	Guardian beast	Celestial	Uncommon	124
Strix kinmate	2	Strix	Humanoid	Uncommon	259
Terror bird	2	Terror bird	Animal	Common	264
Werebat	2	Werecreature	Beast, humanoid	Common	292
Werecrocodile	2	Werecreature	Beast, humanoid	Common	293
Buso farmer	3	Buso	Humanoid	Common	39
Draxie	3	Sprite	Fey	Common	255
Dvorovoi	3	House spirit	Fey	Common	137
Ganzi martial artist	3	Planar scion	Humanoid	Common	205
Ghoran manipulator	3	Ghoran	Humanoid, plant	Rare	106
Giant seahorse	3	Seahorse	Animal	Common	227
Giant vulture	3	Vulture	Animal	Common	289
Grioth cultist	3	Grioth	Humanoid	Rare	123
Kovintus geomancer	3	Kovintus	Humanoid	Common	153
Locathah hunter	3	Locathah	Humanoid	Common	164
Megalictus	3	Weasel	Animal	Common	291
Moose	3	Moose	Animal	Common	173
Narwhal	3	Narwhal	Animal	Common	184
Oil living graffiti	3	Living symbol	Construct	Rare	162
Piranha swarm	3	Fish	Animal	Common	99
Platecarpus	3	Mosasaur	Animal	Common	178
Scalescribe	3	Scalescribe	Aberration	Common	226
Seaweed leshy	3	Leshy	Plant	Common	161
Shulsaga	3	Ennosite	Astral	Uncommon	93
Street skelm	3	Skelm	Humanoid	Common	238
Tattoo guardian	3	Tattoo guardian	Construct	Uncommon	262
Tooth fairy swarm	3	Tooth fairy	Fey	Common	273
Trailgaunt	3	Trailgaunt	Undead	Common	274
Trilobite swarm	3	Trilobite	Animal	Common	275
Vishkanya infiltrator	3	Vishkanya	Humanoid	Rare	288
Wolliped	3	Wolliped	Animal	Common	295
Abrikandilu	4	Demon	Fiend	Common	61
Aghash	4	Div	Fiend	Common	69

Creature	Level	Category	Type Traits	Rarity	Page
Amphisbaena	4	Amphisbaena	Animal	Common	15
Aphorite sharpshooter	4	Planar scion	Humanoid	Common	204
Bison	4	Bison	Animal	Common	32
Corrupted relic	4	Corrupted relic	Undead	Rare	55
Giant pangolin	4	Pangolin	Animal	Common	199
Hellbound attorney	4	Devil	Fiend, humanoid	Uncommon	64
Hermit crab swarm	4	Hermit crab	Animal	Common	58
Huldra	4	Huldra	Fey	Uncommon	138
Kasa-obake	4	Tsukumogami	–	Common	276
Kushtaka	4	Kushtaka	Beast	Common	158
Lovelorn	4	Lovelorn	Undead	Uncommon	165
Myceloid	4	Myceloid	Fungus	Common	181
Nightgaunt	4	Nightgaunt	Aberration, dream	Uncommon	186
Nucol	4	Sahkil	Fiend	Common	219
Ovinnik	4	House spirit	Fey	Common	137
Phantom knight	4	Phantom	Ethereal	Uncommon	202
Shabti redeemer	4	Shabti	Humanoid	Common	229
Shae	4	Shae	Shadow	Common	230
Shambler troop	4	Zombie	Undead	Common	302
Stone lion	4	Guardian beast	Celestial	Uncommon	125
Terror shrike	4	Terror bird	Animal	Common	264
Viper swarm	4	Snake	Animal	Common	249
Bore worm swarm	5	Bore worm	Animal	Common	36
Brimorak	5	Demon	Fiend	Common	62
Caligni vanguard	5	Caligni	Humanoid	Rare	40
Cecaelia trapper	5	Cecaelia	Humanoid	Common	45
City guard squadron	5	City guard squadron	Humanoid	Common	47
Divine warden	5	Divine warden	Construct	Uncommon	72
Eunemvro	5	Eunemvro	Humanoid, positive	Uncommon	96
Giant hermit crab	5	Hermit crab	Animal	Common	58
Globster	5	Globster	Ooze	Common	115
Harpy skeleton	5	Skeleton	Undead	Common	236
Hieracosphinx	5	Sphinx	Beast	Common	250
Kodama	5	Kami	Spirit	Common	143
Lampad	5	Nymph	Fey	Common	188
Megatherium	5	Sloth	Animal	Common	248
Namorrodor	5	Namorrodor	Undead	Common	183
Penanggalan	5	Penanggalan	Aberration	Common	200
Sabosan	5	Sabosan	Humanoid	Common	217
Shrine skelm	5	Skelm	Humanoid	Common	239
Skinstich	5	Skinstich	Construct	Uncommon	242
Spiny eurypterid	5	Eurypterid	Animal	Common	97
Storm hag	5	Hag	Humanoid	Common	128
Wizard sponge	5	Wizard sponge	Fungus	Common	294
Abandoned zealot	6	Abandoned zealot	Undead	Common	8
Bauble beast	6	Bauble beast	Beast	Uncommon	28
Caligni caller	6	Caligni	Humanoid	Uncommon	41
Cave giant	6	Giant	Humanoid	Common	108
Chouchin-obake	6	Tsukumogami	–	Common	277
Clockwork soldier	6	Clockwork	Construct	Uncommon	49
Gurgist mauler	6	Mortic	Humanoid	Rare	175
Kurobozu	6	Kurobozu	Undead	Common	157
Maftet guardian	6	Maftet	Humanoid	Common	166
Mi-go	6	Mi-go	Fungus	Uncommon	168
Owb	6	Owb	Shadow	Uncommon	196
Rhu-chalik	6	Rhu-chalik	Aberration	Uncommon	214
Skull peeler	6	Skull peeler	Beast	Common	243

Creature	Level	Category	Type Traits	Rarity	Page
Sulfur zombie	6	Zombie	Undead	Common	303
Terra-cotta soldier	6	Terra-cotta soldier	Construct	Common	263
Umasi	6	Umasi	Aberration, humanoid	Uncommon	280
Vulpinal	6	Agathion	Celestial	Common	11
Wihsaak	6	Sahkil	Fiend	Common	220
Adhukait	7	Asura	Fiend	Common	23
Arboreal reaper	7	Arboreal	Plant	Common	20
Caulborn	7	Ennosite	Astral	Uncommon	94
Crossroads guardian	7	Crossroads guardian	Fey	Rare	59
Empress bore worm	7	Bore worm	Animal	Common	37
Fortune eater	7	Fortune eater	Undead	Rare	101
Kirin	7	Kirin	Beast	Rare	148
Levaloch	7	Devil	Construct, fiend	Common	65
Manticore paaridar	7	Paaridar	Beast, humanoid	Uncommon	198
Mothman	7	Mothman	Aberration	Rare	179
Pairaka	7	Div	Fiend	Common	70
Pukwudgie	7	Pukwudgie	Fey	Uncommon	208
Slithering pit	7	Slithering pit	Ooze	Rare	247
Tiddalik	7	Tiddalik	Beast	Common	265
Tupilaq	7	Tupilaq	Construct	Common	278
Winter hag	7	Hag	Humanoid	Common	129
Young underworld dragon	7	Imperial dragon	Dragon	Uncommon	83
Zetogeki	7	Zetogeki	Animal	Common	301
Angazhani	8	Angazhani	Beast	Common	17
Blood hag	8	Hag	Humanoid	Common	130
Hellknight cavalry brigade	8	Cavalry brigade	Animal, humanoid	Common	44
Girtablilu sentry	8	Girtablilu	Beast	Common	113
Guecubu	8	Guecubu	Undead	Uncommon	126
Hadrinnex	8	Hadrinnex	Aberration	Uncommon	127
Hellwasp swarm	8	Hellwasp swarm	Fiend	Common	133
Kishi	8	Kishi	Fey	Common	149
Lifeleecher brawler	8	Mortic	Humanoid	Rare	176
Mix couatl	8	Couatl	Beast	Uncommon	56
Nosferatu thrall	8	Vampire	Humanoid	Uncommon	284
Palace skelm	8	Skelm	Humanoid	Common	240
Phantom beast	8	Phantom	Ethereal	Rare	203
Procyal	8	Agathion	Celestial	Common	11
Shantak	8	Shantak	Beast	Uncommon	231
Tylosaurus	8	Mosasaur	Animal	Common	178
Young sea dragon	8	Imperial dragon	Dragon	Uncommon	77
Animated furnace	9	Animated object	Construct	Common	18
Baykok	9	Baykok	Undead	Common	29
Blood painter	9	Blood painter	Aberration	Common	33
Clockwork mage	9	Clockwork	Construct	Uncommon	50
Desert giant	9	Giant	Humanoid	Common	109
Galvo	9	Galvo	Aberration	Common	103
Garuda	9	Garuda	Celestial	Common	104
Gliminal	9	Gliminal	Positive, spirit	Rare	114
Hesperid	9	Nymph	Fey	Common	189
Khravgodon	9	Opossum	Animal	Common	192
Mokele-mbembe	9	Mokele-mbembe	Animal	Uncommon	171
Pakalchi	9	Sahkil	Fiend	Common	220
Roiling incant	9	Roiling incant	—	Uncommon	215
Tikbalang	9	Tikbalang	Beast	Uncommon	267
Tyrannosaurus skeleton	9	Skeleton	Undead	Common	236
Yithian	9	Yithian	Aberration	Rare	299
Young sky dragon	9	Imperial dragon	Dragon	Uncommon	79

Creature	Level	Category	Type Traits	Rarity	Page
Zombie dragon	9	Zombie	Undead	Common	303
Adlet	10	Adlet	Humanoid	Common	9
Chyzaedu	10	Chyzaedu	Aberration	Rare	46
Clacking skull swarm	10	Skull swarm	Undead	Common	244
Einherji	10	Einherji	Monitor	Common	89
Etioling blightmage	10	Mortic	Humanoid	Rare	177
Feathered bear	10	Spirit guide	Beast, spirit	Common	253
Leng ghoul	10	Ghoul	Dream, undead	Common	107
Mobogo	10	Mobogo	Beast	Common	170
Moon hag	10	Hag	Fiend, humanoid	Common	131
Nosferatu malefactor	10	Vampire	Undead	Uncommon	285
Quintessivore	10	Quintessivore	Beast	Rare	209
Soul skelm	10	Skelm	Fiend, humanoid	Uncommon	241
Swordkeeper	10	Swordkeeper	Construct	Uncommon	261
Young forest dragon	10	Imperial dragon	Dragon, plant	Uncommon	74
Zuishin	10	Kami	Spirit	Common	144
Adult underworld dragon	11	Imperial dragon	Dragon	Uncommon	84
Brainchild	11	Brainchild	—	Rare	38
Harmona	11	Harmona	Fey	Uncommon	132
Kongamato	11	Kongamato	Dragon	Uncommon	152
Munagola	11	Devil	Fiend	Common	66
Rancorous priesthood	11	Rancorous priesthood	Humanoid	Common	213
Seething spirit	11	Seething spirit	Undead	Uncommon	228
Skeleton infantry	11	Skeleton	Undead	Common	237
Young sovereign dragon	11	Imperial dragon	Dragon	Uncommon	81
Adult sea dragon	12	Imperial dragon	Dragon	Uncommon	78
Arboreal archive	12	Arboreal	Plant	Common	21
Betobeto-san	12	Betobeto-san	Shadow, spirit	Uncommon	32
Calikang	12	Calikang	Humanoid	Uncommon	42
Feral skull swarm	12	Skull swarm	Undead	Uncommon	244
Fossil golem	12	Golem	Construct	Rare	116
Girtablilu seer	12	Girtablilu	Beast	Common	112
Japalisura	12	Asura	Fiend	Common	23
Kokogiak	12	Kokogiak	Beast	Common	151
Misery siktempora	12	Siktempora	Time	Rare	232
Omox	12	Demon	Fiend, ooze	Uncommon	63
Tidehawk	12	Tidehawk	Beast	Rare	266
Tomb giant	12	Giant	Humanoid	Common	110
Valkyrie	12	Valkyrie	Monitor	Common	281
Xiuh couatl	12	Couatl	Beast	Rare	57
Adachros	13	Ennosite	Astral	Uncommon	95
Adult sky dragon	13	Imperial dragon	Dragon	Uncommon	80
Amalgamite	13	Amalgamite	Aberration	Rare	14
Animated trebuchet	13	Animated object	Construct	Common	19
Arcane living rune	13	Living symbol	Construct	Rare	163
Consonite choir	13	Consonite choir	Elemental	Uncommon	53
Jorogumo	13	Jorogumo	Humanoid	Uncommon	141
Millindemalion	13	Millindemalion	Fey	Common	169
Owb prophet	13	Owb	Shadow	Rare	197
Terra-cotta garrison	13	Terra-cotta garrison	Construct	Common	263
Adult forest dragon	14	Imperial dragon	Dragon, plant	Uncommon	75
Dramofir	14	Dramofir	Aberration, dream	Uncommon	86
Kuchisake-onna	14	Kuchisake-onna	Aberration	Rare	156
Mezlan	14	Mezlan	Ooze	Rare	167
Nightmarchers	14	Nightmarchers	Spirit, undead	Common	187
Nikaramsa	14	Asura	Fiend	Common	25
Peri	14	Peri	Celestial	Common	201

Creature	Level	Category	Type Traits	Rarity	Page
Plague giant	14	Giant	Humanoid	Common	111
Sepid	14	Div	Fiend	Common	71
Sorcerous skull swarm	14	Skull swarm	Undead	Rare	245
Triumph siktempora	14	Siktempora	Time	Rare	233
Adult sovereign dragon	15	Imperial dragon	Dragon	Uncommon	82
Animated colossus	15	Animated object	Construct	Common	19
Dybbuk	15	Dybbuk	Undead	Uncommon	88
Hyakume	15	Hyakume	Aberration	Uncommon	139
Lampad queen	15	Nymph	Fey	Uncommon	189
Nemhaith	15	Nemhaith	Undead	Uncommon	185
Nosferatu overlord	15	Vampire	Undead	Rare	285
Popobawa	15	Popobawa	Humanoid	Uncommon	206
Tolokand	15	Tolokand	Aberration	Rare	272
Toshigami	15	Kami	Spirit	Rare	145
Ancient underworld dragon	16	Imperial dragon	Dragon	Rare	85
Clockwork dragon	16	Clockwork	Construct	Rare	51
Elder sphinx	16	Sphinx	Beast	Uncommon	250
Love siktempora	16	Siktempora	Time	Rare	234
Mithral golem	16	Golem	Construct	Rare	117
Sumbreiva	16	Sumbreiva	Humanoid, negative	Common	260
Vilderavn	16	Vilderavn	Fey	Rare	287
Ancient sea dragon	17	Imperial dragon	Dragon	Rare	78
Deimavigga	17	Devil	Fiend	Common	66
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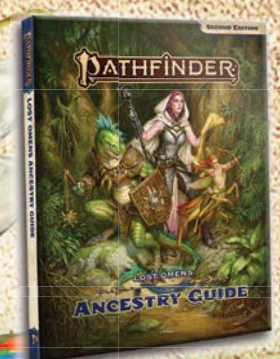
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