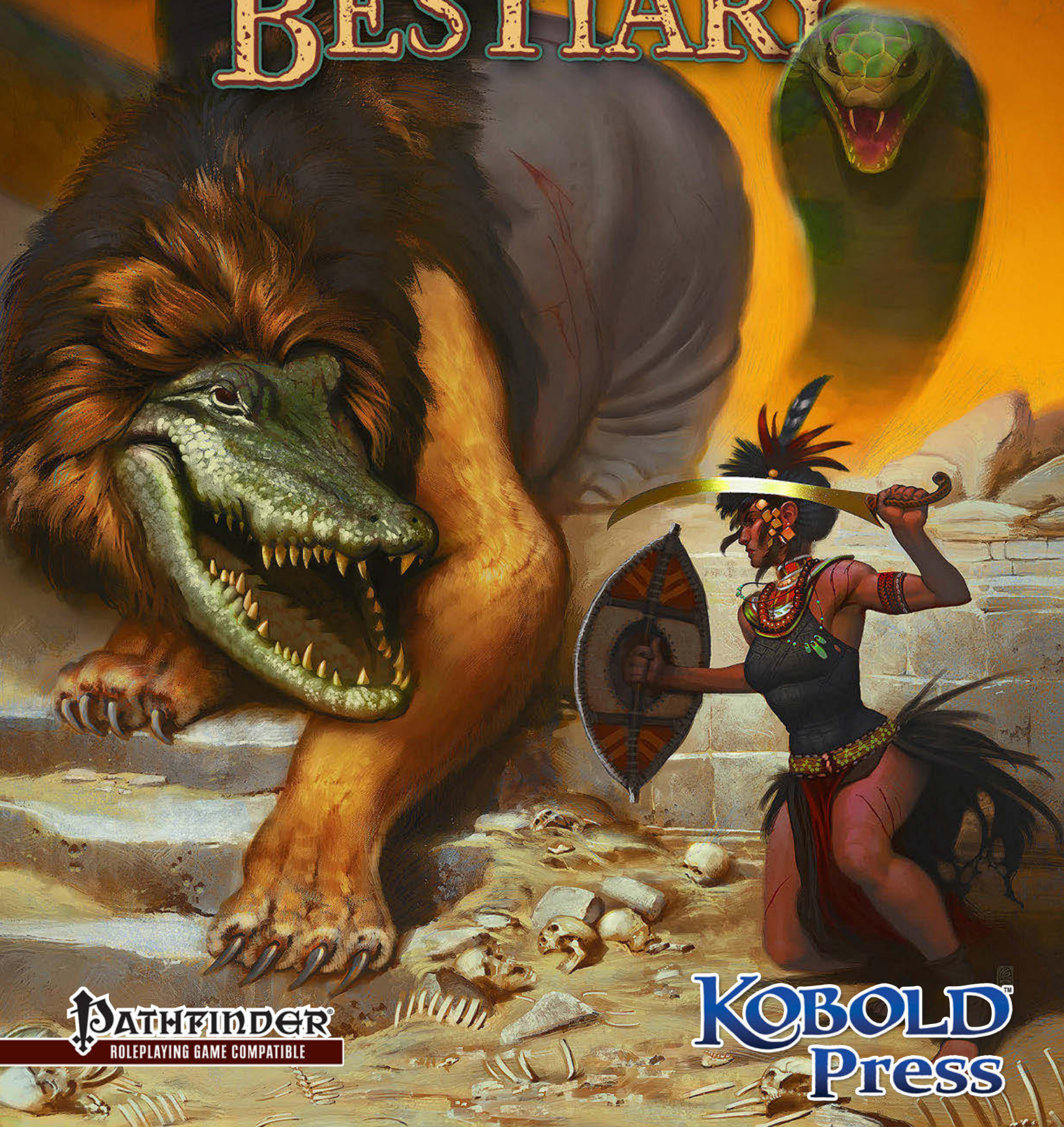


SOUTHLANDS BESTIARY



PATHEFINDER
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SOUTHLANDS BESTIARY

FOR PATHFINDER
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A NOTE ABOUT REFERENCES

Throughout this book, you will find a variety of references to material found in other publications. Most of these references take the form of abbreviations that appear in superscripts, although some abbreviations have regular formatting and some references are spelled out.

Abbreviations found in this book are listed here as superscripts after the following Paizo Publishing publications:

Advanced Class Guide^{ACG}, *Advanced Player's Guide*^{APG}, *Advanced Race Guide*^{ARG}, *Ultimate Combat*^{UC}, *Ultimate Equipment*^{UE}, and *Ultimate Magic*^{UM}.

Abbreviations found in this book are listed here as superscripts after the following Kobold Press publications:

Deep Magic^{DM} and *Midgard Campaign Setting*^{MCS}.



MONSTERS OF ANCIENT FURY AND DEED

Welcome to the far reaches of the world. The edge of the map. Terra incognita. A world, in part, defined by its creatures—in ferociousness and cruelty, often forged in ancient fury and deed, these beasts have no peer.

The Southlands are the home of the colossal titanoboa and the elemental loci, of the swarming minions of Arbeyach and tosculi hive queens, and of the undead rotting wind and edimmu. To many, these are new creatures that are strangers to the weapons and tactics from foreign, colder lands. This is their domain, their territory, and they do not suffer interlopers gladly.

A new setting, a new land, and new creatures are opportunities for the both the PCs and the players. Here are new vistas and mysteries, untrammelled by the sense of the familiar. The Southlands can be the setting of new campaigns with PCs native to the region, or they can be a location far from the more familiar lands of Midgard. Perhaps the PCs hail from Zobeck and are exploring the Southlands for the first time. Perhaps they hail from these ancient lands, and perhaps the creatures in these pages have always been their bane.

This is an opportunity for GMs, as well. The Southlands' creatures are not the common orcs or even dragons with which players are familiar. The power of a new setting is in its sense of mystery, and here, there is a chance to tease, to hint, and perhaps even to frighten the heroes with new creations. For instance, that subtle ripple in the water next to the adventurers' boat might actually be a nguma-monene waiting for its moment to strike. A gust of sand might herald the arrival of an accursed defiler. Tales told around the campfire may give the first hints of the power of smaragdine golem.

Of course, the best way to discover the nature of such creatures is in combat, though that may be a little late for those adventurers who wish to know whether a particular beast is vulnerable to a certain weapon type. Yet it's all part of the thrill of discovery, even if it occurs at an uncomfortably close range.

The temptation with any new book of creatures is to lift the lid and unleash them on your campaign. Given the wonders within, though, a slow introduction may be the best way to establish these beasts in your game. For the moment, they wear a cloak of shadow, and it is up to your players to discover their natures.

It should be noted that such beasts can be imported into campaigns set elsewhere in Midgard. After all, a jaculus as part of a Northern traveling menagerie could become a source of adventure (particularly should the dragon get loose from its cramped cage and start preying on its captors). The appearance of such a creature may itself set the heroes on a path that takes them into parts of the map that, for them, is blank. The monsters in these pages will help bring that path to life.

It is a brave new world, and these are the creatures in it.

*Jeff Grubb
March, 2015*

ABOUT THE COVER

Artist Marcel Mercado provides a glimpse of the dangers that call the Southlands home: a bold warrior faces off against an ammut while a serpent of dangerous mein awaits the moment to strike.



ACCURSED DEFILER

This gaunt figure in a tattered black mantle is shrouded within a cloud of whirling sand. Thin cracks run across the creature's papyrus-dry skin and around its hollow, black eyes.

Accursed defiler

CR 5

XP 1,600

NE Medium undead

Init +1; **Senses** darkvision 60 ft., lifesense; Perception +12

Aura sand shroud (10 ft.)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 59 (7d8+28)

Fort +5, **Ref** +3, **Will** +7

DR 5/—; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +11 (1d8+7 plus shriveling touch)

Special Attacks sandslash

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 6, **Wis** 15, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 21

Feats Power Attack, Step Up, Toughness, Weapon Focus (slam)

Skills Perception +12, Stealth +11

Languages Ancient Native Tongue (cannot speak)

SQ cursed existence

ECOLOGY

Environment warm deserts

Organization solitary, pair, or family (3–6)

Treasure standard

SPECIAL ABILITIES

Cursed Existence (Su) When reduced to 0 hp in desert terrain, an accursed defiler's body is destroyed, disintegrating into sand and a sudden parched breeze. However, unless it was killed with holy water, a good-aligned weapon, an effect with the good descriptor, a creature under the effect of a bless spell, or a positive energy effect, the accursed defiler reforms at the next sundown 1d100 miles away in a random direction. An accursed defiler does not reform if destroyed within the area of a consecrate or hallow spell. A break enchantment, dispel evil, or remove curse spell deals 1d6 hp damage per caster level to an accursed defiler (no save); if killed by one of these spells, it does not reform.

Sandlash (Su) As a standard action, an accursed defiler can intensify the violent vortex of swirling sand that surrounds it, dealing 3d6 hp slashing damage (DC 16 Reflex half) to all creatures other than accursed defilers within its aura. An accursed defiler can use this ability once every 1d4 rounds. The save DC is Charisma-based.

Sand Shroud (Su) A miniature sandstorm constantly whirls around an accursed defiler in a 10-ft. radius emanation that provides concealment (20% miss chance) to creatures 5 or more ft. apart. Perception checks within the cloud or made to notice anything within the cloud take a penalty of -4, as do Survival checks made to follow the tracks of creatures within or passing through the sand shroud. An accursed defiler's senses are not impaired by its own sand shroud or that of other accursed defilers.

Shriveling Touch (Su) The touch of an accursed defiler drains fluids out of any living creature. A creature damaged by its slam attack becomes fatigued, or becomes exhausted if already fatigued (DC 16 Fortitude negates). The save DC is Charisma-based.

Accursed defilers are the lingering remnants of an ancient tribe that desecrated a sacred oasis inhabited by spirits of the desert. For their crime, the wrathful spirits wrought upon the tribe a terrible curse, so that they would forever wander the wastes attempting to quench an insatiable thirst. Each defiler carries the parched sandstorm within its lungs and flowing sand in its veins, and wherever they roam they leave only the desiccated husks of their victims littering the sand. The desperate or foolish sometimes try to converse with these ill-fated creatures in their archaic native tongue to learn their secrets or bargain for their services, but a defiler's heart is blackened with hate and despair, leaving room for naught but woe.



WZ



AMPHIPTERE

This gold-crested, bat-winged serpent bursts from the foliage, its greenish-yellow feathers twitching with rage.

Amphiptere

CR 3

XP 800

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 36 (4d8+16)

Fort +8, **Ref** +7, **Will** +4

OFFENSE

Speed 20 ft., climb 20 ft., fly 30 ft. (perfect), swim 20 ft.

Melee bite +6 (1d4+1 plus poison), sting +6 (1d4+1 plus poison), 2 wings +1 (1d4+1)

Special Attacks swarming, swooping charge

STATISTICS

Str 12, **Dex** 17, **Con** 18, **Int** 1, **Wis** 17, **Cha** 6

Base Atk +3; **CMB** +4; **CMD** 17 (can't be tripped)

Feats Flyby Attack, Weapon Finesse[®], Wingover

Skills Acrobatics +15, Climb +11, Fly +15, Perception +11, Stealth +11, Swim +11;

Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

ECOLOGY

Environment warm and tropical forests

Organization solitary, pair, flight (3-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite and Sting—injury; *save* Fort DC

16; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save. A creature taking 4 or more points of Constitution damage from an amphiptere's poison becomes fatigued; this fatigue lasts until the creature heals 1 or more points of the Constitution damage.

Swarming (Ex) Amphipteres are exceptionally maneuverable in the air and fly and fight in extremely close quarters. Up to two amphipteres can share the same square at the same time, taking no penalties for squeezing. In addition, if two amphipteres in the same square attack the same foe, they gain the benefits of flanking against that creature.

Swooping Charge (Ex) When amphipteres use the charge action while flying, they can move before and after the attack. A flying amphiptere must move in a straight line when using this ability, although it may use its Wingover feat at any point during a charge action to make a single turn of up to 180 degrees.

Amphipteres are strange reptiles that possess bat-like wings with bony edges covered in greenish-yellow feathers. Though their appearance is unassuming, they are incredibly maneuverable, able to make sudden and unexpected changes of direction and deadly hit-and-run

strikes. They swoop in and out of combat, striking with their envenomed sting, much like a miniature wyvern. Once a foe has been weakened by several passes and seems to be tiring, they swoop in close and hover in a tightly packed flapping mass of fangs, battering wings, and further jabbing stings. Despite their maneuverability, they are not exceptionally fast and have difficulty chasing down prey. Thus, they tend to lurk around dense foliage, bursting forth in a deadly flurry of wings when prey comes within view. Amphipteres are cunning and tenacious enough to harass foes over a long period before closing in for the kill.



ANGATRA

Wrapped in gore-stained rags, this withered creature pulls back a tattered hood to reveal glowing eyes hungry with bloodlust.

Angatra

CR 7

XP 3,200

CE Medium undead

Init +10; **Senses** darkvision 60 ft.; Perception +14, ancestral wrath

DEFENSE

AC 22, touch 17, flat-footed 15 (+6 Dex, +5 natural +1 dodge)

hp 75 (10d8+30)

Fort +5, **Ref** +11, **Will** +10

Defensive Abilities evasion; **DR** 5/good **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee 2 claws +13 (1d8+3 plus painful scratch)

Special Attacks agonizing gaze

STATISTICS

Str 17, **Dex** 22, **Con** —, **Int** 8, **Wis** 16, **Cha** 15

Base Atk +7; **CMB** +10; **CMD** 27

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Finesse, Dodge

Skills Climb +8, Intimidate +13, Knowledge (religion) +6, Perception +14, Stealth +17

Languages Common

SQ ancestral wrath

ECOLOGY

Environment warm forest

Organization solitary

Treasure standard

SPECIAL ABILITIES

Agonizing Gaze (Su) This gaze attack lowers the pain threshold of targets that are within 30 ft. (DC 17 Will negates). Creatures failing their saves are staggered for 1 round and take a -2 penalty on saves against effects with the pain descriptor for the next 24 hrs. (a creature can only be affected by this attack once; multiple agonizing gaze attacks do not stack). In addition, whenever the victim is damaged it becomes staggered until the end of its next turn (DC 17 Fortitude negates); it need not save if it is already staggered. The save DC is Charisma-based.

Ancestral Wrath (Su) An angatra immediately recognize any individual that is descended from its tribe, and as a swift action it can attempt to read that creature's thoughts as detect thoughts spell (CL 5th). An angatra gains +4 competency bonus on attack and damage rolls against such creatures, and the save DC of its supernatural abilities is likewise increased by 2 for such creatures.

Painful Scratch (Su) A creature damaged by the claws of an angatra takes 1d6 hp nonlethal damage and becomes sickened with pain for 1 round (DC 17 Fortitude negates). This is a pain effect. The save DC is Charisma-based.

In certain jungle tribes, the breaking of tribal taboos, especially by tribal leaders or elders, invites terrible retribution from the tribe's ancestral spirits. The

transgressor is cursed, cast out, and executed, and then wrapped head to toe in lamba cloth to soothe the spirit and bind it within its mortal husk. Placed in a sealed tomb far from traditional burial grounds so none may disturb the deceased and so that their unclean spirits will not taint the blessed dead, the taboo-breakers' bodies are visited every 10 years. At that time, the tribe performs a famadihana ritual, replacing the lamba bindings and soothing the deceased's suffering. Over generations, the repeated performance of this ritual by the descendants of the damned expiates their guilt, until at long last the once-accursed person is admitted into the gates of the afterlife. However, if its descendants forget the lessons of the taboo and abandon their task, or if the sealed tomb is violated and desecrated in some other way, the penance of the ancestor turn in upon itself and the accursed soul becomes an angatra.

Animated by the malice of wrong ancestors, the creature's form undergoes a horrible metamorphosis within the cocoon of its decaying bonds. Its fingernails grow into vicious claws, while its skin becomes hard and leathery and its withered form is imbued with unnatural speed and agility. In time, the angatra gathers the strength to escape its prison, tearing its bindings into rags that are soon stained with gore from its victims. Driven mad at being imprisoned and forgotten by its tribesmen, an angatra seeks out its descendants to bring them a measure of the torment and wrath they have endured stretched over the gates of purgatory.



ANUBIAN

Swirling sands come together and form a snarling, canine-faced humanoid figure seemingly formed from the sand itself, its eyes shining with an eerie blue glow.

Anubian

CR 3

XP 800

CE Medium outsider (earth, elemental, extraplanar)

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Stealth** +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 26 (4d10+4)

Fort +2; **Ref** +6; **Will** +5

Immune elemental traits

OFFENSE

Speed 30 ft.; sand step

Melee 2 claws +5 (1d6+1), bite +1 (1d4)

Space 5 ft.; **Reach** 5 ft.

Special Attacks haboob

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Ability Focus (haboob)

Skills Disguise +6, Escape Artist +8, Perception +7, **Stealth** +12

SQ vulnerable to water

ECOLOGY

Environment any land (Plane of Earth)

Organization solitary, pair, gang (2-4), or pack (5-10)

Treasure standard

SPECIAL ABILITIES

Haboob (Ex) Once per day, an anubian can create a localized sandstorm in the shape of a 40-ft. line, a 20-ft. cone-shaped spread, or a 10-ft.-radius spread centered on the anubian. This haboob affects the area as gust of wind while also obscuring vision as *obscuring mist*. In addition, the haboob deals 1d6 hp slashing damage to creatures in the area (DC 15 Fortitude half). Creatures failing their save are dazzled by wind-blown sand for 1d6 rounds. As long as it does not move more than 5 ft. per round, an anubian can maintain its haboob for multiple rounds by spending a full-round action each round after the first to maintain concentration, up to a maximum duration of 4 rounds. The save DC is Constitution-based.

Sand Step (Ex) As a standard action which does not provoke attacks of opportunity, an anubian can cause its humanoid form to collapse into the sand, reforming its body at another location within 10 ft. that is also in contact with the sand. In sandy terrain, it can use this ability to make a **Stealth** check even if being directly observed. Anubians can use this ability to move under doors or similar obstacles but cannot pass through solid barriers unless they are made of sand.

Vulnerability to Water (Ex) Anubians take 1d6 hp when splashed with water, such as by a *create water* or *hydraulic push* spell. If completely immersed in water, an anubian takes 5d6 hp damage each round at the beginning of its turn.



BRYAN
SYME

Anubians are elementals typically summoned to perform tasks such as guarding a tomb or protecting a treasure. While idle, Anubians appear as nothing more than piles of sand usually strewn about an already sandy location; once active, they rise up to form muscular humanoid figures with the heads of long-snouted canines. They are intelligent creatures, able to distinguish between summoner and threat, but are bound to perform their task to the death.

In combat, anubians generally engage unarmored foes in preference to creatures wearing armor. They have learned to associate unarmed characters with spellcasters from their long years of being summoned, and their latent resentment at their servile condition only enhances their perception that such enemies are easier to attack when not shackled by magical bondage. Multiple anubians cooperate in combat, using their haboobs in concert and shifting position to flank their foes as they are buffeted and blinded by their allies. Once destroyed, anubians collapse into inert piles of sand.



ARBAYACH, PRINCE OF SWARMS

This gaunt old man—unwashed, disheveled, and clad in ragged pants and a tattered overcoat, with stringy gray hair and yellow skin—stands nearly eight feet tall. Beneath his shredded clothing, his flesh hangs stripped from bone, revealing innards swarming with uncountable insects.

Arbeyach

CR 21

XP 409,600

LE Large outsider (devil, evil, extraplanar, lawful)

Init +8, slow reaction; **Senses** all-around vision, blindsight 120 ft., darkvision 120 ft., detect chaos, detect good; Perception +33

Aura virulence (120 ft; DC 32), unholy aura (DC 27)

DEFENSE

AC 41, touch 30, flat-footed 33 (+4 deflection, +8 Dex, +11 natural, +9 profane, -1 size)

hp 363 (22d10+242); regeneration 20 (epic and good)

Fort +22, **Ref** +27, **Will** +27

DR 15/epic and good; **Immune** disease, fire, poison; **Resist** acid 10, cold 10; **SR** 32

OFFENSE

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft. (good)

Melee bite +31 (2d8+10 plus Arbeyach's rot), 2 claws +31 (4d6+10/19-20 plus poison)

Space 10 ft. Reach 10 ft.

Special Attacks Arbeyach's rot (DC 32), breath weapon (120-ft. line, 22d6 damage plus Arbeyach's rot and poison, Reflex DC 32 half, usable every 1d4 rounds), poison (DC 32), rend (2 claws, 4d6+15)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*detect chaos*, *detect good*, *unholy aura* (DC 27)

At will—*blasphemy* (DC 26), *blindflies*^{DM} (DC 22), *creeping doom* (DC 26), *enemy within*^{DM} (DC 24), *giant vermin*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *insect plague*, *magic circle against chaos*, *magic circle against good*

3/day—*quicken insect plague*, *quicken creeping doom* (DC 26), *summon* (level 7, 2–5 spawn of Arbeyach or 1–3 hellwasp swarms, 100%)

1/day—*shapechange* (vermin only)

STATISTICS

Str 31, **Dex** 27, **Con** 32, **Int** 23, **Wis** 26, **Cha** 28

Base Atk +22; **CMB** +33; **CMD** 64

Feats Combat Reflexes, Crippling Critical, Critical Focus, Flyby Attack, Improved Critical (claw), Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*creeping doom*), Quicken Spell-Like Ability (*insect plague*), Staggering Critical

Skills Acrobatics +30 (+38 to jump), Bluff +34, Climb +18, Fly +35, Intimidate +34, Knowledge (arcana, dungeoneering, nature, planes) +31, Perception +33, Sense Motive +33, Spellcraft +28, Stealth +29

Languages Abyssal, Celestial, Common, Draconic, Infernal; scent communication

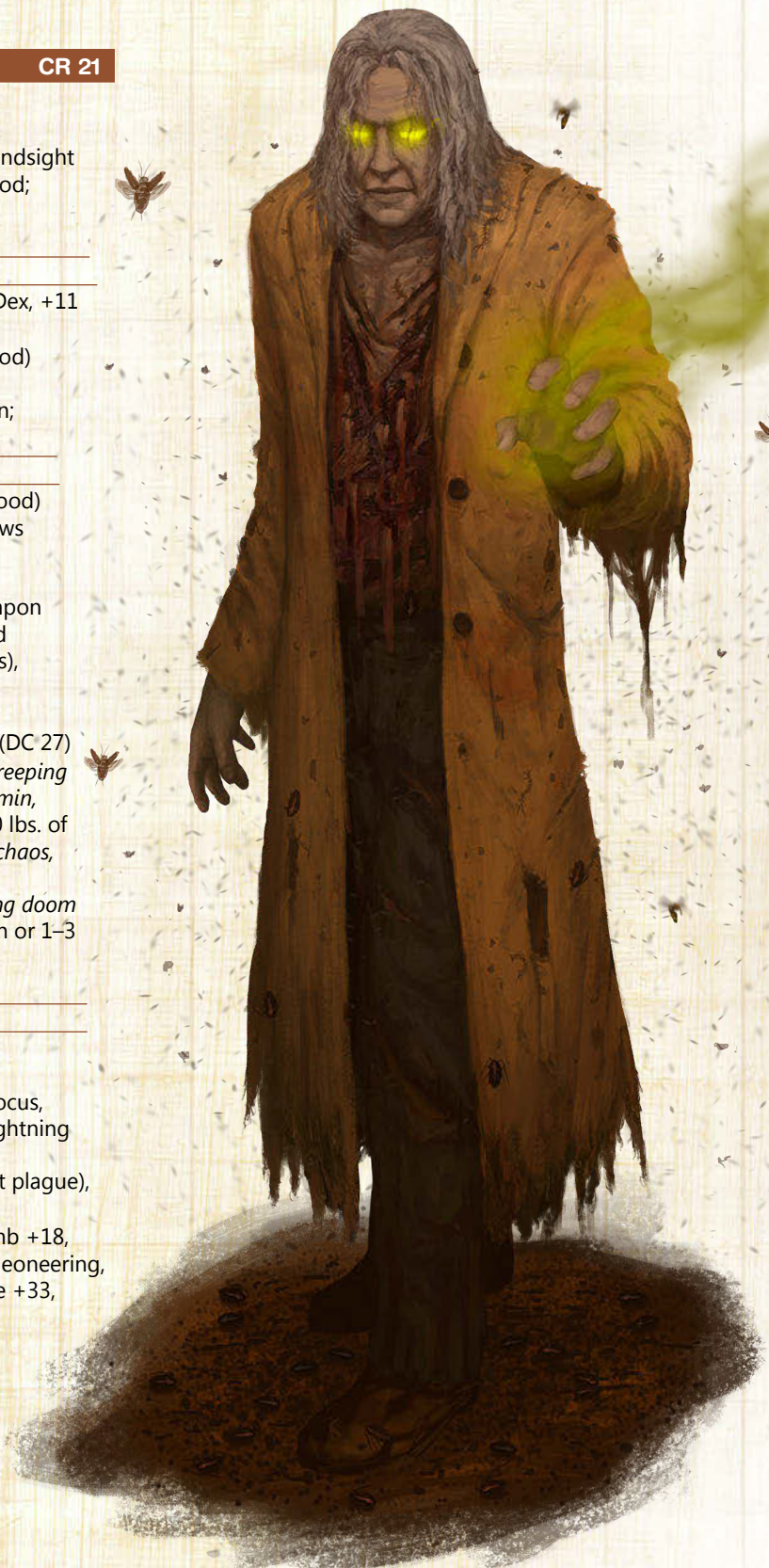
SQ swarm prince

ECOLOGY

Environment any (Hell)

Organization solitary (unique)

Treasure double



Arbeyach's Rot (Su) Curse and disease: Bite or breath weapon—injury; *save* Fort DC 32; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con, 1d6 Cha, any poisons affecting the creature cannot be cured prematurely by making cure saving throws (thus, poisons run their full duration unless cured with magic, such as *neutralize poison*), and uncontrolled vermin attack the creature on sight until Arbeyach's rot is cured; *cure* —.

Arbeyach's rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of Arbeyach's rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 32 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from Arbeyach's rot immediately transforms into a vermin swarm (choose randomly from the types of swarms that can be created by Arbeyach's breath weapon). The *save* DC is Constitution-based.

Aura of Virulence (Su) Creatures that would normally be immune to disease and/or poison, including those under the effects of spells such as *delay disease* or *delay poison*, lose their immunity while within 120 ft. of Arbeyach. All other creatures within 120 ft. of Arbeyach take a –2 penalty on saving throws against disease and poison effects. Arbeyach can cease or resume this aura as a free action.

Breath Weapon (Su) Once every 1d4 rounds, Arbeyach can breathe out a flesh-scouring blast of vermin in a line up to 120 ft. long. The *save* DC is Constitution-based. Any creature damaged by Arbeyach's breath weapon is also exposed to Arbeyach's rot and poison. In addition, a swarm of army ants, centipedes, cockroaches, locusts, mosquitoes, rot grubs, spiders, ticks, or wasps—at Arbeyach's whim—erupts from the line as though summoned at any or all points at which a creature was damaged. These swarms remain for up to 2 min. or until Arbeyach dismisses them as a free action. The total HD of such swarms that can exist at any one time cannot exceed Arbeyach's HD.

Poison (Ex) Breath weapon or claw—injury; *save* Fort DC 32; *frequency* 1/round for 6 rounds; *effect* 1d6 Str or 1d6 Dex or 1d6 Con; *cure* 3 consecutive saves. The *save* DC is Constitution-based. Arbeyach can change his poison to deal Strength, Dexterity, or Constitution damage as a swift action.

Scent Communication (Ex) Arbeyach can communicate with spawn of Arbeyach and vermin, including vermin swarms and giant vermin, within 60 ft. via pheromone transmission. In a hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only Arbeyach, spawn of Arbeyach, and vermin can understand. Vermin cooperate with Arbeyach, and never attack him unless magically controlled to do so.

Slow Reaction (Ex) If Arbeyach is ever caught by surprise, his attackers treat the surprise round as a normal round, and are thus able to take both a standard and a move action before Arbeyach can act.

Swarm Prince (Su) Arbeyach is immune to swarm damage and other swarm effects (such as distraction). As a swift action, he can direct the movement of any swarm within 120 ft.

The Prince of Swarms is the slow creep of decay; he is the worm and the locust that feeds on life and death alike. He stamps out all voices that dare speak against the customs of the hive. Even among the unyielding denizens of the Hells, Arbeyach is exceptionally rigid. He finds disorder painful, disobedience enraging. His lairs and his minions follow the model of the hive, with each and every member possessing a specific function.

Arbeyach was created by Beelzebub when the Lord of Lies and Flies spat forth a cloud of vermin that would consume the first mortal soul to arrive in the Hells. However, the vermin cloud melded with the evil essence of the Hells and became something unique: Arbeyach, a being of terrible power. The self-styled Prince of Swarms holds little interest in mortals, viewing the mortal world not as a source of souls but as a chaos to be wiped clean.

As the eons have passed, Arbeyach's interests and ambitions have deviated further from the Hellish lords surrounding him. He grows ever more unyielding, ever more alien, but he weakens in power. Those below and above him finally moved against him, and so have time and habit have weakened him. He was once nearly as powerful as the Archdukes, but now he is scarcely greater than the pit fiends. Some say that his many foes merely wait for an opportune moment to destroy him forever.

In the Southlands, the insectoid tosculi still revere Arbeyach, and their hives reflect their patron's philosophy of prescribed functionality and unyielding order. While Arbeyach is indifferent to their prayers and pleas, the tosculi nevertheless remain a significant source of his following and strength.



ARBAYACH'S CULT

The human and gnoll followers of Arbeyach are much fewer in number than the archdevil's tosculi followers, but they certainly exist. They are often called "locust callers" by those they extort and threaten. A cult of Arbeyach sometimes approaches a village or small town before harvest time, threatening to call down a plague of vermin unless they are paid, at once and in gold. The village often has little choice, and pays or starves as a result. After the harvest, the cult is often hunted down by rangers and druids who see this extortion as an affront against nature.



SPAWN OF ARBEYACH

Poorly concealed behind a mask of flesh, this insectile humanoid's limbs are long and segmented, its mouth stretched to extrude dripping mandibles. Barbed stingers sprout between its fingers, and its eyes have compound irises.

Spawn of Arbeyach

CR 5

XP 1,600

LE Medium aberration (extraplanar)

Init +2 (+6 with hive mind); **Senses** darkvision 60 ft., hive mind, tremorsense 60 ft.; **Perception** +11 (+15 with hive mind)

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 45 (7d8+14)

Fort +4, **Ref** +4, **Will** +8; +4 vs. mind-affecting effects

DR 2/—; **Immune** nauseated, poison, sickened

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d6+4), 2 stings +10 (1d4+4 plus poison)

Special Attacks poison (DC 15)

Spell-Like Abilities (CL 7th; concentration +8)

1/day—*summon swarm* (cockroaches, locusts, or spiders only)

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 21

Feats Iron Will, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Skills Climb +22, Intimidate +11, Perception +11 (+15 with hive mind), Stealth +16; **Racial Modifiers** +4 Stealth

Languages Infernal; scent communication

SQ aberration-vermin hybrid, vermin empathy

ECOLOGY

Environment any temperate or warm land

Organization solitary, hunting party (3–9), or hive (12–96)

Treasure standard

SPECIAL ABILITIES

Aberration-Vermin Hybrid (Ex) Spawn of Arbeyach react to aberration-affecting effects as if they were aberrations and vermin-affecting effects as if they were vermin, whichever is least advantageous for the spawn or more advantageous for the originator of the effect.

Hive Mind (Ex) Spawn of Arbeyach share a bond with other members of their hive that enhances their hive mates' perception. As long as a spawn is within 60 ft. of at least one hive mate, it gains a +4 racial bonus on initiative checks and Perception checks. Further, if one spawn in the hive mind is aware of a particular danger, they all are. No spawn in a hive mind is considered flanked or flat-footed unless all of them are.

Poison (Ex) Sting—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 1 save. The save DC is Constitution-based.

Scent Communication (Ex) Spawn of Arbeyach can communicate with each other within 60 ft. via pheromone transmission. In a spawn hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only spawn of Arbeyach can understand.



Vermin Empathy (Ex) Spawn of Arbeyach use pheromones to influence vermin. This ability functions as a druid's wild empathy, save that it only affects vermin. A spawn of Arbeyach gains a +4 racial bonus on this check. Vermin empathy treats swarms as if they were one creature possessing a single mind—a spawn of Arbeyach can thus use this ability to influence and direct the actions of swarms with relative ease.

Spawn of Arbeyach are roughly humanoid, with many insectoid qualities including a hardened carapace and oddly-jointed limbs. Their faces, arms, and legs are covered with skin that stretches and tears to reveal more insectile traits beneath. Their human-like mouths distend to allow to accommodate their protruding mandibles.

Spawn of Arbeyach are scavengers and predators, feasting on whatever flesh—living or dead—they find within their territory. Spawn dwell in hive structures comprised of a combination of natural growth and artificial architecture. The hives are usually built in isolated, easily-defensible locales, and visitors often must climb (or fly) to reach them.

Most spawn of Arbeyach stand between 4 and 6 ft. tall, and they weigh between 85 and 160 lbs.



ARBHEYACH'S HERALD, IA'AFFRAT THE INSATIABLE

A dark, droning cloud of thousands of gray, thumb-sized wasps, each glowing with the heat of a low-burning coal and wreathed in foul-smelling smoke, shifts and swarms around the black silhouette of a tall human with glowing red eyes.

Ia'Affrat

CR 15

XP 51,200

LE Diminutive outsider (air, elemental, evil, extraplanar, fire, swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision, smoke sight; **Perception** +27

DEFENSE

AC 30, touch 20, flat-footed 24 (+6 Dex, +10 natural, +4 size)

hp 210 (20d10+100)

Fort +13, **Ref** +18, **Will** +18

Defensive Abilities air mastery; **DR** 10/magic; **Immune** dazzled, disease, elemental traits, fire, swarm traits, weapon damage; **SR** 26

Weaknesses vulnerable to cold

OFFENSE

Speed 5 ft., fly 40 ft. (perfect)

Melee swarm (5d6 plus 5d6 fire, distraction and poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks coordinated swarm, distraction (DC 25), inhabit, poison (DC 25), swarmswirl (10–40 ft. high, 5d6 damage plus 5d6 fire, distraction and poison, DC 25)

Sorcerer Spells Known (CL 13th; concentration +20)

6th (5/day)—*greater contagion*^{UM} (DC 25), *major curse*^{UM} (DC 25)

5th (7/day)—*enemy within*^{DM} (DC 24), *suffocation*^{APG} (DC 24), *waves of fatigue*

4th (7/day)—*black tentacles*, *fear* (DC 23), *fleshworm infestation*^{UM} (DC 21), *wall of fire*

3rd (8/day)—*fireball* (DC 20), *ray of exhaustion* (DC 22), *sea of fire*^{DM} (DC 20), *vampiric touch*

2nd (8/day)—*blindness/deafness* (DC 21), *invisibility*, *pernicious poison*^{UM}, *scorching ray*, *web* (DC 19)

1st (8/day)—*disguise self*, *obscuring mist*, *protection from good*, *ray of enfeeblement* (DC 20), *silent image* (DC 18)

0 (at will)—*arcane mark*, *bleed* (DC 19), *detect magic*, *mage hand*, *maggots*^{DM}, *open/close* (DC 17), *read magic*, *spark*^{APG} (DC 17), *touch of fatigue* (DC 19)

STATISTICS

Str 1, **Dex** 23, **Con** 21, **Int** 20, **Wis** 18, **Cha** 24

Base Atk +20; **CMB** —; **CMD** —

Feats Empower Spell, Eschew Materials, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Improved Iron Will, Iron Will, Persistent Spell^{APG}, Quicken Spell, Spell Focus (necromancy)

Skills Acrobatics +29, Bluff +30, Diplomacy +27, Disguise +27, Fly +33, Intimidate +30, Knowledge (arcana) +28, Knowledge (planes) +28, Perception +27, Sense Motive +27, Spellcraft +28, Stealth +31

Languages Abyssal, Auran, Common, Draconic, Ignan, Infernal

SQ collective intelligence, smoke shroud

ECOLOGY

Environment any (Hell)

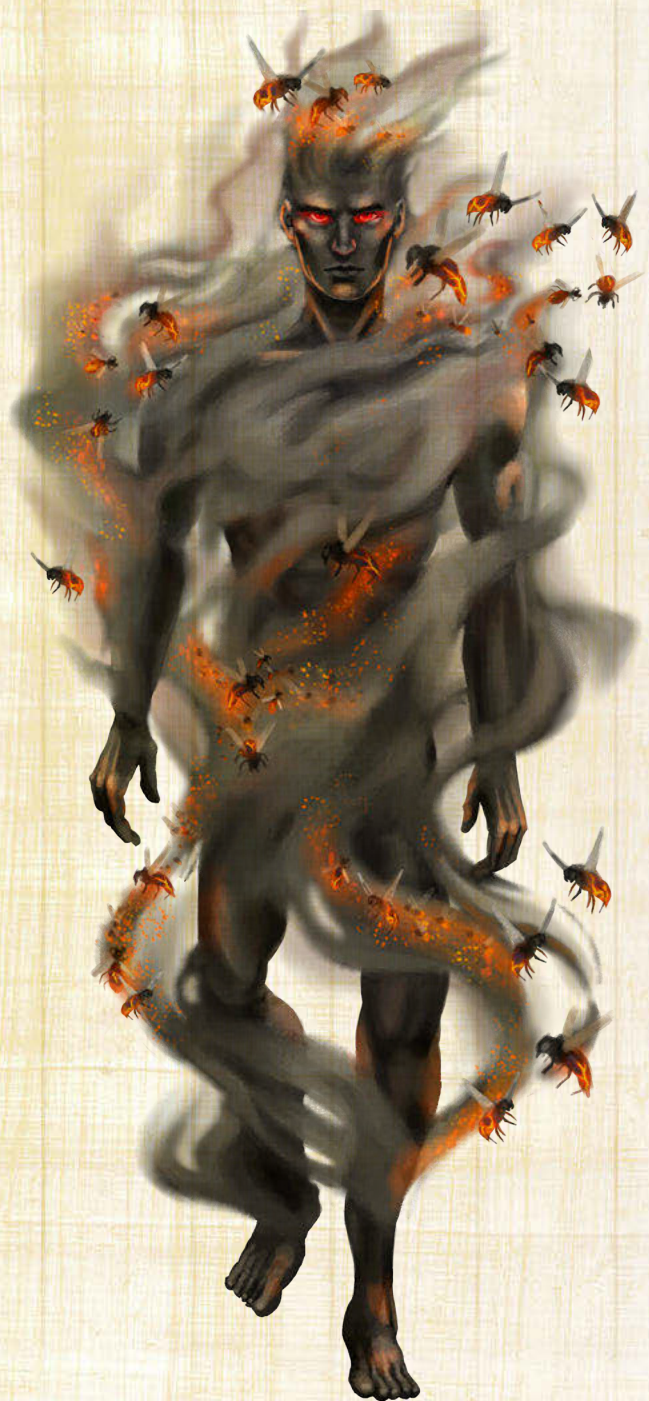
Organization solitary (unique) or with 3–6 hellwasp swarms

Treasure double

SPECIAL ABILITIES

Air Mastery (Ex) Any airborne creature takes a –1 penalty on attack and damage rolls against Ia'Affrat.

Collective Intelligence (Ex) Mind-affecting effects that target single creatures function normally against



Ia'Affrat, since his individual components share a collective intelligence. Ia'Affrat is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by Ia'Affrat himself, which treat him as one single creature if he so chooses.

Coordinated Swarm (Ex) Ia'Affrat coordinates his swarm attacks better than a typical swarm, and deals swarm damage one step higher than a swarm of his HD would normally cause. In addition, his swarm damage is doubled against choking, helpless, or nauseated targets.

Inhabit (Ex) Ia'Affrat can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 min., and the victim must be Small, Medium, or Large. Ia'Affrat may abandon the body at any time, although doing this takes 1 full round. Attacks against the host deal half damage to Ia'Affrat as well, although his resistances and immunities may negate some or all of this damage.

If Ia'Affrat inhabits a dead body, he can animate it and control its movements, effectively becoming a zombie for as long as he remains inside. In a living victim, Ia'Affrat can neutralize the effects of his own poison and control the victim's movement and actions as if using dominate monster (no save) on the victim. Ia'Affrat may choose to consume a living victim, dealing 2d4 points of Constitution damage per hour he inhabits a body.



IA'AFFRAT'S MALICIOUS CURIOSITY

Ia'Affrat is a wandering herald often met on the road, in ancient ruins, or even in desolate deserts and abandoned savannahs where nothing remains but wind and dust. He seems to be the speaker of Arbeyach's will and prophecies when the mood strikes him. Just as often, though, he follows his own plots and pursues a more active, crueler streak of trickery. He has an especial love of tricking humans into unleashing great dangers or wandering into lethal situations—nothing pleases him more than leading a caravan into a dry canyon just before the rains unleash a flash flood, or convincing a party of dwarven adventurers that he has found a lost gold mine in a titanoboa's nesting cavern.

Ia'Affrat will sometimes follow and taunt a group lost in the wilderness, offering increasingly bizarre deals of blood sacrifice in exchange for safe passage to water or to a known road. On many occasions, Ia'Affrat cooperates with efreet, corrupted genies, and dau to create mirages and phantasms in the desert, largely as a way of taunting those who irk him in some way. This cruelty is second nature to him, and while he always keeps his word, he twists each bargain seven ways before settling on its meaning.

When inhabiting a body, Ia'Affrat can choose to have any spell he casts with a range of personal affect the inhabited body, rather than himself.

The skin of a creature inhabited by Ia'Affrat crawls with the forms of the insects inside. Ia'Affrat may hide this telltale sign with a Disguise check. A *remove disease* or *heal* spell cast on an inhabited living victim that overcomes Ia'Affrat's spell resistance forces him to abandon his host.

Poison (Ex) Swarm—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Smoke Jump (Sp) Ia'Affrat can enter any area of smoke equal to his size or larger and travel any distance to another smoke-filled area in a single round, regardless of the distance between the two. This ability otherwise functions as *greater teleport* (caster level 20th), but Ia'Affrat can transport only himself and up to 50 pounds of objects.

Smoke Shroud (Ex) Ia'Affrat is perpetually shrouded in dark smoke that obscures vision. Creatures other than Ia'Affrat inside the shroud take a –2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the shroud. In addition, creatures who breathe in the smoke must make a DC 15 Fortitude save or spend that round choking and coughing. Ia'Affrat can dismiss his shroud or resume it as a free action.

Smoke Sight (Su) Ia'Affrat can see through fire, fog, and smoke without penalty. This does not allow him to see anything he could not otherwise see (for example, invisible creatures are still invisible). He is immune to the dazzled condition.

Spells Ia'Affrat can cast spells as a 13th-level sorcerer.

Swarmswirl (Su) At will, as a standard action, Ia'Affrat can transform himself into a swirling storm of smoke and swarm. This ability functions identically to the whirlwind special attack, but the swarmswirl deals damage equal to Ia'Affrat's swarm attack, and the save DC is Constitution-based.

Ia'Affrat (EE-ah-AFF-rit) is the inverted reflection of his unkempt, overly unyielding creator, Arbeyach, Hell's Prince of Swarms. Ia'Affrat acts as Arbeyach's emissary to the courts of his rivals and to the mortal world as diplomat, spy, assassin, and scourge. Unknown to the rigid and resolute Prince of Hell, Ia'Affrat bears little loyalty to his creator, however, and soon the eloquent and sophisticated creature may seek to betray him. Until then, Ia'Affrat's shifting mind is consumed with an unquenchable lust for arcane mysteries, human interaction, and the material pursuit of as many unwholesome flavors as fiendish insects comprise his form.

Ia'Affrat delights in comedy, wine, song, dance, torture, public humiliation, and food—he is a rapacious devourer, gluttonous and greedy for all transient pleasures. Ia'Affrat abhors all permanency and leaves nothing in his path but ruin: he laughs with glee at the shattering of keystones, the stench of burning paint, and the hollow echoes of a library reduced to rubble.



ARBOREAL GRAPPLER

Long, simian arms snake through the trees like furred serpents, dangling from shaggy, striped ape in the leafy canopy above and trying to snare those below.

Arboreal Grappler

CR 3

XP 800

NE Medium aberration

Init +6; **Senses** darkvision 60 ft., Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

HP 24 (4d8+8)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 10 ft., climb 40 ft.

Melee bite +5 (1d6+2), 2 tentacles +0 (1d4+1 plus grab) **Space** 5 ft.; Reach 15 ft.

Special Attacks constrict (1d4+2)

STATISTICS

Str 14, **Dex** 14, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +3, **CMB** +5 (+9 grapple), **CMD** 17

Feats Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +6 (+10 in jungles), Perception +8, Stealth +12, Climb +14; **Racial Modifiers** +4 Acrobatics in jungles

ECOLOGY

Environment jungle

Organization solitary, pair or tribe (5-50)

Treasure incidental

SPECIAL ABILITIES

Boscaje Brachiation (Ex) Arboreal grapplers move seamlessly through jungle canopies, their tentacles offering them unparalleled agility among the trees. Arboreal grapplers gain a +2 dodge bonus to AC against attacks of opportunity provoked by their movement when climbing. In addition, by swinging out on one leg-vine tentacle and flinging the second forward to catch a distant grip ahead. It can also easily cross gaps of up to 30 ft. without requiring an Acrobatics check and with no chance of falling.

Canopy Climber (Ex) When an arboreal grappler begins its turn with a creature grappled, it can make two grapple checks as a full-round action. If either check succeeds, it maintains the grapple, dealing constrict damage, and can climb up to half its speed. If both checks succeed, it deals constrict damage twice and can climb up to its speed while maintaining the grapple. A creature dragged upwards can attempt a free check to escape the grapple at the end of the arboreal grappler's turn, but it does not gain the usual +4 bonus for escaping a grapple that brings the grappled creature into a dangerous location.

Tenacious Grapple (Ex) When grappling with its tentacles, an arboreal grappler does not gain the grappled condition.

A malformed creation of the gods, an arboreal grappler is a primate whose legs morphed into 15-ft.-long muscular tentacles covered in shaggy red fur. Arboreal grapplers are

ambush predators, using their long limbs to snatch their prey and drag it behind them as they use their powerful limbs to ascend to the highest canopy they can find. Their victims are constricted until their struggles cease; then the arboreal grapplers devour them. A grappler's flexible tentacles are ill-suited for terrestrial movement, requiring them to drag themselves across open ground too wide to swing across.

Arboreal grapplers are tribal in nature, constructing family nests decorated with bones and prized relics of past hunts. These nests are built high in the jungle canopy, typically 80 ft. or more above the ground. Clans of 40 or more spread across crude villages atop the trees; in such large settlements typically a third of the population are juveniles with the young simple template. These nests are difficult to spot from the ground (DC 30 Perception or Survival check, increasing by 1 for every 10 ft. off the forest floor), but a creature observing an arboreal grappler climbing into or out of a nesting area adds a +10 bonus on the check (+20 if the grappler is carrying a grappled victim). Grapplers are carnivorous but prefer humanoid flesh, humans in particular. Some suggest that this is due as much to hatred as hunger, a cruel combination of fascination and revulsion for the walking limbs of humanoid creatures.



ASANBOSAM

This hirsute hulk with bulging, bloodshot eyes perches high in a tree with its elongated legs dangling through the lowest branches, ready to seize unwary passersby with talons like rusty hooks.

Asanbosam

CR 5

XP 1,600

CE Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 10, flat-footed 18 (+4 armor, +1 Dex, +6 natural, -1 size)

hp 46 (7d8+14)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 40 ft. (30 ft. with armor), climb 20 ft. (15 ft. with armor)

Melee 2 claws +8 (1d6+4 plus disease; also see hooked) and bite +8 (1d8+4 plus disease), or greatclub +8 (2d8+6) and bite +3 (1d8+2 plus disease)

Ranged club +5 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws)

Special Attacks disease (tetanus), hooked, iron bite and claws

STATISTICS

Str 18, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 5

Base Atk +5; **CMB** +10 (+12 sunder); **CMD** 21 (23 vs. sunder)

Feats Ability Focus (disease), Improved Sunder, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +8 (+12 in trees), Climb +16 (+20 in trees), Knowledge (nature) +7, Perception +7, Stealth +10 (+14 in trees), Survival +8

Languages Giant

SQ arboreal

ECOLOGY

Environment warm and tropical forests

Organization solitary, pair, party (3-9), or tribe (10-40)

Treasure standard (club, greatclub, hide armor, other treasures)

SPECIAL ABILITIES

Arboreal (Ex) Asanbosams gain a +4 racial bonus on Acrobatics, Climb, and Stealth checks while climbing in trees.

Disease (Ex) Tetanus: Bite, claw—injury; *save* Fort save DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage and the target is paralysed; *cure* 3 consecutive saves. The save DC is Constitution-based.

Hooked (Ex) When an asanbosam hits a creature with both claw attacks (treating a successful sunder combat maneuver with a claw as an attack), it can make a combat maneuver check as a free action to drag, grapple, reposition, or trip that target, or to sunder an item it is wielding or wearing.

Iron Bite and Claws (Ex) An asanbosam possesses teeth and hook-like feet of natural iron, allowing it to bypass DR/cold iron and also to bypass hardness of less than 10 when attacking weapons or creatures with hardness. It does not provoke an attack of opportunity when using its claws to make a sunder combat maneuver.



Asanbosams—or sasabonsams—are aberrations resembling hairy ogres from the waist up, with muscular and flexible legs far longer than those of an ogre. These odd appendages end in strong, hook-like, talon feet, and both its hooks and fangs are composed of raw iron rather than bone or other organic material. These iron fangs and claws mark an asanbosam's age, not just by their size but also by their color, with the youngest specimens having dark gray hooks and matching dentition. Those of older subjects are rustier in color.

The asanbosam diet includes rich sources in iron—mostly red meat, poultry, fish, and leafy vegetables—though in a pinch they have been known to grind iron filings off their own hooks to slake their ferrous cravings. The propensity of asanbosams to consume fresh blood and humanoid flesh has led to the belief that these creatures are some kind of vampire, but they are living creatures of flesh and blood themselves.

Asanbosams spend most of their lives in trees, inhabiting nest-like houses or sometimes platforms of rope and raw-sawn planks. Asanbosam leaders often rogue levels and sometimes ranger levels as well. They do not fear magic, and each tribe generally counts at least one adept, sorcerer, or witch among its members.



BASTET TEMPLE CAT

A slim feline far larger than any house cat slips from the shadows. Its coat glistens like ink as it chirps, tail flicking teasingly as its golden eyes settle on you.

Bastet Temple Cat

CR 4

XP 1,200

CN Small magical beast

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +1 size, +3 natural)

hp 35 (5d10+10)

Fort +6, **Ref** +6, **Will** +4

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claw +8 (1d3+2), bite +8 (1d4+2 plus grab)

Special Attacks pounce, rake (2 claws +8, 1d4+2)

Spell-like Abilities (CL 4th, concentration +7)

Constant—*detect chaos*

At will—*guidance*

3/day—*cure light wounds*, *charm person* (DC 14)

1/day—*cat's grace*

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 12, **Wis** 16, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Allied Spellcaster, Dodge, Mobility, Spring Attack

Skills Acrobatics +6, Climb +9, Escape Artist +6, Perception +7, Stealth +14; **Racial Modifiers** +8 Climb, +4 Stealth

Languages Common, Sylvan (can't speak)

ECOLOGY

Environment urban

Organization solitary, pair, or pride (3-10)

Treasure standard

SPECIAL ABILITIES

Fascinating Lure (Su) As a full-round action, a Bastet temple cat can purr loudly while targeting a single humanoid within 30 ft. that has line of sight to it. That creature is compelled to move toward the cat and attempt to pet it or pick it up (DC 15 Will negates), as *suggestion*. Once it has spent at least 1 round petting the cat, the target is entitled to a new saving throw each round at the end of its turn; if failed, it continues petting the cat for an additional round. If successful, the compulsion is ended. At any point, the cat can attack the target of its compulsion, who is considered flat-footed against the cat's attacks until the end of the cat's turn. Once a creature succeeds on its saving throw, it is immune to fascinating lure of that Bastet temple cat for 24 hrs. The save is Charisma-based.

Priestly Purr (Su) Bastet temple cats were created first and foremost for the service of Bastet's temple priests. A Bastet temple cat treats all divine casters that worship Bastet as though they had the Allied Spellcaster teamwork feat for the purpose of gaining its effects. When a divine spellcaster who worships Bastet spends an hour preparing spells (or renewing daily spell slots) with a Bastet temple cat within 5 ft., that spellcaster gains

Allied Spellcaster as a bonus feat for 24 hrs., though the spellcaster gains its benefits only when adjacent to the cat. In addition, the spellcaster can imbue up to two 1st-level and one 2nd-level spells into the temple cat, as *imbue with spell ability*. The cat can use these spells without a verbal component.

Initially thought to be outsiders, temple cats of Bastet are, in actuality, a terrestrial breed, created by the priesthood through generations of enchantment. While able to understand human speech, the cats are incapable of speech. By day, the creatures laze about their temples, searching out attention from the faithful, and occasionally granting boons to those who fit their whims. By night, they serve as guardians, inciting would-be thieves to come close only to viciously maul them. More than one would-be rogue has met their fate at the hands of these slim, black-furred beasts.



BEETLE, BELLYBORER

Slightly larger than a human's fist, this beetle possesses a collection of tentacles that writhes just behind its over-sized mandibles. Its wings flutter as it hisses at you.

Bellyborer Beetle

CR 1

XP 400

N Tiny vermin

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, flat-footed 14, touch 15 (+2 size; +3 Dex; +2 natural)

hp 5 (1d8+1)

Fort +3, **Ref** +3, **Will** +0

Immune vermin traits

OFFENSE

Speed 10; fly 30 ft. (poor)

Melee bite +5 (1d3-5 plus paralysis)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks bore; disease; paralysis (1d4+1 rounds, DC 11)

STATISTICS

Str 1, **Dex** 16, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0, **CMB** +1, **CMD** 6

Feats Weapon Finesse

Skills Fly +7, Stealth +11

ECOLOGY

Environment urban

Organization solitary, pair, or pride (3-10)

Treasure standard

SPECIAL ABILITIES

Bore (Ex) As a full-round action, a bellyborer beetle can bore into the abdomen of a helpless creature and attach itself to the creature's spine, where it begins laying eggs and transmits a telepathic suggestion (DC 10 Will negates) to retreat to a more private place to incubate the beetle's young. If the target succeeds in its save to resist this compulsion, the bellyborer beetle's neurotoxin becomes muddled and diffused, forcing the host creature to make an additional DC 10 Will save each round at the beginning of its turn. With each failed save, the host becomes confused, as the condition, until the beginning of its next turn. A target that fails any Will save contracts the beetle's disease.

A bellyborer beetle infestation can be removed with *remove disease* (requiring a DC 15 caster level check) or a successful DC 20 Heal check. Failing this Heal check by 5 or more deals 1d6 hp damage to the host.

Disease (Ex) Bellyborer Infestation: Bore—injury; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Wis damage; cure 2 consecutive saves. The save DC is Constitution-based.

Every five days until the infestation is cured or the host dies, 1d6 mature beetles emerge from the victim, dealing 1 additional point of Con damage for each new beetle.



Bellyborer beetles are dangerous parasites that seek warm flesh to inhabit, preferably with ready access to a creature's nervous and digestive system. Their toxic saliva helps dissolve the neural tissue of the host and convert it into vital enzymes for the production of its eggs, which it implants in the lining of the host's digestion tract, where they incubate and then burrow forth after hatching. New bellyborers always seek a new host and do not re-infest the host in which they were birthed.

Bellyborer beetles are often found in large number within the wounded flesh of large mammals, but they also congregate in open wounds of smaller mammals, too. Some scholars believe that they actually prefer humanoid hosts, since humanoids tend to frequently move into different biomes with an abundance of potential new hosts for bellyborers' offspring. Bellyborers do not need to be engorged in a host to reproduce, as they can lay their eggs in any warm, wet environment. Bellyborer egg clutches usually consist of 100-500 eggs.



BEHTU

These ferocious half-ape, half-human pygmies, with faces like mandrills and boar-like tusks, have demon blood flowing in their veins.

Behtu

CR 3

XP 800

CE Small monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 natural, +1 size)

hp 26 (4d10+4)

Fort +2, **Ref** +6, **Will** +6

Immune demon fever; **Resist** acid 5, electricity 5, fire 5

OFFENSE

Speed 20 ft., climb 20 ft.

Melee spear +7 (1d6+3/×3), bite +3 (1d4+1)

Ranged blowgun +7 (1 plus Mechuiti's ichor or medium spider venom) or spear +7 (1d6+3/×3)

Spell-Like Abilities (CL 4th; concentration +5)
1/day—*caustic blood*^{DM}

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 8, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 17

Feats Power Attack, Weapon Focus (bite)

Skills Climb +15, Intimidate +9, Perception +9, Stealth +13, Survival +9, Swim +5; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Ape

SQ demonic sorcery, poison use

ECOLOGY

Environment warm and temperate forests

Organization solitary, troupe (2–5), or war party (6–12, including 1 witch doctor [druid, sorcerer, or witch])

Treasure NPC gear (hide shirt, spear, blowgun with 10 darts, ichor tattoo, 1 dose of Mechuiti's ichor, 4 doses of medium spider venom)

SPECIAL ABILITIES

Demonic Sorcery (Su) Behtu sorcerers with the Abyssal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.

Mechuiti, the demonic Lord of Apes, Cannibalism, and Torture, combines the cruelty of a demon with the cunning of a human and the ferocity of an ape. The demon has bred the same qualities into his people, the Behtu. Behtu warriors use fiendish dire iguanas as war mounts, and their most powerful witch doctors ride lava drakes or juvenile volcano dragons.

MECHUITI'S ICHOR

In Mechuiti's volcanic temples, his idols weep with his blood. The Behtu use this diseased ichor to lace their blowgun darts or to etch tattoos on their skin that infuse their sorcery with an Abyssal infection.

Any creature injured by a blowgun dart laced with Mechuiti's ichor is exposed to a weak strain of demon fever (as per *Pathfinder spell out Roleplaying Game Core Rulebook*, but only DC 16). Behtu can instead use Mechuiti's ichor to create a dark red tattoo, typically of a demonic symbol on the face, that fades over the next 2d6 days. During this time, if the behtu absorbs the tattoo as a free action when using its caustic blood spell-like ability, any creature damaged by its blood is also exposed to the weak (DC 16) strain of demon fever.



BLEMMYES

This headless giant has a large mouth in its upper chest, with bulging eyes at shoulder height.

Blemmyes

CR 8

XP 4,800

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 105 (10d10+50)

Fort +8, **Ref** +8, **Will** +8

OFFENSE

Speed 40 ft.

Melee bite +16 (2d6+7 plus grab) and 2 unarmed strikes +16 (1d4+7)

Ranged rock +10 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing 120 ft., swallow whole (4d6 acid damage, **AC** 20, 21 **hp**)

STATISTICS

Str 25, **Dex** 13, **Con** 20, **Int** 7, **Wis** 13, **Cha** 5

Base Atk +10; **CMB** +18 (+26 grapple); **CMD** 29 (31 against grapple)

Feats Greater Grapple, Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Stunning Fist

Skills Climb +11, Intimidate +17, Perception +10, Survival +7

Languages Giant

SQ carnivorous compulsion, cast-iron stomach

ECOLOGY

Environment warm hills and mountains

Organization solitary, pair, party (4-8), or tribe (10-30)

Treasure standard

SPECIAL ABILITIES

Carnivorous Compulsion (Ex)

A blemmyes hungers for the chance to assault a foe unable to fight back. When a creature it threatens is unable to take actions, such as when it is dazed, stunned, or unconscious, the blemmyes gains a +2 morale bonus on attack and damage rolls and gains the fast swallow universal monster ability, though it can use this ability only against creatures unable to take actions. If a blemmyes has line of sight to an enemy unable to take actions, it must succeed on a DC 15 Will save or be compelled to move toward that enemy and attempt to swallow it.

Cast-Iron Stomach (Ex) A blemmyes applies its full natural armor bonus to the Armor Class of the interior of its stomach. In addition, a creature must deal damage equal to 1/5 the blemmyes' total hp in order to cut its way out.

Stunning Stone (Su) As a swift action that does not provoke attacks of opportunity, a blemmyes can imbue the power of its inner focus into a rock it throws before the end of its turn. If the rock hits, the target is affected by one use of the blemmyes' Stunning Fist feat. If the target is within 30 ft., or if the blemmyes confirms a critical hit with the rock, the blemmyes can also make an Intimidate check as a swift action to demoralize the target.

Blemmyes (BLE-miss) are a brutish race with a keen savor for humanoid flesh. These anthropophages see all humanoids as potential meals, and some have the patience to tend them like unruly herds, farming them for food and fattening them up for maximum succulence. Blemmyes are not above eating their own kind. They frequently cull the weakest specimens of their race when food is scarce or when they sense their own population has exceeded a healthy balance with the surrounding food supply. The most terrible habit of these monsters is that they never wait until the end of combat to feast, eating at least one of their foes while the fight rages.



BOLT OF EKWANE

Crackling with lightning, a dark cloud breaks into a whirlwind of small black birds with blood-tinged beaks and claws.

Bolt of Ekwane

CR 4

XP 1,200

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +2 size, +3 natural

hp 37 (8d8)

Fort +5, **Ref** +8, **Will** +4;

Defensive Abilities half damage from piercing and slashing; **Immune** swarm traits; **Resist** electricity 10

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee swarm (2d6 plus 1d6 electricity and pilfer)

Space 10 ft. Reach 0 ft.

Special Attacks crackling claws, lightning cloud, pilfer

STATISTICS

Str 2, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6;

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

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +13, Perception +12

ECOLOGY

Environment warm forests, plains

Organization solitary, bolt (2-4 swarms), or storm-front (5-10 swarms)

Treasure 1 random metallic object per swarm (20% chance of random minor magic item)

SPECIAL ABILITIES

Crackling Claws (Ex) In addition to dealing normal swarm damage to creatures sharing its space at the end of its movement, other creatures in the path of as a swarm take half damage from its swarm attack. The swarm can use its pilfer ability against any creature it damages with its swarm attack.

Lightning Cloud (Su) Arcs of electricity crackle through the air between the individual birds within a bolt of ekwane. During any round, a bolt of ekwane may forgo its usual swarm damage (including damage from its flashing claws ability) until the beginning of its next turn, instead releasing its built-up electrical charge into a single creature whose space the swarm passes through during its turn. That creature is affected as the primary target of a *chain lightning* spell dealing 4d6 hp electricity damage (DC 16 Reflex half). After striking this target, the lightning arcs to strike 6 random creatures (other than the bolt of ekwane) within 30 feet of the primary target, dealing 4d6 points of electricity damage to those targets (DC 14 Reflex half). A bolt of ekwane cannot be harmed by its own lightning cloud. Once the creature releases its lightning cloud, it does not deal electricity damage with its swarm attack and cannot use this ability

again for 1d4 rounds. The save DC is Wisdom-based.

Pilfer (Ex) Once per round, a bolt of ekwane may attempt a steal combat maneuver against a creature damaged by its swarm attack or flashing claws. This does not provoke an attack of opportunity from the target of the maneuver. The swarm must designate which item it will attempt to steal before making the steal combat maneuver check.

Smaller cousins of the impundulu, or lightning bird, ekwane are hawk-like crows with crimson beaks and powerful claws. These incorrigible thieves flock in vast communities among acacia and baobab trees. Violently territorial, the ekwane have been known to fly for miles to attack much larger creatures that they perceive as a threat, attacking in swarms called bolts. They seek to drive intruders away and also to pilfer a bauble for their effort.

Ekwane are attracted to shiny metal items and seem especially drawn to magical ones. The limited group mind that allows them to function as a swarm can only focus on one "prize" at a time, and not for very long; each individual member take turns holding the item before it is snatched away by another member. Often the branches of a bolt of ekwane's tree, and the ground around it, are littered with abandoned prizes (1d10 mundane items, with a 10% chance for 1d6 lesser magic items made of metal, glass, or other reflective material).



Bouda

This hulking, hyena-faced humanoid has numerous scars along its oversized muzzle, as if its jaw had once been ripped apart and put back together. Clouds of gnats and fleas roil around its arms.

Bouda

CR 5

XP 1,600

NE Medium outsider (div, evil, extraplanar)

Init +6; **Senses** see in darkness; **Perception** +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 57 (6d10+24)

Fort +6, **Ref** +7, **Will** +6

DR 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d4+4 plus mephitic paws), bite +10 (1d6+4)

Special Attacks defiling smear (DC 17), prey on the weak

Spell-like Abilities (CL 5th; concentration +7)

Constant—*detect good*, *detect magic*

At will—*ghost sound*

3/day—*darkness*, *expeditious retreat*

1/day—*vomit swarm*

STATISTICS

Str 19, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +10; **CMD** 22

Feats Alertness, Improved Initiative, Stealthy

Skills Climb +7, Escape Artist +8, Intimidate +6, Knowledge (local) +6, Knowledge (planes) +9, Perception +9, Sense Motive +10, Spellcraft +4, Stealth +10

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ change shape (*beast shape I*, hyena only), ravenous gorge, see in darkness

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Defiling Smear (Ex) A bouda can secrete a disgusting whitish-yellow substance with the viscosity of tar to mark food and territory. As a standard action, the bouda can mark a single adjacent square, object or helpless creature with this ability. Any living creature within 30 ft. of the smear must make a Fortitude save (DC 17) or be sickened for 1 min. The stench of a smear remains potent for 1 week. A bouda can use this ability once per day—bouda themselves are immune to the effect.

Mephitic Paws (Ex) A bouda's forearms are covered in a visible cloud of vermin. Any living creature damaged by the bouda's claw attacks is nauseated for 1 round; a successful Fortitude save (DC 17) negates the effect. This ability's DC is Constitution-based.

Prey on the Weak (Ex) A bouda can perform a coup de grace with its bite attack as a standard action.



Ravenous Gorge (Ex) As a full-round action that provokes an attack of opportunity, a bouda can consume the vital organs of a corpse in the square it occupies. The bouda gains temporary hp equal to the dead creature's HD that last for up to 1 hr. Organs consumed by this ability are gone, and will prevent attempts to restore life to a creature through *raise dead* or similar effects which require a mostly intact corpse.

See in Darkness (Su) A bouda can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Bouda are child-eaters, despoilers of purity and ruiners of family. Appearing superficially similar to oversized gnolls, a web of scars along their muzzles is evidence of gluttonous eating habits. They always appear to be smiling in macabre fashion, their teeth and eyes faintly glowing yellow.

Bouda lurk on the fringes of society, using their shapechanging ability to blend in with mortals. They seek out happy families, consuming the children under cover of night and leaving behind gruesomely elaborate trophies for their victims' parents to find. They will even mark a victim nights before their kill to drive more terror into the hearts of the helpless parents. If the bouda does not fear any possible repercussion, it may even take the time to haunt and terrorize the victim (and family) for weeks beforehand. Bouda on the run or roaming the wild assume the form of a stocky hyena.



BURAOQ

An aura of holiness surrounds this handsome human-headed equine, which possesses short but strong and feathery wings.

Buraq

CR 11

XP 12,800

LG Medium outsider (extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura holy aura (DC 24)

DEFENSE

AC 23, touch 22, flat-footed 17 (+6 Dex, +4 deflection, +1 dodge, +2 natural)

hp 117 (14d10+42)

Fort +13, **Ref** +19, **Will** +20

DR 10/magic; **Immune** cold; **Resist** fire 10, electricity 10; **SR** 22

OFFENSE

Speed 120 ft., fly 240 ft. (perfect)

Melee 4 hooves +15 (1d4+1), 2 wings +15 (1d4+1)

Spell-Like Abilities (CL 15th, concentration +21)

Constant—*ant haul*, *holy aura* (DC 24)

At will—*detect evil*, *detect magic*, *pass without trace*

3/day—*haste*, *longstrider*

1/day—*plane shift*, *wind walk*

STATISTICS

Str 15, **Dex** 23, **Con** 16, **Int** 18, **Wis** 21, **Cha** 23

Base Atk +14; **CMB** +20; **CMD** 37 (41 against trip)

Feats Agile Maneuvers, Dodge, Endurance, Great Fortitude, Iron Will, Mobility, Weapon Finesse

Skills Acrobatics +20, Diplomacy +23, Escape Artist +20, Fly +31, Knowledge (geography) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +22, Sense Motive +22, Stealth +23

Languages Auran, Celestial, Common, Southern; comprehend languages, elemental speech (air)

SQ buraq's step, night journey

ECOLOGY

Environment any (Celestial planes)

Organization solitary, pair, flight (4-7)

Treasure double (buraq's bridle, masterwork exotic riding saddle, other treasure)

SPECIAL ABILITIES

Buraq's Bridle (Su) Buraqs wear a gilded band around their head or neck. While wearing this band, a buraq gains a +2 enhancement bonus to its Wisdom and Charisma and can use *comprehend languages* and *elemental speech* (air) at will. It has no power when worn by other creatures. If a buraq's bridle is broken, it can forge a new one with one month of effort and 1,000 gp worth of pure gold.

Buraq's Step (Su) Once per day, a buraq can travel instantly (as greater teleport) with its rider to any point within its line of sight.

Night Journey (Su) When outdoors at night, a buraq's vision is not limited by non-magical darkness. Once per month, a buraq can declare that it is on a night journey, during which it can use its buraq's step once per round for the next 24 hrs., though its destination must always be in an area of non-magical darkness within its line of sight.

At any point during the night journey, the buraq and its rider can return to the location where it began the night journey as a standard action, as if using *word of recall*.

A buraq possesses astounding speed, determination, and resilience, among a host of noble qualities, but only pure-hearted humanoids can hope to obtain a service from such a righteous and honorable creature. The hide of every buraq is white, though their beards, lashes, manes, and tails vary from silver to dusty tan to deep brown to glossy black. A buraq is smaller than a mule but bigger than a donkey, though their carrying capacity belies their size and apparent strength. Nevertheless, a buraq is the ultimate courier and the consummate heavenly steed. Paladins and good-aligned clerics are the most likely candidates among those who ever hope to travel along a buraq, but other virtuous individuals have also had this privilege.



CACTID

Root-like tendrils explode from the sand at the base of a pillar-shaped cactus bristling with needles, greedily reaching for nearby prey.

Cactid

CR 4

XP 1,200

N Large plant

Init -1; **Senses** blindsense 60 ft.; Perception +8

DEFENSE

AC 16, touch 8, flat-footed 16 (-2 Dex, +8 natural, -1 size)

hp 47 (5d8+25)

Fort +8, **Ref** +0, **Will** +1

Defensive Abilities plant traits

OFFENSE

Speed 5 ft.

Melee 2 slams +5 (1d8+3 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pull (tendrils, 5 ft.), constrict (1d8+3), desiccate (1d3 Str)

STATISTICS

Str 16, **Dex** 8, **Con** 18, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 16

Feats Improved Natural Attack (slam), Toughness, Weapon Focus (tendrils)

Skills Perception +8

Languages Sylvan (cannot speak)

ECOLOGY

Environment warm deserts

Organization solitary, or stand (3-6)

Treasure incidental

SPECIAL ABILITIES

Desiccate (Ex) When a cactid constricts a creature, it also drains the target's body fluids, dealing 1d2 points of Constitution damage (DC 16 Fortitude negates). The save DC is Constitution-based.

Hail of Needles (Ex) When reduced below 10 hp, a cactid can release a hail of needles as an immediate action, dealing 6d6 hp piercing damage in a 15-ft.-radius burst (DC 16 Reflex half). The save DC is Constitution-based.

Spiny Constrictor (Ex) A cactid's slams and constrict deal bludgeoning and piercing damage. In addition, a creature constricted by a cactid begins taking 1d4

hp bleed damage per round. This bleed damage is not cumulative, but it cannot be halted by Heal checks or magical curing as long as a creature remains grappled by the cactid. Once the creature escapes, its bleed damage can be halted with a DC 15 Heal check or any amount of magical healing.

Pull (Ex) Cactids can shoot their tendrils at targets within 15 ft. If it strikes the same creature with both tendrils, it can make a combat maneuver check to pull the target 5 ft. closer with each tendril.

Cactids are semi-sentient cacti that grow in a myriad of shapes and sizes, from ground-hugging barrel and spheroid clumps that pin their victims to the ground to towering saguaros with club-like arms that yank victims off their feet. Most cactids are green or brown with distinct ribs, lined with countless needles.

In addition to drawing water from their environment, cactids use their tendril-roots to snag nearby creatures and pull them into its deadly embrace. Once a creature is pinned to its spines, the cactid begins draining its bodily fluids through them, greedily feasting until nothing but a dried husk remains. A cactid's body is often adorned with bright flowers or succulent fruit to lure prey into its reach. Some even accumulate shiny objects that they scatter within reach to lure sentient creatures into their spiny clutches. In the desert, however, their greatest treasure is the water stored within their flesh. A slain cactid's body yields four gallons of water that can be harvested with a successful DC 15 Survival check. Failure indicates only one gallon is recovered.

It is rumored that cactids were created by a nomadic sect of druids, but their original purpose is lost. They have limited mobility using their tendrils, and occasionally congregate in stands and migrate in groups to better hunting grounds.



CLOCKWORK, IMY-UT USHABTI

Glittering scarabs scurry from under the deformed and yellowed linen wrappings on the tomb guardian that is silently approaching, an ornate sword in its hand.

Imy-ut Ushabti

CR 3

XP 800

N Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft; lowlight vision; Perception +7

DEFENSE

AC 17, touch 10, flat-footed 17 (+3 armor, +4 natural)

hp 30 (4d10+8); regeneration 5

Fort +3, **Ref** +4, **Will** +6

DR 5/bludgeoning

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee khopesh +8 (2d8+3 plus embalming poison)

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +4; **CMB** +7; **CMD** 17

Feats Iron Will, Weapon Focus (khopesh)

Skills Perception +7, Stealth +7

STATISTICS

Environment any underground (tombs)

Organization solitary or triad (3)

Treasure standard

SPECIAL ABILITIES

Embalming Poison (Ex) Khopesh—*injury*; *save* Fort DC 14, *frequency* 1/round for 2 rounds, *effect* 1d2 Con, *cure* 2 consecutive saves.

Rent Wrappings (Ex) Creatures damaging an Imy-Ut Ushabti with slashing or piercing weapons shred its delicate linen wrappings, releasing a flurry of skittering scarabs. These beetles flow onto the attacker, dealing 1d6 hp damage to that attacker each round at the beginning of its turn until they are removed, requiring a successful DC 14 Reflex save as a full-round action. The beetles are also destroyed if the target takes any amount of damage from an area effect. When a creature strikes an Imy-Ut Ushabti with a natural weapon, unarmed strike, melee touch attack, or bull rush, drag, or grapple combat maneuver, the creature can release a cluster of these clinging beetles on the attacker as an immediate action. The save DC is Constitution-based.

Vomit Swarm (Ex) Once per day, and Imy-Ut Ushabti can part its wrappings voluntarily and release a swarm of scarab beetles that follows its mental commands. This statistics of this swarm are identical to a spider swarm (*Pathfinder Roleplaying Game Bestiary*), but it delivers the Imy-Ut Ushabti's embalming poison rather than the usual spider swarm's poison.

The undying servants of the god-kings and queens of Nuria Natal, the Imy-ut Ushabti are tasked with guarding the tombs of their masters and shepherding them toward their eventual awakening. Generals, trusted advisors, and close allies of their god-king while living, these individuals willingly accompanied their dying lords into the afterlife through a horrifying transformation. Still alive, they are tightly bound in linens and sealed within a sarcophagus amongst a swarm of flesh-eating scarabs which, over a period of days to weeks, fully consumed their bodies. The servant's devotion to their task, sufficient to endure the anguish of their passing, then imprints upon the scarab colony, which, hive mind-like, animates the funerary wrappings like a grotesque puppet to carry on its duty with a primitive single-mindedness.

From a distance, the Imy-ut are nearly indistinguishable from the mummified form of their masters, betrayed only by the reserved ornamentation of their lacquered armor and the ripples of movement beneath their wrappings as the mass of scarabs writhes beneath.

Traditionally, the Imy-ut Ushabti appear only in triads—the “Warden,” charged with ensuring the death sleep of their master is uninterrupted; the “Steward,” tasked with escorting their master back from the land of the dead; and the “Herald,” proclaiming their master's return to the world of the living.

In recent times it has become fashionable among the Nurian elite to crudely imitate these ancient customs, condemning scores of their servants to brutal deaths, entombed with their deceased lords and swarms of common carrion beetles.

Absent the carefully conducted ancient rituals, the resultant monstrosities are a pale shadow of the true Imy-ut.



CLOCKWORK, SHABTI

Covered in silver-and-red enamel jewelry and carrying a thinly carved stick, this angular creature appears normal, until the faint sound of moving gears emanates from within as it turns jet-black eyes to face its enemies.

they become king cobras (advanced giant venomous snakes). The shabti can mentally direct the serpents as a free action. If killed in snake form, the armlets dissolve into wisps of smoke that reform around the shabti's

Shabti

CR 8

XP 4,800

N Medium construct (gearforged)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)

hp 75 (9d10+20)

Fort +3, **Ref** +9, **Will** +5

DR 5/adamantine; **Immune** gearforged traits

OFFENSE

Speed 40 ft

Melee +1 nabboot (see below) +16/+11 (1d4+4/15-20 plus lesser tomb taint)

Space 5 ft.; Reach 5 ft.

Special Attacks lesser tomb taint, serpentine armlets

Spell-like Abilities (CL 9th)

At will—*telekinesis* (DC 17)

STATISTICS

Str 16, **Dex** 22, **Con** -, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +17; **CMD** 28

Skills Climb +15, Intimidate +11

Feats Improved Critical (nabboot), Dodge, Mobility, Spring Attack, Weapon Finesse

Languages Ancient Southern

Gear +1 nabboot, 2 black opals (250 gp each)

DEFENSE

Environment any land (ruins)

Organization solitary

Treasure none

SPECIAL ABILITIES

Lesser Tomb Taint (Su) A successful critical hit by a shabti's nabboot inflicts the target with a weaker form of mummy rot.

Lesser Tomb Taint: curse and disease—injury; *save* Fort DC 14; *onset* 1 round; frequency 1/day; *effect* 1d4 Con and -5 speed; *cure* —. A creature failing multiple saves against lesser tomb taint reduces all of its speeds by 5 for each failed save. No speed can be reduced below 5 ft. by this curse. Tomb taint is both a curse and a supernatural disease. It can be cured only if the curse is first removed, at which point the disease can be magically removed. Even after the curse element is lifted, a creature suffering from it cannot recover naturally over time. Conjuraton (healing) spells cast on an afflicted creature fail unless the caster succeeds as a DC 16 caster level check. Anyone who dies from tomb taint turns to stone and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Serpentine Armlets (Su) The brass-and-precious-stone armlets wound around the shabti's forearms disguise a potent weapon. As a move action, the shabti can command the armlets to drop to the floor, whereupon



forearms. They cannot be returned to snake form for 1 week thereafter. These armlets are linked to the shabti at the time of its creation and do not function for other creatures.

Shabti (SHAHB-tee) are lifelike constructs designed to tend to the needs of their masters in the afterlife. Dressed in ceremonial regalia, they are sometimes mistaken for living beings by tomb intruders, though careful examination reveals faintly glowing hieroglyphs graven into their garments and their bodies. Usually driven mad by centuries within its master's tomb, a shabti fiercely attacks anything that threatens its sworn charge. It begins by releasing its serpentine armlets to attack front-line combatants and then uses its telekinesis to engage spellcasters who try to hide behind their allies, thrashing any who stand in their way with archaic but effective stick-fighting maneuvers. Shabti fight until destroyed.



NABBOOT

The shabti's weapon is a four-foot rattan or bundled reed stick commonly used in ancient forms of single-stick fighting. A dextrous tool, the nabboot does 1d4 hp piercing damage, has a critical hit range of 18-20 and can be used with the Weapon Finesse feat. A non-magical nabboot costs 2 gp.

GEARFORGED TRAITS

These living constructs have no Constitution scores and are immune to disease, poison, magical sleep effects, enchantment effects, paralysis, and effects that require a Fortitude save (unless those effects can also affect objects). Gearforged cannot become fatigued or exhausted, nor do they need to eat, sleep, or breathe. As living creatures, though, they do not have any other immunities common to constructs. They cannot heal damage on their own; cure spells and the like only heal hybrids for the minimum amount per charge or dose. Magical repair spells work normally however. For more information about gearforged, see the *Midgard Campaign Setting* or *Advanced Races #3: Gearforged*.



PTAH, RAVA, AND THE SHABTI

The origins of the original shabti are not entirely clear; they seem to have been forerunners of the dwarves, sculpted by Ptah and Rava out of clay and stone. Some say they were meant to help in the construction of early Nurian temples and canals, or the carving of stone blocks from quarries for the great pyramids. The priests of Ptah say that Ptah gave the shabti's stone a pleasing form, and Rava breathed life into them, and they awoke, eager to serve.

For a time, thousands of shabti were created in every city. While Ptah taught them the Law, Rava gave them strength and diligence. In this way, they became among the hardest-working servants of the god-kings, never sleeping or eating, requiring occasional repairs but rarely complaining. Nuria was a land of tireless workers, and Rava and Ptah were pleased.

Even the dwarves could not carve as much stone or build as many great pillared temples as the shabti. In time, though, the dwarves grew jealous of Ptah's other children. A dwarf said to one of the god-kings, "Wouldn't it be a good idea to provide some of our shabti brothers as watchmen and servants in the afterlife? Imagine how well they might guard a tomb against robbers!"

And so it was that some of the shabti were sealed into the great tombs and pyramids, where dark and the lack of daily tasks drove them mad. This made them

into cracked shabti, who opened the tombs from the inside, the better to return to mining or drawing water or lifting stone into palace walls. Those who suggested using the shabti this way were made to take their place, and became the Imy-Ut Ushabti, the guardians of tombs made from human and dwarven advisors who seek to follow a god-king into the afterlife.

The god-kings feared that if the tide of shabti continued to grow, in time the Nurian people would be entirely servants of this kind, without great learning, without arcane skill, with tireless labor but without joy. And so Sety II, the god-king also called Light of Reason, asked the priests of Ptah to make no more new shabti, but only to replace the ones worn out from hard work. And thus the shabti numbers are great, but have never overwhelmed the living people of Nuria-Natal.

The inventive priestesses of Rava also found another use for a shabti made of copper, bronze, and similar metals: these forms could be made to house a human soul or a dwarven one, and thus were created the first of the gearforged. To Ptah and Rava and all those who have seen the shabti, the Imy-Ut Ushabti, and the gearforged, it is perfectly plain that body, spirit, and life are elements that might be fused together in many ways, as best pleases the gods and theurges of Nuria.



CLOCKWORK, USHABTI

Wielding a khopesh and scepter, this towering figure in ancient armor wears an ornate headpiece with eyes that ignite in a golden radiance upon detecting intruders.

Ushabti

CR 11

XP 12,800

N Large construct (gearforged)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 25, touch 12, flat-footed 22 (+6 armor, +7 natural, -1 size, +3 Dex)

hp 148 (14d10+78)

Fort +4, **Ref** +7, **Will** +9

DR 10/adamantine; **Immune** gearforged traits

OFFENSE

Speed 15 ft.

Melee Medjai's scepter +19/+14/+9 (2d6+10) and +1 khopesh +18/+13 (2d6+9, 19-20); or Medjai's sceptre +23/+18/+13 (2d6+10)

Space 10 ft.; Reach 10 ft.

Special Attacks dynastic aura, Medjai's scepter

STATISTICS

Str 26, **Dex** 17, **Con** -, **Int** 12, **Wis** 20, **Cha** 9

Base Atk +14; **CMB** +23; **CMD** 36

Feats Cleave, Double Slice, Improved Two-Weapon Fighting, Lunge, Power Attack, Two-Weapon Fighting, Two-Weapon Rend

Skills Intimidate +10, Knowledge (History) +10, Perception +12, Spellcraft +10, Stealth +11

Languages Ancient Southern

Gear Medjai's scepter, +1 khopesh, breastplate

SQ healing leech

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Dynastic Aura (Sp) As a standard action, an ushabti (oo-SHAB-tee) can create a spell effect in a 30-ft. emanation centered on itself and moving with it. Enemies within or entering this area must save or be affected (even if the companion spell effect normally affects only a limited number of targets). Creatures failing their saves remain affected as long as they remain within the dynastic aura (up to a maximum of the spell's normal duration). If they leave the aura or it is changed before that duration expires, they can attempt a new save each round to end the effect.

Creatures that successfully save are immune to that effect from the ushabti's dynastic aura for 24 hrs.; however, they are not immune to other effects from its dynastic aura. An ushabti can change the spell effect of its dynastic aura as a move action, though it cannot change auras until at least 1 round has passed since the previous activation or change. Activating or changing this dynastic aura does not provoke attacks of opportunity. The specific spells available to the Ushabti's dynastic aura (and their Saving Throw DCs) follow.

- *binding earth*^{ARG} (Fort DC 17)
- *disfiguring touch*^{UM} (Will DC 17)
- *frigid touch*^{UM} (Fort DC 17)
- *ill omen*^{APG} (no save)
- *inflict moderate wounds* (Will DC 17)
- *murderous command*^{UM} (Will DC 16)
- *spontaneous immolation*^{UC} (Fort/Ref DC 17)
- *steal breath*^{ARG} (Fort DC 17)

Healing Leech (Su) When a conjuration (healing) effect or channeled positive energy heals damage within 30 ft. of an ushabti, its magical siphons reduce the amount of healing by half, applying the stolen healing effect to the ushabti as healing (or as temporary hp, if the stolen healing would bring it above its maximum hp). If the creature creating the healing effect succeeds on a DC 22 Will save, the healing effect is not halved but the ushabti still gains half of the healing effect as described above.

Medjai's Scepter (Su) This specialized rod of the viper only functions for the ushabti for whom it was created. It strikes as a +2 light mace and once per day as a standard action the ushabti envenoms the weapon for 10 rounds. Any creature it strikes with the Medjai's scepter during this time is affected as poison (DC 16 Fortitude negates). Each additional failed save by a creature already poisoned extend the poison's duration by 3 rounds increase the save DC by 2.



Dau

This small, impish humanoid has a wide grin, a lilting laugh, and a spindly body covered in sand-colored skin. The desert winds whip around it, making it almost indistinguishable from the surrounding dunes.

Dau

CR 5

XP 1,600

CN Small fey (air, extraplanar)

Init +3; **Senses** detect thoughts, low-light vision; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 natural, +1 size)

hp 38 (7d6+14)

Fort +4, **Ref** +8, **Will** +8

Defensive Abilities mirror dodge; **DR** 10/cold iron; **SR** 16

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 desiccating touches +7 (2d6 nonlethal plus 1d4 Strength drain)

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*blur*, *detect thoughts* (DC 15)

At will—*color spray* (DC 14), *create water*, *endure elements*, *hypnotic pattern* (DC 15), *silent image* (DC 14)

3/day—*create food and water*, *hallucinatory terrain* (DC 17), *invisibility*, *mirror image*

1/day—*mirage arcana* (DC 18), *permanent image* (DC 19), *programmed image* (DC 19), *rainbow pattern* (DC 18)

STATISTICS

Str 7, **Dex** 17, **Con** 14, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +3; **CMB** +0; **CMD** 14

Feats Dodge, Flyby Attack, Mobility, Weapon Finesse

Skills Acrobatics +13 (+9 to jump), Bluff +12, Diplomacy +12, Escape Artist +13, Fly +19, Knowledge (nature) +12, Perception +13, Sense Motive +13, Survival +4, Stealth +13

Languages Aklo, Auran, Sylvan; telepathy 60 ft.

SQ tangible illusion

ECOLOGY

Environment warm desert

Organization solitary

Treasure standard

SPECIAL ABILITIES

Mirror Dodge (Su) Once per day, as an immediate action when hit by a melee or ranged attack, a dau can replace itself with an illusory duplicate and teleport to any open square within 30 ft. of its current position. The dau takes no damage from this attack, which instead destroys the illusory duplicate (similar to *mirror image*). The dau requires a line of effect to the square into which it teleports.

Strength Drain (Su) Creatures hit by a dau's touch attack must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the dau gains 5 temporary hp. The save DC is Charisma-based.

Tangible Illusion (Su) Once per day as a full-round action, a dau can temporarily transform a single object created by an illusion spell that it casts into a physical, nonmagical version of that object. The object lasts for

10 min., after which it reverts to being an illusion (or vanishes, if the duration of the original illusion has expired). During that time, the illusion gains all the physical properties of the depicted illusory object. The dau must touch the illusion to use this ability, and the object can be no larger than 5 cubic ft.

Daus are mirage fey of the desert. They stand around three feet tall, with sand-like skin and a shimmering aura that looks like a heat haze.

Daus are flighty creatures, physically weak and unfocused but agile in both body and wit. Their ability to magically provide for themselves in most material ways tends to make daus lazy and hedonistic. As a result, daus are often openly friendly and eager for company. They frequently invite others to rest in their lairs but their hospitality can turn to cruelty if their intricate rules of etiquette are breached.



DEMON, KISHI

This strong and handsome warrior has a snarling hyena's face at the back of its head.

Kishi demon

CR 9

XP 6,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., all-around vision, low-light vision, scent; **Perception** +13

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +3 natural, +3 shield)

hp 113 (12d10+48)

Fort +8, **Ref** +12, **Will** +8

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10 **SR** 20

OFFENSE

Speed 50 ft.

Melee mwk longspear +17/+12/+7 (1d8+2) and bite +17 (1d6+4 plus grab)

Ranged spear +17 (1d8+4)

Spell-Like Abilities (CL 10th; concentration +16)

Constant—*detect good*, *detect magic*

At will—*greater teleport* (self plus 50 lbs. of objects only), *magic weapon*, *suggestion* (DC 20), *tongues*, *unnatural lust* (DC 19)

3/day—*glibness*

1/day—*dominate person* (DC 22), *summon* (level 4, 1 kishi 35%)

STATISTICS

Str 19, **Dex** 19, **Con** 19, **Int** 15, **Wis** 11, **Cha** 23

Base Atk +12; **CMB** +16 (+20 grapple with bite); **CMD** 31

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks vise jaws

Feats Combat Reflexes, Dodge, Missile Shield^{APG}, Shield Focus, Skill Focus (Bluff), Spell Focus (enchantment)

Skills Acrobatics +12, Bluff +25, Climb +12, Craft (weapon) +15, Intimidate +19, Knowledge (planes) +12, Perception +13, Perform (oratory) +19, Sense Motive +11, Stealth +12, Swim +12

Languages Abyssal, Celestial, Common, Draconic, Southern, telepathy (100 ft.)

ECOLOGY

Environment any (Abyss)

Organization solitary or hunting party (1 kishi and 1d4 fiendish dire hyenas)

Treasure standard (masterwork longspear, 1d4+1 spears, heavy wooden shield, and other treasures)

SPECIAL ABILITIES

Spearman (Ex) A kishi demon can wield a spear or longspear in one hand while using a shield and can draw a spear or longspear as a swift action.

Trophy Shield (Su) Once per day, a kishi demon can perform a special coup de grace. If the target is killed, the demon takes part of the slain creature's essence along with a grisly trophy and mounts it upon its shield, which becomes a +1 *defiant*^{UE} shield for 24 hours. The shield's defiant property applies against creatures of the same type (and subtype, if any) as the slain creature.

Vise Jaws (Ex) A kishi demon can use its grab special attack against creatures up to its own size, and can make a grapple check as a swift action to maintain a grapple. It gains a +5 racial bonus on the check if it uses a move action to maintain the grapple, or a +10 racial bonus if it uses a standard action. Using all three types of action, a kishi can make up to three grapple checks per round while maintaining a grapple. A creature grappled by it takes a -10 penalty on Escape Artist or grapple checks made to escape. A kishi demon deals bite damage each time it succeeds on a grapple check.

Kishi are two-faced demons perpetually driven by their voracious appetites, with a predilection for humanoid. Kishi frequently behead, scalp, or skin their victims, decorating their shields with their trophies. They masquerade as muscular warriors or handsome storytellers, wearing elaborate headdresses or clan veils to hide their demonic hyena head. They use magical and non-magical means of persuasion to set their victims at ease because they inevitably feast upon their delicate flesh.



EA33



DEMON LORD, CAMAZOTZ

This cunning demon lord can appear as a monstrous, gore-caked bat or a simple peddler with a bat-like nose and clawed feet. In his true form, he is a lean man with short black fur, large membranous wings and a chilling bat

Camazotz

CR 24

XP 1,228,800

CE Large outsider (chaotic, evil, extraplanar, fire)

Init +10; **Senses** darkvision 120 ft., see in darkness;

Perception +29

Aura fear 30 ft.

DEFENSE

AC 44, touch 16, flat-footed 37 (+6 Dex, +1 dodge, +28 natural, -1 size)

hp 322 (28d8+196)

Fort +23, **Ref** +22, **Will** +22

DR 20/cold iron and good; **Immune** fire, paralysis, poison, sonic; **Resist** acid 10, electricity 10; **SR** 37

Weakness cold

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee bite +37 (1d8+10 plus 2d6 fire plus 2d6 Strength drain)

2 claws +35 (1d6+10 plus 2d6 fire plus 2d6 Strength drain)

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

Special Attacks fire breath, gift of vampirism, strength drain, summon bats, summon demon

Spell-Like Abilities (CL 23rd; concentration +30)

At will—*astral projection*, *blasphemy* (DC 24), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *greater dispel magic*, *greater teleport*, *nightmare* (DC 23), *plane shift* (DC 23), *shapechange*, *telekinesis* (DC 23), *unhallow*, *unholy aura*, *unholy blight* (DC 23)

3/day—*banishment* (DC 24), *haste*,

symbol of pain (DC 22)

1/day—*earthquake*, *shades* (DC 26)

STATISTICS

Str 30, **Dex** 22, **Con** 25, **Int** 12, **Wis** 22, **Cha** 25

Base Atk +28; **CMB** +39; **CMD** 56

Feats Alertness, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Deflect Arrows, Dodge, Flyby Attack, Greater Cleave, Improved Initiative, Multiattack, Power Attack, Stealthy, Wingover

Skills Acrobatics +29, Bluff +30, Climb +33, Intimidate +33, Knowledge (planes) +24, Knowledge (religion) +23, Perception +29, Stealth +32, Survival +29

Languages Abyssal, Common, Draconic, Ignan, Infernal; speak with animals (bats only), telepathy 300 ft.

SQ heat mantle

SPECIAL ABILITIES

Fire Breath (Su) Camazotz can breathe a 30-ft. cone of unholy fire once every 1d4 rounds: damage 10d8 (half fire, half evil), Reflex

DC 30 half. A character that fails to save against this attack has his flesh scoured away by the unholy fire and takes 1d4 points of Constitution damage. The save DC is Constitution-based.

Gift of Vampirism (Su) Camazotz may, at his discretion, raise those characters slain by means of his strength drain ability as vampires. The character rises after 1d4 days and is completely under Camazotz's control until such time as he sees fit to grant it free will. At any given time, Camazotz may have enslaved vampires totaling no more than twice his own Hit Dice.

Heat Mantle (Su) Camazotz is infused with the heart of volcanoes and inflicts 2d6 hp fire damage when



he strikes a foe with bite or claw. A foe that strikes Camazotz with a natural weapon or unarmed strike also takes 2d6 hp fire damage.

See in Darkness (Ex) Camazotz can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Speak with Bats (Sp) Camazotz can speak with all bats and bat-like creatures.

Strength Drain (Su) Any creature damaged by Camazotz's bite or claws suffers 2d6 hp Strength damage (DC 30 Fortitude halves).

Summon Bats (Sp) Camazotz can summon 4d6 dire bats or 2d6 bat swarms with 100% chance of success once per day. The bats appear immediately and serve the demon for up to 1 hr. This ability is the equivalent of an 8th-level spell cast at Camazotz's CL.

Summon Demon (Sp) Once per day, Camazotz can summon 4d10 dretches of a variety native to his cavernous realm (pathetic, squat, and blubbery creatures with clawed batwings for arms) as a standard action with 100% chance of success.

Telepathy (Su) Camazotz can communicate telepathically with any creature with a language to a range of 300 ft.

While many stories of lurking monsters and night terrors are simply designed to frighten children, Camazotz, Bat Lord of the Underworld, is all too real. A being of pure savagery and hatred, he is a vile demon lord that holds sway over bats, vampires, and the underworld. From the deep recesses of the earth and the caves connecting to the surface, he waits restlessly until the slow creep of night begins to engulf the land. Then, he emerges to feed and spread terror.

Camazotz is a brutal and violent creature, and his followers are blindly destructive and rapacious. They spread pain and horror wherever they go, feed upon the still-beating hearts of their victims, and slaughter innocents in his name. Those who invoke his name on the battlefield usually wear armor made from the flayed skin of captives, their masks carved to resemble a bat's face. They often wield weapons that are spiked or made from razor-sharp obsidian.

Large drums of carved wood with heads of dire bat skin play an important role in rituals. Worshippers beat on them with human femur bones, creating a deep, ominous thrum that builds to a wild crescendo as the sacrifices are made in an orgy of blood and gore. All the while, bat-masked men and women dance in frenzy.

Victims of these rituals are typically dismembered in death. Organs are removed from the corpse for ritual feasting, while particularly noteworthy victims are skinned to make body suits or cloaks for high-ranking priests. Finally, the corpse is thrown into an abyssal pit where it is believed that Camazotz will claim the soul as his prize.

Only in the most remote areas do followers of Camazotz practice their faith in the open. Instead, most rituals take place in deep labyrinths or caverns, their entrances marked with bat carvings and numerous niches for offerings. Shrines are usually high-vaulted chambers: ceilings are roiling masses of roosting bats and floors are covered in guano. Though usually small, a large, established cult is a blight on the surrounding land; their savage, nighttime assaults wipe out entire villages.



CAMAZOTZ AND THE UNDERWORLD

While Camazotz is present and feared at night, his true strength lies in the Underworld. There, his followers include vampires, drow, orcs, goblins, derro, cave dragons, and millions of bats. His strength is immense, and yet he spends much of his effort attempting to snatch souls and flesh from the followers of Anu-Akma, the ghouls and darakhul of the White Empire, and the various factions of dwarves and xorn who consider him a dangerous pest.

Camazotz is quite dangerous in the underworld: his bat followers move with great speed and sureness through all caverns, unhindered by slick walls, chasms, or shafts. They carry news so quickly that even the armies of the darakhul cannot match them, and when defeated, the forces of Camazotz seem to melt away into the darkness faster than any dwarf legion can follow. The sheer numbers and ferocity of a Camazotz demon-legion makes it dangerous.

The bat-cities of Camazotz are generally built into the tops of caverns and best reached by flight. His derro often build exsanguinating devices to enable swift, sure sacrifices and easy feeding for his loyal followers; some of the temples of Camazotz are said to be always painted with fresh blood, and thus also appealing to insects, providing a lure for yet more nourishment for the devout of Camazotz. The bat-demon is a long-time rival and enemy to both Akyishigal, demon lord of roaches, and Arbeyach, the archdevil of swarms. Camazotz promises that both may live only so long as the roaches and swarms continue to feed the bellies of bats, goblins, and derro followers of Camazotz.



DEMON LORD, MECHUITI

A yellow-green fire burns atop this towering red-furred mandrill's head. It has massive, muscular arms ending in razor-sharp claws, and a slavering jaw filled with huge fangs and boar-like tusks that curl almost back to its blue cheeks.

Mechuiti

CR 26

XP 2,457,600

CE Gargantuan outsider (chaotic, demon, evil, extraplanar, fire)

Init +10; **Senses** darkvision 120 ft., detect magic, detect thoughts, low-light vision, true seeing; Perception +39

Aura frightful presence (120 ft., DC 33), unholy aura (DC 26)

DEFENSE

AC 44, touch 28, flat-footed 34 (+4 deflection, +10 Dex, +16 natural, +8 profane, -4 size)

hp 635 (31d10+465); regeneration 30 (deific or mythic)

Fort +36, **Ref** +31, **Will** +19

Defensive Abilities Abyssal resurrection, diseased ichor, freedom of movement; **DR** 20/cold iron, epic, and good;

Immune ability damage, ability drain, acid, charm effects, compulsion effects, death effects, demon fever, electricity, energy drain, fire, petrification, and poison;

Resist cold 30; **SR** 37

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., climb 60 ft.

Melee bite +49 (4d6+22/18-20/×3 plus 4d6 acid and grab), 2 claws +49 (2d8+22/18-20/×3 plus rend)

Space 20 ft.; Reach 20 ft.

Special Attacks breath weapon (60 ft. cone, 20d6 damage [half acid, half fire], Reflex DC 40 halves, usable every 1d4 rounds), deadly weapons, immolating corona, rend (1 claw, 2d8+33)

Spell-Like Abilities (CL 26th; concentration +34)

Constant—*detect magic*, *detect thoughts* (DC 20), *freedom of movement*, *mind blank*, *true seeing*, *unholy aura*

At will—*blasphemy* (DC 25), *burning monkey swarm*^{DM} (DC 21), *cannibal compulsion*^{DM} (DC 25), *delayed blast fireball* (DC 25), *dream*, *fire storm* (DC 25), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *hold monster* (DC 23), *nightmare* (DC 23), *power word stun*, *pyrotechnics* (DC 20), *repulsion* (DC 24), *telekinesis* (DC 23), *unholy blight* (DC 22), *wall of fire*

3/day—*quicken power word stun*, *summon* (level 9, 2–5 ape demons or 1–3 baregaras, 100%)

1/day—*mage's disjunction* (DC 27), *meteor swarm* (DC 27), *power word kill*, *summon* (level 9, any 1 CR 19 or lower demon, 100%)

STATISTICS

Str 54, **Dex** 30, **Con** 40, **Int** 20, **Wis** 20, **Cha** 27

Base Atk +31; **CMB** +57 (+59 awesome blow, +59 bull rush, +61 grapple), **CMD** 89 (91 vs. awesome blow, 91 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Greater Vital Strike, Improved Awesome Blow^{ACG}, Improved Bull Rush, Improved Vital Strike, Intimidating Prowess, Power Attack, Quick Bull Rush^{UC}, Quicken Spell-Like Ability (power word stun), Rending Fury^{UC}, Staggering Critical, Stunning Critical, Vital Strike

Skills Acrobatics +44 (+56 to jump), Bluff +42, Climb +30, Intimidate +64, Knowledge (arcana, nature, religion) +36, Knowledge (planes) +39, Perception +39, Sense Motive +39, Stealth +32, Use Magic Device +42

Languages Abyssal, Ape, Celestial, Common, Draconic, Ignan; telepathy 300 ft.

SQ demon lord traits



ECOLOGY

Environment island prison

Organization solitary (unique) or troupe (Mechuiti plus 6–15 ape demons or 3–9 baregaras)

Treasure triple

SPECIAL ABILITIES

Deadly Weapons (Ex) Mechuiti's fangs and claws are razor sharp with a critical threat range of 18–20 and a critical multiplier of $\times 3$.

Diseased Ichor (Ex) Any creature that confirms a critical hit against Mechuiti with a piercing or slashing (non-reach) melee weapon is sprayed with his blood and must succeed at a DC 40 Fortitude save or contract demon fever (see *Pathfinder Roleplaying Game Core Rulebook*). The save DC is Constitution-based.

Immolating Corona (Su) Every 1d4 rounds as a swift action, Mechuiti can cause his fiery crown to explode out in a burst of yellow-green flames. All creatures within 20 ft. of Mechuiti take 10d6 hp damage and catch fire, taking 2d6 hp damage until the flames are extinguished. The flames deal half fire and half unholy damage. A successful DC 40 Reflex save halves the damage and avoids catching on fire. Attempts to extinguish this fire use the save DC. The save DC is Constitution-based.

Mechuiti (meh-CHOO-ee-tee) resembles a 25-ft.-tall, fiendish mandrill, with a yellow-green flame blazing atop its head. He can stand erect like a human, but frequently chooses to knuckle walk.

Expelled from the sweltering jungles and deadly swamps of the Hell of Cannibals, Mechuiti was coughed out of a volcanic portal into an island prison. Here he schemes and plots his revenge while breeding his demonic minions: tieflings, fiendish beasts, and the Behtu (see page 19).

Though he was cast out of the Hells in ancient times, Mechuiti has remained a terror through the ages. Only with the most powerful of their magics and technologies did the ancient humans drive him back to the island where, unable to destroy him, they bound him within a volcano.

In combat, Mechuiti alternates between tearing enemies apart with his claws and fangs, and using his breath weapon of flaming, boiling acid. He does this while immolating his attackers with bursts of unholy fire or disabling them with a quickened *power word stun*. His unrelenting fury and bloodlust mean he always uses Power Attack, taking a –8 on his attack rolls to gain a +16 on his damage rolls. If enemies prove too resistant to his immolating corona or breath weapon, he strips their magical protections away with mage's disjunction.

MECHUITI'S CULT

Mechuiti first enthralled a small band of cannibal pygmies, known as the Behtu, by visiting their leaders and priests in dreams and nightmares. After crossbreeding them with carnivorous apes, he infected them with his demonic ichor. He also taught them tattoo magic to give them fiendish power and strength. The Behtu have not found the key to secure their master's full release, but they still search, torturing and enchanting any unlucky explorers stumbling upon their abode to extract information.

Mechuiti commanded the Behtu to breed many fiendish beasts and lizards with his blood: dire apes, fiendish giant lizards, and even demonic spiders. He has raised several generations of fiendish lava dragons lairing in the volcano's caldera which guard his temple-fane and deal with any threats beyond the Behtu's reach.



ALLIES AND ENEMIES

Given his goals of complete destruction and ultimate power, Mechuiti has few willing allies except among followers of the Dark Gods. Most deities and their followers attack Mechuiti's servants and destroy his artifacts on sight. Veles, the World Serpent, in particular, seeks to destroy Mechuiti, knowing the Cannibal Lord, if freed, would attempt to devour him first. The serpent also seethes over Mechuiti's corruption of some of his draconic grandchildren and other great lizards, as Mechuiti has infused them with his own chthonic blood and demonic ire.

Some sages think Mechuiti may be a mask of Mordiggian or Vardesain, because they all share the Hunger domain with their priests (see *Midgard Campaign Setting*). These deities are certainly occasional allies, and they likewise desire death and destruction to feed their unnatural urges.

Other sages think Mechuiti may be a servant of Loki-Utgard, as both grant the Fire domain to their priests, and both are betrayers and eternal enemies of the gods.

If not, the pair may be allies of convenience, as they both know the suffering of imprisonment by the gods and their servants.

The sun god Aten of the Southlands is also Mechuiti's dire foe, opposing the demon lord's machinations in any form. Mechuiti has sent some behtu (see page 19) to the Southlands to breed demonic versions of the great creatures found there, such as rocs and oliphants. If the followers of Aten find this fiendish nest, they will surely purge it with holy fire and godly ire.

Because Mechuiti's island is so far from the normal trade lanes and rarely sends anyone to the mainland, he has been able to simmer and plot. Those few sages and adventurers aware of his existence and his island prison consider him safely bound. Nothing could be further from the truth, however. His magical bonds are weakening, and if he escapes them, it would take an unlikely alliance of Midgard's gods and their servants to have any hope of containing him again.



DEMON, APAU PERAPE

Sharp teeth fill this large, demon's mouth. Its fur is midnight black, and its eyes glow a deep, disturbing red. Its long, muscular arms stretch to the ground, ending in wickedly curved claws.

Apa Perape

CR 7

XP 3,200

CE Large outsider (chaotic, demon, evil, extraplanar, fire)

Init +8; **Senses** darkvision 60 ft., detect magic, detect thoughts, low-light vision, scent; **Perception** +13

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +10, **Will** +6

Defensive Abilities diseased ichor;

DR 10/cold iron or good; **Immune** demon fever, electricity, fear, fire, poison;

Resist acid 10, cold 10; **SR** 18

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +13 (1d8+5), 2 claws +13 (1d6+5 plus rend)

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

Special Attacks rend (2 claws, 1d6+7)

Spell-Like Abilities (CL 11th; concentration +11)

Constant—*detect magic*, *detect thoughts* (DC 14)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*fear* (DC 16), *summon* (level 4, 1 apau perape 50% or 1d4 fiendish dire apes 50%), *wall of fire*

STATISTICS

Str 21, **Dex** 19, **Con** 18, **Int** 10, **Wis** 12, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 29

Feats Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Throw Anything

Skills Acrobatics +16, Climb +20, Intimidate +19, Knowledge (planes) +8, Perception +13, Stealth +12, Survival +13

Languages Abyssal, Ape; telepathy 100 ft.

ECOLOGY

Environment warm forests (Abyss)

Organization solitary, pair, troupe (3–5), or warband (6–36)

Treasure standard

SPECIAL ABILITIES

Diseased Ichor (Ex) Any creature that confirms a critical hit against an apau perape with a piercing or

slashing (non-reach) melee weapon is sprayed with its blood and exposed to a contact version of demon fever (see *Pathfinder Roleplaying Game Core Rulebook*).

These black-furred demons serve only Mechwiti. They are fearless and savage, living for battle. Once in combat, their morale never breaks. Like their master, they have an insatiable hunger, and do not leave any dead behind, consuming even their bones.



DEVIL, CRYSTALLINE

A pretty, sparkling jewel lies on the ground before you, seeming to glow with an appealing inner light.

Crystalline Devil

CR 7

XP 3,200

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., low-light vision, see in darkness; **Perception** +14

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 deflection, +2 Dex, +4 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +5, **Will** +7

Defensive Abilities **DR** 10/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d8+3) and bite +10 (1d6+3)

Special Attacks crystalline spray (9d4 plus bleed, DC 19), sneak attack (+2d6)

Spell-Like Abilities (CL 9th; concentration +14)

Constant—*detect thoughts* (DC 17), tongues

At will—*charm person* (DC 18), *darkness*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*mad hallucination*^{UM} (DC 17), *murderous command*^{UM} (DC 18), *suggestion* (DC 20)

1/day—*summon* (level 3, 1 crystalline devil, 25%), *malicious spite*^{UM} (DC 21)

STATISTICS

Str 16, **Dex** 14, **Con** 20, **Int** 18, **Wis** 14, **Cha** 20

Base Atk +9; **CMB** +12; **CMD** 24

Feats Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Multiattack, Spell Focus (enchantment)

Skills Acrobatics +14, Bluff +25, Diplomacy +17, Intimidate +17, Knowledge (arcana) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +14, Sense Motive +14, Stealth +14; **Racial Modifiers** +8 Bluff

Languages Celestial, Common, Infernal; telepathy 100 ft.

Combat Gear none

SQ betraying carbuncle

ECOLOGY

Environment underground, urban

Organization solitary or cache (2–5)

Treasure double coins and trade goods

SPECIAL ABILITIES

Betraying Carbuncle (Su) As a move action, a crystalline devil may take the form of a Diminutive gemstone with an apparent value of 500 gp. It radiates enchantment magic in this form, and if identified (DC 22 Spellcraft check) will be revealed as a *bluffing bauble*, a magical jewel that grants a +5 competence bonus on Bluff checks to a creature carrying it. The devil may choose to grant a bonus on the Bluff checks of a creature carrying the gem, though it actually provides a profane bonus rather than a competence bonus.

In this form, a crystalline devil has hardness 10 and uses its own hp. It retains all of its normal senses and special abilities; however, it can take only purely mental actions. It does not provoke attacks of opportunity when



it uses spell-like abilities in this form. Transforming into or out of this form ends the devil's turn.

Crystalline Spray (Su) As a standard action, a crystalline devil can release a flurry of crystalline shards in a 30-ft. line, 15-ft cone-shaped burst, or in a burst that affects all creatures adjacent to the devil. This crystalline spray deals 9d4 hp piercing and slashing damage (DC 19 Reflex half). Creatures failing their Reflex save also take 1d4 hp bleed damage. After using this ability, a crystalline devil must wait 1d4 rounds before using it again. The save DC is Constitution-based.

Crystalline devils resemble gem-coated humanoids with cruel, twisted faces, jagged teeth, and terrible talons like shards of broken glass. Their feet, however, are soft and bare, allowing them to pad along with surprising stealth, always looking for a favorable spot to assume gem form and catch the eye of unwary creatures whose minds it may corrupt. If their identity is revealed in gem form, they reassume their normal form and attack.

Created and favored by Mammon, the Lord of Greed, crystalline devils masquerade as magic treasures. Insinuating themselves into groups and communities while encouraging betrayal and murder, then persuading a host to pass on their treasure to another to atone for their crimes.



DEVIL, SALT

This lanky creature has sharp, wicked teeth, curving claws, and grayish skin studded with salty, pebble-like growths. Unmatched cruelty glints in its dull red eyes.

Salt devil

CR 6

XP 2,400

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., low-light vision, see in darkness; **Perception** +18

DEFENSE

AC 22, touch 12, flat-footed 20 (+4 armor, +1 Dex, +1 dodge, +6 natural)

hp 73 (7d10+35)

Fort +7, **Ref** +6, **Will** +7

DR 10/silver or good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5) and bite +7 (1d4+5) or mwk scimitar +13/+8 (1d6 +5) and bite +7 (1d4+5)

Special Attacks desiccate (3d6 plus fatigued, Fort DC 18)

Spell-Like Abilities (CL 7th; concentration +10)

Constant—*see invisibility*

At will—*cup of dust*^{APG} (DC 16), *darkness*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*dispel magic*, *howling agony*^{JM} (DC 15)

1/day—*desiccating breath*, *summon* (level 3, 1 salt devil, 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +8, Bluff +13, Diplomacy +10, Intimidate +10, Knowledge (planes) +6, Linguistics +3, Perception +17, Sense Motive +12, Stealth +17; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Celestial, Common, Gnoll, Infernal; telepathy 100 ft.

ECOLOGY

Environment deserts

Organization solitary or brood (2–12)

Treasure standard (chain shirt, other treasure)

SPECIAL ABILITIES

Desiccate (Su) A salt devil can destroy the moisture within a living creature as a melee touch attack, dealing 3d6 hp damage (DC 18 Fortitude half). A creature failing its Fortitude save also becomes fatigued, or exhausted if already fatigued. Plants and creatures with the aquatic or water subtype take 50% more damage than normal and take a -2 penalty on their saving throw. The save DC is Constitution-based. A creature killed by this effect is affected as *gentle repose* (caster level 5th).

Salt Scimitar (Ex) As a full-round action, a salt devil can crystallize a curving, jagged blade of hardened salt crystal that functions as a masterwork scimitar, and when a salt devil confirms a critical hit with it the target becomes sickened with pain and wracking thirst for 1d4 rounds (DC 18 Fortitude negates). A salt scimitar crumbles into salty dust 1 round after the devil releases it. The save DC is Constitution-based.



Salt devils claim to serve Mammon; they have sharp, crystalline teeth, a sparkling skin studded with fine salt crystals, and terrible claws that leave jagged, burning wounds, though they can forge salt-encrusted blades seemingly from thin air with which to torment and savage those who stand against them. Salt devils often ally with gnolls and slavers and seek out oases to poison with bitter water or to claim as ambush sites. They strive to create slave markets and salt mines, thriving on the misery of those indentured into their service. Salt devils detest summoning peers during combat, as they hate being indebted to another devil, preferring to forge alliances with mortals when partners are needed for an endeavor.

DINGONEK

This scaly, blubbery horror has a long, spiraling horn coming from its head and a scorpion-like sting at the end of its bony tail; it shrieks as it bursts from the lake's dark waters.

Dingonek

CR 10

XP 9,600

CE Large aberration (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 31, touch 10, flat-footed 31 (+1 Dex, +22 natural, -1 size)

hp 124 (15d8+60)

Fort +9, **Ref** +6, **Will** +8

OFFENSE

Speed 10 ft., swim 50 ft.

Melee bite +16 (2d6+6), 2 claws +16 (1d6+6), and sting +14 (1d8+6 plus poison)

Space 10 ft.; Reach 10 ft. (15 ft. with tail)

Special Attacks poison

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 7, **Wis** 9, **Cha** 17

Base Atk +11; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Ability Focus (poison), Bleeding Critical, Critical Focus, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (sting), Multiattack, Power Attack

Skills Intimidate +16, Perception +10, Stealth +9, Swim +20

SQ amphibious

ECOLOGY

Environment warm and tropical freshwaters

Organization solitary, pair or nest (3-6)

Treasure incidental

SPECIAL ABILITIES

Flop (Ex) Dingoneks are sluggish on land and cannot run or charge; however, as a full-round action a dingonek can hurl itself out of the water to crush creatures near the shore. The dingonek makes a Swim check, using the result in place of an Acrobatics check made to jump; it is considered to have a running start. Medium creatures in the space it occupies at the end of this jump take 2d6+9 hp bludgeoning damage (DC 21 Reflex half) and are pushed to the edge of the dingonek's space. If they failed the Reflex save, they are knocked prone as well. Small or smaller creatures failing their save are knocked prone but instead are stuck underneath the dingonek, gaining the grappled condition. The dingonek falls prone at the end of this action. At the beginning of its next turn, it can make a grapple check as a move action to maintain the grapple, dealing 2d6+9 hp bludgeoning damage each round. A dingonek must remain prone but is not considered grappled while maintaining a grapple in this fashion. The save DC is Constitution-based.

Poison (Ex) Sting—injury; save Fort DC 23; frequency 1/round for 5 rounds; effect 2d4 Con; cure 2 saves.

The dingonek is a strange and highly territorial monster inhabiting the lakes and rivers at the heart of the jungle. The creature's flaccid body and blocky, tusked head resemble a walrus, though a long, spiraling horn protrudes from its skull like that of a narwhal. Some rare specimens possess one or two straight tusks in addition to their down-curving, walrus-like ones. A thick layer of hard, diamond-shaped scales covers the dingonek's blubbery hide. A hard, bony plate rests above its rear flippers, where a thick, muscular tail and long bony sting curl up over its back, constantly dripping a fatal poison. Dingoneks claim entire lakes or stretches of river miles long and suffers no intrusions or rivals, fighting crocodiles and explorers alike with equal rapacity to drive them away from their watery nests.

DINGONEK, HORNED TERROR (CR 11)

One dingonek out of a hundred is born with one or two straight tusks similar to those of a narwhal, in addition to the pair that a typical dingonek possesses. These horned terrors gain Power Attack and Improved Bull Rush as bonus feats and gain a gore attack dealing 1d8+6 (if it has one extra tusk) or 2d8+6 (if it has two) hp damage.



DIPSA

Except for a pair of tiny fangs, the entire body of this yellowish-green worm looks like a ropy tangle of slime-covered tubes and puddles of mucus.

Dipsa

CR 4

XP 1,200

N Tiny ooze

Init +5; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 17, touch 17, flat-footed 12 (+5 Dex, +2 size)

hp 24 (5d8)

Fort +1, **Ref** +6, **Will** +1

Defensive Abilities ooze traits; **Immune** acid

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1 point plus poison)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** -3; **CMD** 12 (can't be tripped)

Feats Weapon Finesse^B

SQ discreet bite, translucent

ECOLOGY

Environment warm and tropical swamp

Organization solitary, pair, nest (6-12)

Treasure none

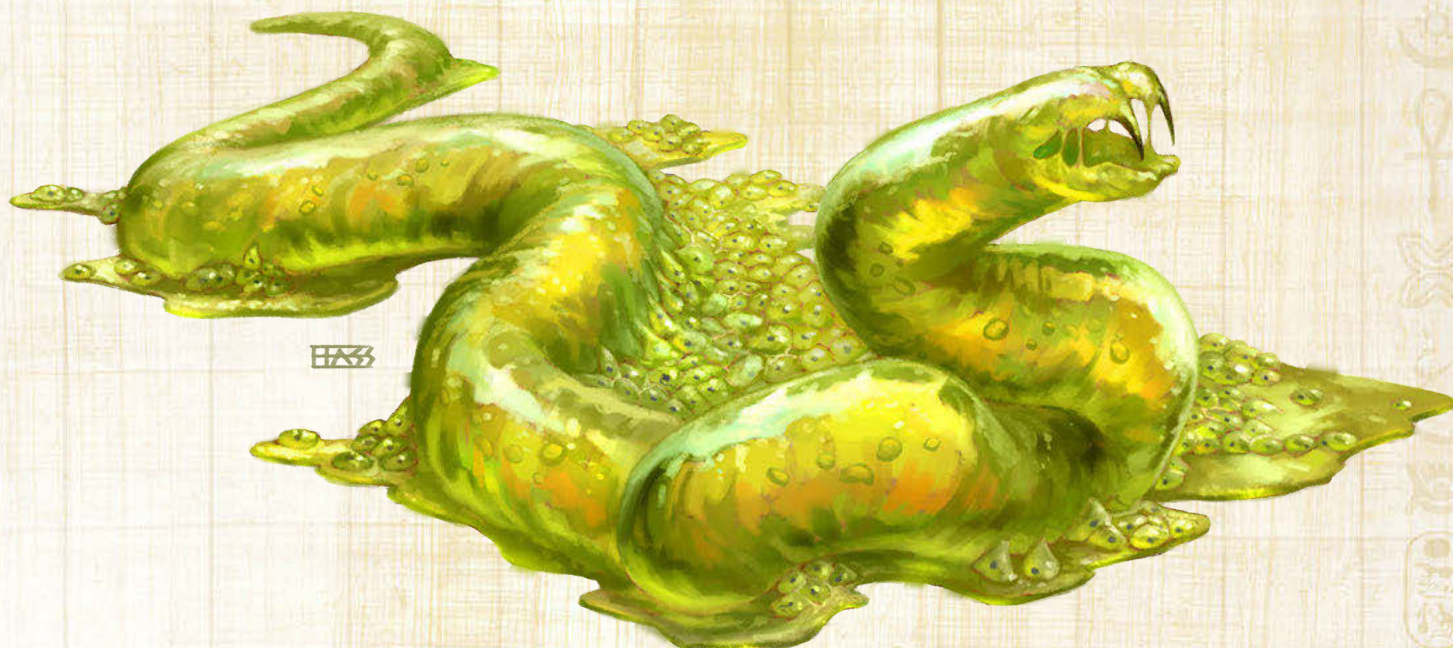
SPECIAL ABILITIES

Discreet Bite (Ex) The bite of a dipsa is barely perceptible and the wound is quickly anesthetized. A creature bitten must succeed on a DC 17 Perception check to notice the attack. The DC is Dexterity based.

Poison (Ex) Bite—injury; *save* Fort DC 12; frequency 1/round for 6 rounds; *effect* 1 Con plus 1d6 acid; *cure* 3 saves. A dipsa's poison has an onset time of 1 round.

Translucent (Ex) A dipsa's coloration makes it difficult to notice in a swampy environment (DC 20 Perception check required). A creature that fails to notice a dipsa and moves into its space provokes an attack of opportunity from the dipsa.

Many jungle clans believe the dipsa is a sort of strange eyeless snake, but in fact it is a rare kind of tubular ooze: one that possesses a poisonous, often lethal bite. The dipsa's ooze-venom has anesthetic properties that allow them to cling to creatures and turn their innards to jelly without notice, until a creature literally falls down dead. Once its numbing properties wear off, however, victims report it as an agonizing experience of burning liquefaction from the inside out. A dipsa's undulating movement evokes that of a snake as much as its serpentine form. Close examination, though, reveals no evidence of bones or internal organs, only tiny fangs of the same color and substance as the rest of its body. A dipsa never exceeds 1 ft. in length and its coloration oscillates between sickly hues of yellow or green. A dipsa is hermaphroditic, and when two dipsae breed they left behind about 100 gelatinous eggs in a small puddle of highly acidic milt, though only a dozen usually fertilize and survive long enough to devour the others after hatching.



DINOSAUR, DIRE SPINOSAURUS

This immense saurian has a long tooth-filled maw, powerful claws, and colorful spines running the length of its body.

Dire Spinosaurus

CR 14

XP 38,400

N Colossal animal

Init +5; **Senses** low-light vision, scent; Perception +25

Aura frightful presence (60 ft., DC 21)

DEFENSE

AC 29, touch 3, flat-footed 28 (+1 Dex, +26 natural, -8 size)

hp 210 (20d8+120)

Fort +18, **Ref** +15, **Will** +9

Weakness tamed

OFFENSE

Speed 50 ft., swim 40 ft.

Melee bite +21 (4d6+14 /19-20 plus grab), 2 claws +21 (2d8+14)

Space 25 ft.; Reach 25 ft.

Special Attacks death roll (4d6+21 plus trip), fast swallow, pounce, swallow whole (4d6+14, AC 23, 21 hp)

STATISTICS

Str 38, **Dex** 13, **Con** 22, **Int** 2, **Wis** 17, **Cha** 13

Base Atk +15; **CMB** +37 (+41 grapple); **CMD** 48

Feats Coordinated Charge^{UC}, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Pack Attack^{UC}, Paired Opportunists^{APG}, Staggering Critical

Skills Perception +25, Swim +26

SQ hold breath, trained

ECOLOGY

Environment warm forests or swamps

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a spinosaurus can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The spinosaurus inflicts its bite damage and knocks the creature prone. If successful, the spinosaurus maintains its grapple.

Tamed (Ex) A dire spinosaurus never willingly attacks any creature with both the humanoid type and reptilian subtype. If ordered or compelled to harm a reptilian humanoid, it takes a -4 morale penalty to attack rolls. A dire spinosaurus that spends a month or more away from reptilian humanoids loses this weakness, but regains it if a reptilian humanoid can succeed on a DC 25 Handle Animal check.

Trained (Ex) A dire spinosaurus knows the tricks attack, come, defend, down, guard, and heel (per the Handle Animal skill) spoken in the Draconic language. Up to twelve Medium-sized or four Large-sized creatures may ride the saurian, but do not count as mounted for the purposes of feats and abilities.

Young dire spinosaurus

CR 6

XP 2,400

N Huge animal

Init +6; **Senses** low-light vision, scent; Perception +13

Aura frightful presence (30 ft., DC 14)

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, -2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +10, **Will** +5

Weakness tamed

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +8 (2d6+4 plus grab), 2 claws +8 (1d8+4)

Space 15 ft.; Reach 15 ft.

Special Attacks death roll (2d6+4 plus trip), fast swallow, pounce, swallow whole (2d6+4, AC 14, 7 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 18, **Int** 2, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 24

Feats Coordinated Charge^{UC}, Improved Initiative, Lightning Reflexes, Pack Attack^{UC}, Paired Opportunists^{APG}

Skills Perception +13, Swim +16

SQ hold breath, trained

ECOLOGY

Environment warm forests or swamps

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Trained (Ex) As a dire spinosaurus, except the young dire spinosaurus can carry only three Medium-sized creatures or one Large-sized creature. If a single creature rides the young dire spinosaurus, it counts as mounted for the purposes of feats and abilities.

The dire spinosaurus is a special saurian bred for size and loyalty by lizardfolk. An adult dire spinosaurus is 70 ft. long and weighs 35,000 lbs. or more, and a young dire spinosaurus is 20 ft. long and weighs 6,000 lbs. or more.

Spinosauruses as Mounts

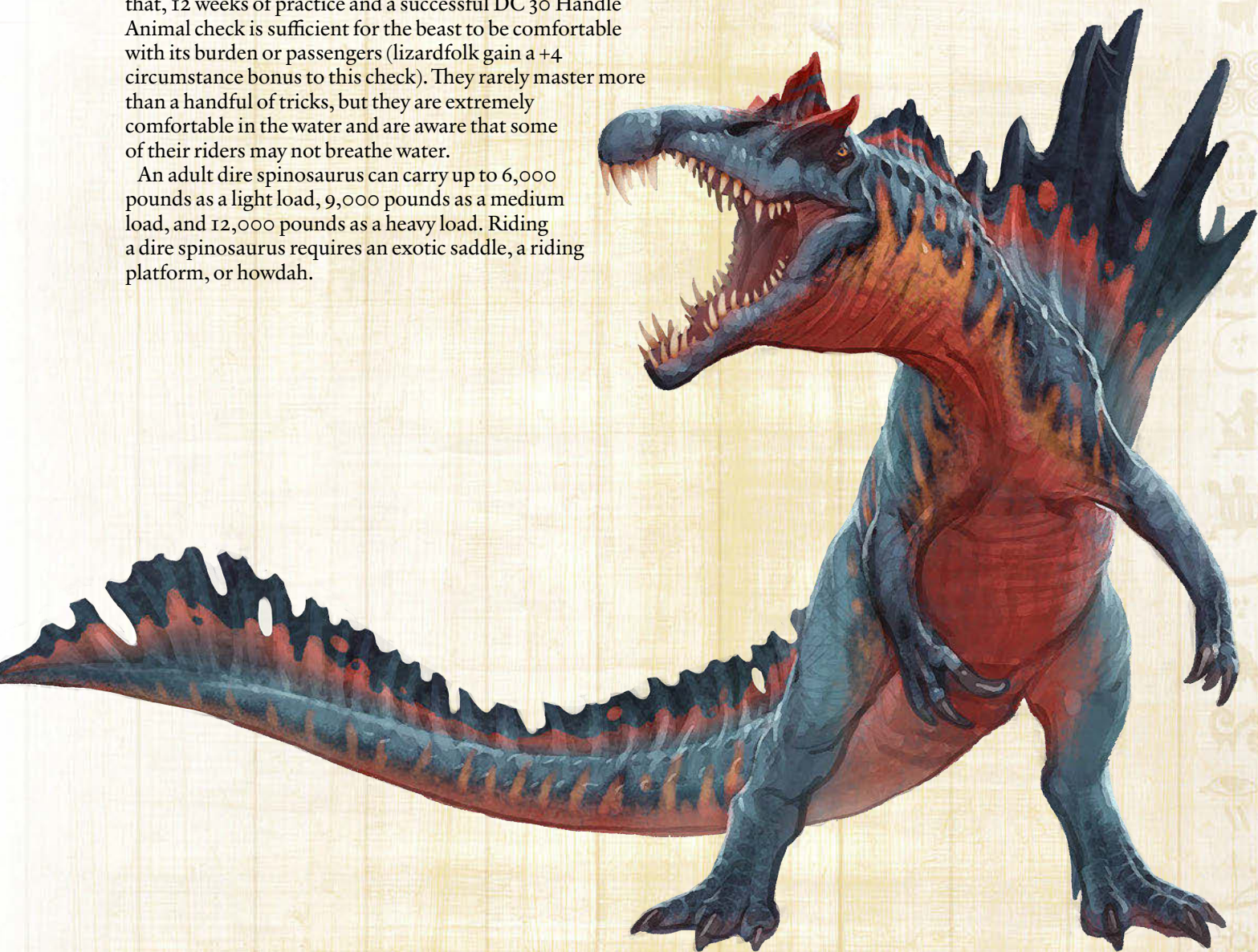
Spinosauruses mate each year in the winter. Male spinosauruses bring food and help build an enormous nest of reeds, sticks, and mud. Then the male departs, leaving the female to lay and care for the eggs. Dire spinosaurus eggs are typically found in nests along riversides or deep in marshes. They are sometimes stolen and sold, generally to lizardfolk and sometimes to daring humans with a knack for training animals. These eggs are worth as much as 10,000 gp apiece; live young are worth twice that. Characters eager for dire spinosaurus mounts, however, should note that buying or domesticating such an enormous carnivore requires vast amounts of food and vast stores of patience. They do not take easily to domestication.

Before it can be ridden in combat, a dire spinosaurus requires practice bearing the weight of its trainer and passengers. To be trained successfully, a dire spinosaurus must first be helpful toward its trainer (possibly requiring



a Diplomacy, Intimidate, or Handle Animal check). After that, 12 weeks of practice and a successful DC 30 Handle Animal check is sufficient for the beast to be comfortable with its burden or passengers (lizardfolk gain a +4 circumstance bonus to this check). They rarely master more than a handful of tricks, but they are extremely comfortable in the water and are aware that some of their riders may not breathe water.

An adult dire spinosaurus can carry up to 6,000 pounds as a light load, 9,000 pounds as a medium load, and 12,000 pounds as a heavy load. Riding a dire spinosaurus requires an exotic saddle, a riding platform, or howdah.



DIRE SPINOSAURUSES IN THE SOUTHLANDS

The lizardfolk of Veles-Sa in the Southlands use dire spinosauruses as a mode of transportation; they are large enough to pull barges or to carry a crew of raiders anywhere on the rivers, and they are reasonably swift overland as well. The lizardfolk scouts are especially fond of these enormous reptiles, as they are powerful combatants and very capable of carrying a dozen lizardfolk warriors.

In addition to their role as trained raiders in Veles-Sa, some dire spinosauruses live in or along most of the major river systems of the Southlands—including the River Nuria. There they are also called “river dragons” or sometimes “river walkers,” and they are frequently

associated with the worship of Baal-Hotep and Set. They are kept as sacred animals in several river temples, where they are fed regular meals and have been known to grow to enormous size and strength.

Finally, along the Spice Coast, dire spinosauruses carry high-value spice cargoes along the coast when banditry is rife or when a lizardfolk mercenary company is available to guard materials going north toward Mhalmet, Nuria, or Ishadia. These Spice Coast spinosauruses are often especially bred for gaudy coloration: green-and-orange, blue-and-gold, and even red-and-black bloodlines are spotted in the Spice Coast harbors.



DRAGON, FLAME

The dragon bears black scales, more charred than naturally colored. Cracks between the scales glow a dull red, until the dragon rears its head and roars. Red embers become bright orange flames as the creature lights up from tail to maw.

Flame Dragon

CE dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft.

Natural Armor +4; **Breath Weapon** cone, 2d10 fire

Str 10, **Dex** 19, **Con** 16, **Int** 11, **Wis** 12, **Cha** 15

ECOLOGY

Environment any mountains or underground

Organization solitary

Treasure triple

SPECIAL ABILITIES

Berserkers (Su) An adult or older fire dragon's flames cause uncontrollable anger. A creature caught on fire by the dragon's burn ability or breath weapon must succeed on a Will save (DC 10 + 1/2 the fire dragon's HD + the dragon's Cha modifier) or go on a rampage. A rampaging creature must attack the nearest living creature or smash some object smaller than itself if no creature is within reach. The burning creature may attempt a new Will save each round to act normally. Any creature that catches on fire due to a burning creature is also subject to this ability. This is a mind-affecting pain effect that persists until the flames are extinguished.

Burning Breath (Su) A fire dragon's breath is a living extension of its body. On a failed save against the fire dragon's breath weapon, an affected creature catches on fire as the dragon's burn ability.

Fire Incarnate (Su) The fire damage of an old or older flame dragon burns through potent defenses and incinerates vulnerable creatures. The flame dragon's breath weapon completely ignores resistance to fire from any source. Only creatures immune to fire avoid damage from the flame dragon's breath weapon. Creatures set

alight by the dragon's burning breath or burn ability benefit from fire resistance normally, after the initial cause deals its damage.

Fires From Below (Su) Once per day, a great wyrm flame dragon can cause the ground to erupt with volcanic force. This functions as an *earthquake* spell (CL 20th), except the affected area is also exposed to lava dealing 2d6 points of fire damage per round of exposure. Creatures that become pinned under rubble due to the earthquake spell's effects are totally immersed in the lava, which deals 2d6 hp fire damage per round. Fire damage taken from the lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half the initial (1d6 or 10d6 per round). The lava flowing within the area cools after 1 hour.

Living Fire (Su) The fire of an ancient or older flame dragon burns without fuel and spreads with dark purpose. A creature that catches on fire from the dragon's burn ability or breath weapon remains on fire until the flames are extinguished (as opposed to the normal 1d4 round duration). Burning creatures gain the flame dragon's burn and living fire ability for as long as they remain burning. Creatures with resistance or immunity to fire may still spread the dragon's fire, even if they are otherwise undamaged.

Shifting Flames (Su) A very young or older flame dragon can assume the form of any creature with the fire subtype three times per day as the *shapechange* spell. A flame dragon cannot shapechange into any creature larger than its size category, and is limited to changing into one form per use of this ability.

Spell-Like Abilities (Sp) A flame dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. **Young**—*rage*; **Adult**—*unadulterated loathing*^{UM}; **Old**—*malicious spite*^{UM}; **Ancient**—*utter contempt*^{UM}; **Great wyrm**—*vengeful outrage*^{UM}.

AGE CATEGORY	SPECIAL ABILITIES	CASTER LEVEL
Wyrmling	burn (1d4), burning breath, elemental and fire subtype	—
Very Young	burn (1d6), shifting flames	—
Young	burn (1d8), rage	1st
Juvenile	frightful presence	3rd
Young Adult	burn (2d6), DR 5/magic, spell resistance	5th
Adult	berserkers, unadulterated loathing	7th
Mature Adult	DR 10/magic	9th
Old	burn (2d8), fire incarnate, malicious spite	11th
Very Old	DR 15/magic	13th
Ancient	living fire, utter contempt	15th
Wyrm	DR 20/magic	17th
Great Wyrm	burn (2d10), fires from below, vengeful outrage	19th



Young Flame Dragon**CR 10****XP 9,600**

CE Large dragon (elemental, fire)

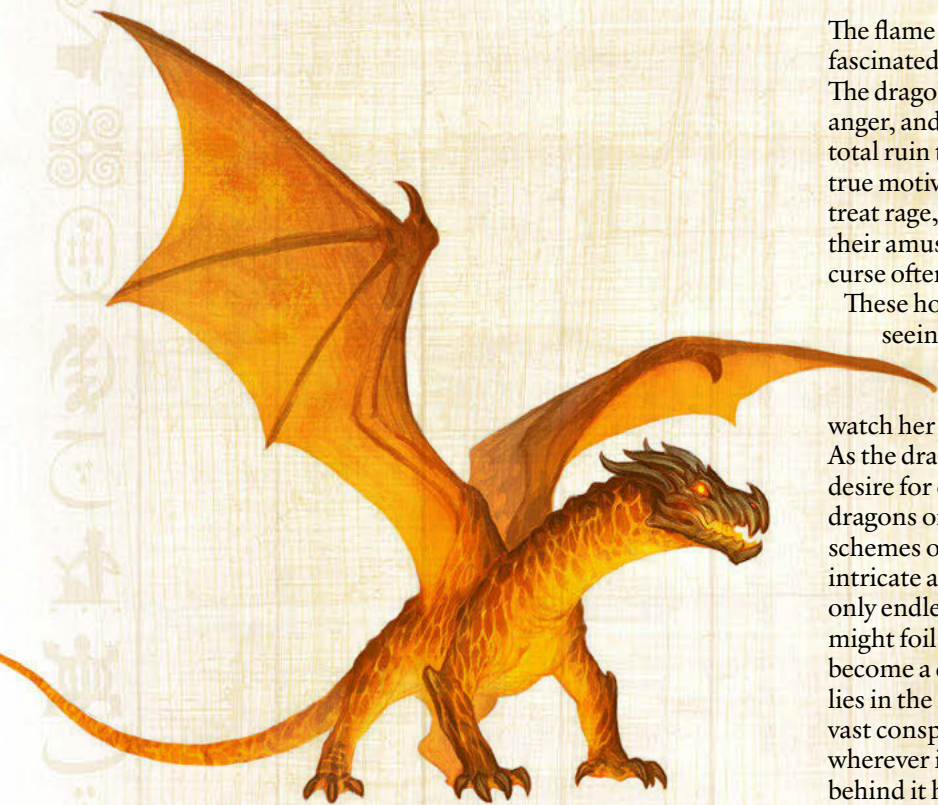
Init +7; **Senses** dragon senses; Perception +16**DEFENSE****AC** 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)**hp** 126 (11d12+55)**Fort** +12, **Ref** +10, **Will** +9**Immune** elemental traits, fire, paralysis, sleep**Weaknesses** vulnerability to cold**OFFENSE****Speed** 50 ft., fly 200 ft. (poor)**Melee** bite +14 (2d6+6 plus burn), 2 claws +14 (1d8+4 plus burn), 2 wings +9 (1d6+2 plus burn), tail slap +9 (1d8+6 plus burn)**Space** 10 ft.; Reach 5 ft. (10 ft. with bite)**Special Attacks** burn (1d8, DC 20), burning breath, breath weapon (40-ft. cone, DC 20, 6d10 fire)**Spell-Like Abilities** (CL 11th, concentration +14)At will—*rage***Spells Known** (CL 1st, concentration +4)1st (4/day)—*color spray* (DC 14), *hypnotism* (DC 14)0 (at will)—*daze* (DC 13), *dancing lights*, *flare* (DC 13), *light***STATISTICS****Str** 18, **Dex** 17, **Con** 20, **Int** 13, **Wis** 15, **Cha** 17**Base Atk** +11; **CMB** +16; **CMD** 30 (34 vs. trip)**Feats** Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Mobility**Skills** Bluff +17, Diplomacy +17, Fly +11, Intimidate +17, Knowledge (local) +15, Perception +16, Sense Motive +16**Languages** Ignan, Draconic**Adult Flame Dragon****CR 14****XP 38,400**

CE Huge dragon (elemental, fire)

Init +6; **Senses** dragon senses; Perception +24**Aura** frightful presence (180 ft., DC 23)**DEFENSE****AC** 30, touch 11, flat-footed 27 (+2 Dex, +1 dodge, +19 natural, -2 size)**hp** 229 (17d12+119)**Fort** +17, **Ref** +12, **Will** +14**DR** 5/magic; **Immune** elemental traits, fire, paralysis, sleep; **SR** 25**Weaknesses** vulnerability to cold**OFFENSE****Speed** 50 ft., fly 200 ft. (poor)**Melee** bite +22 (2d8+10 plus burn), 2 claws +22 (2d6+7 plus burn), 2 wings +17 (1d8+3 plus burn), tail slap +17 (2d6+10 plus burn)**Space** 15 ft.; Reach 10 ft. (15 ft. with bite)**Special Attacks** berserkers (DC 23), burning breath, burn (2d6, DC 25), breath weapon (40-ft. cone, DC 25, 12d10 fire), crush**Spell-Like Abilities** (CL 17th, concentration +22)At will—*rage*, *malicious spite*^{UM} (DC 19), *unadulterated loathing*^{UM} (DC 18)**Spells Known** (CL 7th, concentration +12)3rd (5/day)—*fireball* (DC 18), *haste*2nd (7/day)—*continual flame*, *resist energy*, *scorching ray*
1st (8/day)—*color spray* (DC 16), *charm person* (DC 16),
comprehend languages, *grease* (DC 16), *hypnotism* (DC 16)
0 (at will)—*bleed* (DC 15), *daze* (DC 15), *dancing lights*, *flare*
(DC 15), *light*, *read magic*, *touch of fatigue* (DC 15)**STATISTICS****Str** 24, **Dex** 15, **Con** 24, **Int** 17, **Wis** 19, **Cha** 21**Base Atk** +17; **CMB** +26; **CMD** 39 (43 vs. trip)**Feats** Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Mobility, Spring Attack, Step Up, Strike Back**Skills** Bluff +25, Diplomacy +25, Fly +14, Intimidate +25, Knowledge (local) +23, Perception +24, Sense Motive +24, Spellcraft +23, Use Magic Device +25**Languages** Common, Draconic, Giant, Ignan**Ancient Fame Dragon****CR 19****XP 204,800**

CE Gargantuan dragon (elemental, fire)

Init +5; **Senses** dragon senses; Perception +34**Aura** destructive passions (10 ft.), frightful presence (300 ft., DC 29)**DEFENSE****AC** 39, touch 11, flat-footed 27 (+1 Dex, +1 dodge, +31 natural, -4 size)**hp** 387 (25d12+225)**Fort** +24, **Ref** +16, **Will** +21**DR** 15/magic; **Immune** elemental traits, fire, paralysis, sleep;**SR** 30**Weaknesses** vulnerability to cold**OFFENSE****Speed** 50 ft., fly 250 ft. (clumsy)**Melee** bite +32 (4d6+16/19-20 plus burn), 2 claws +32 (2d8+11 plus burn), 2 wings +30 (2d6+5 plus burn), tail slap +30 (2d8+16 plus burn)**Space** 20 ft.; Reach 15 ft. (20 ft. with bite)



Special Attacks berserkers (DC 29), burning breath, burn (2d8, DC 31), breath weapon (50-ft. cone, DC 31, 20d10 fire), crush, tail sweep

Spell-Like Abilities (CL 25th, concentration +32)

At will—*malicious spite*^{UM} (DC 21), *rage*, *unadulterated loathing*^{UM} (DC 21), *utter contempt*^{UM} (DC 23)

3/day—*quickened unadulterated loathing*^{UM} (DC 21)

Spells Known (CL 15th, concentration +22)

7th (5/day)—*delayed blast fireball* (DC 24), *plane shift*

6th (7/day)—*disintegrate* (DC 23), *mass bull's strength*, *veil* (DC 23)

5th (7/day)—*feeblemind* (DC 22), *mind fog* (DC 22), *mirage arcana* (DC 22), *teleport*

4th (8/day)—*charm monster* (DC 21), *dimension door*, *rainbow pattern* (DC 21), *wall of fire* (DC 21)

3rd (8/day)—*burrow*, *fireball* (DC 20), *haste*, *tongues*

2nd (8/day)—*continual flame*, *detect thoughts* (DC 19), *pyrotechnics* (DC 19), *resist energy*, *scorching ray*

1st (8/day)—*color spray* (DC 18), *charm person* (DC 18), *comprehend languages*, *grease* (DC 18), *hypnotism* (DC 18)

0 (at will)—*bleed* (DC 17), *daze* (DC 17), *detect magic*, *dancing lights*, *flare* (DC 17), *light*, *mage hand*, *read magic*, *touch of fatigue* (DC 17)

STATISTICS

Str 32, **Dex** 13, **Con** 28, **Int** 21, **Wis** 23, **Cha** 25

Base Atk +25; **CMB** +40; **CMD** 51 (55 vs. trip)

Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (bite), Improved Initiative, Mobility, Multiattack, Quicken Spell, Quickened Spell-Like Ability (unadulterated contempt), Spring Attack, Step Up, Strike Back

Skills Appraise +33, Bluff +35, Diplomacy +35, Fly +15, Intimidate +35, Knowledge (arcana) +33, Knowledge (local) +33, Perception +34, Sense Motive +34, Spellcraft +33, Use Magic Device +35

Languages Abyssal, Common, Dwarven, Draconic, Ignan, Giant

SQ shifting flames

The flame dragons of Midgard are capricious creatures, fascinated by dark emotions and destructive passions. The dragons of eternal fire are proud and jealous, quick to anger, and utterly unforgiving. They bring complete and total ruin to entire civilizations for trivial reasons, but their true motivation is the fun to be had. These burning serpents treat rage, deceit, and despair like children's toys made for their amusement. "May you be the fire's plaything," is a curse often used by the wicked and the foolish.

These hot-blooded creatures tease their victims like cats, seeing the world and all within it as their rightful prey.

Young flame dragons are less subtle than their elders. Wyrmlings may only force a mortal to watch her family die, or ruin a beautiful face for pleasure. As the dragon matures, this natural sadism develops into a desire for ever-greater and more complicated sport. Aging dragons of fire use politics, murder, and magic in elaborate schemes only their ilk can appreciate. Many create plots so intricate and layered that there is never a true resolution, only endless cycles of manipulation and death. A hero might foil an assassination, only to see the king thus saved become a despot. She might unseat the vizier whispering lies in the ruler's ear, only to discover he was but a pawn in a vast conspiracy. She might identify and oppose corruption wherever it arises, only to discover that the fire dragon behind it has spent lifetimes planting countless seeds. The dances of dark ambition, poisoned daggers, and old vendettas build such momentum that one scheme begins each time another ends. Often, even killing the draconic mastermind cannot extinguish the fires they have started.

The results of flame dragon schemes are often almost meaningless in comparison to the enjoyment in pursuit of a nebulous and ever-changing goal. Some spend centuries torturing a family line for the gross temerity of trespassing on their own land. Others plot eternal curses after twisting poorly chosen words into the most dire of insults. The vengeance itself is not as important as having an excuse to hate, plot, and ruin. The dragons of fire relish such opportunities for revenge, seeing each as a delightful hobby. The disruption of a game causes true and terrible rage in a flame dragon. In these rare moments of defeat, their anger can be catastrophic. Entire cities can burn as maddened citizens spread the dragon's flame, even as it consumes them.

Flame dragons are as materialistic and territorial as other true dragons. Each possesses an individual obsession they fixate upon with mad devotion to fill their hoard. Some corrupt innocence, and others push nations to war, but they always collect a memento to help recall each victory, whether petty or grand. Flame dragons tend to collect a great number of these trophies within their lairs over the centuries. One might have a collection of scorched skulls from defeated foes, while another fills its cave with the melted treasures of toppled empires. When not out sowing discord, the eternal flames enjoy contemplation of their hoards. Every piece is a reminder of their unopposed majesty and genius.

Nothing is safe from a flame dragon's endless scheming and depthless narcissism. The burning serpents crave absolute attention and constant reassurance as if it were the fuel for their fire. Should anyone succeed in humiliating a flame dragon, they would be wise to kill it.



Its survival ensures the dragon's undivided attention for generations of suffering. It would be wiser still to make certain there is not even a trace of involvement in a flame dragon's death. All burning serpents see the murder of their kin as the gravest insult.

Glaurvistus, the Smoking Scourge

All flame dragons descend from Glaurvistus, the passionate daughter of the great World Serpent. Bards say a new flame dragon egg appears in the world when Glaurvistus completes her cyclical games of lust and revenge. Her satisfaction brings ruin in the moment, and for centuries to come when a new egg hatches.

Glaurvistus inserts herself into many mortal events, burning her mark upon history as she chooses. She manufactures an outrage when bored, working unnecessarily complex plots against arbitrary enemies until it all ends in death. Her favorite game involves pledging admiration for a stalwart hero, and bringing subtle but destructive ruin upon any force around him. Her false affections culminate in a fiery death for the unfortunate object of her attentions. She always leaves some cherished possession untouched by the cremation, and builds her hoards with the memories of a thousand murdered champions.

Glaurvistus possesses many lairs, most of which are within active volcanoes or deep underground. Each boasts a variety of unique treasures to lure would-be heroes. She gifts many fortresses to her most beloved spawn, who oversee their mother's domain. There is no surer way for a hero to gain her attention than by slaying one of her favored children. Legends claim she possesses a true sanctuary, and accesses the outside world only through magic or caves of molten adamantite.

As an advanced great wyrm, the Smoking Scourge recognizes few rivals. She views most dragons as mere children, offering grudging esteem only to the oldest and most powerful. She greets her immediate siblings with familial respect, but believes that they are all beneath her. From her spawn she demands unquestioning obedience, and her regard is only earned with constant success. She expects immediate discarding of centuries-long plots at her merest whim, and the price for disloyalty is becoming the object of terrible vengeance. The oldest of her children see patterns in the moves she makes over the millennia. They wonder if the Smoking Scourge possesses some greater goal they cannot fathom. Each fears in private that even the greatest among them are little more than pawns in her game.

They are wise to be afraid, for all creation is a plaything to Glaurvistus.



DRAKON

This snakelike creature has bat-like wings and a pungent odor that fills the air as it swoops down on its prey.

Drakon

CR 6

XP 2,400

N Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, -1 size)

hp 61 (8d10+16)

Fort +8, **Ref** +11, **Will** +2

Immune acid, paralysis

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 60 ft.

Melee bite +9 (1d6+2 plus acidic bite), 2 wings +7 (1d6+1), tail slap +7 (1d8+3)

Special Attacks breath weapon, dissolving gaze

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 26 (can't be tripped)

Feats Ability Focus (gaze), Improved Initiative, Multiattack, Skill Focus (Stealth)

Skills Fly +11, Perception +12, Stealth +12, Swim +18; **Racial Modifiers** +4 Fly, +4 Perception, +4 Stealth, +4 Swim

ECOLOGY

Environment warm coastlines

Organization solitary, pair, flight (3-12)

Treasure none

SPECIAL ABILITIES

Acidic Bite (Su) A drakon's bite deals an additional 1d4 hp acid damage, and the creature bitten must succeed on a DC 16 Fortitude save or be coated in acid, becoming sickened (as the condition) with pain until the end of its next turn and taking 1d4 hp acid damage at the beginning of its next turn. This is considered continuous damage for the purpose of concentration checks. A creature coated in acid is entitled a new saving throw each round to end the effect. The save DC is reduced by 2 each round after the first, and a creature immersed in water gains a +2 circumstance bonus on all saves to avoid being coated in acid or to end the effect.

Breath Weapon (Su) Cone of acidic vapors, 20-ft. cone-shaped spread or 10-ft.-radius burst centered on the drakon, once every 1d4 rounds, damage 6d4 hp acid, Reflex DC 16 half; effective both on the surface and underwater. The save DC is Constitution-based.

Dissolving Gaze (Su) Large or smaller creatures are paralyzed, as hold monster, 30 ft., Fortitude DC 16 negates. A creature paralyzed by the drakon's gaze takes 1 point of Strength and Dexterity damage for each round it remains paralyzed. The save DC is Charisma-based.

Drakons are winged snakes, but their fangs do not deliver venom. However, volatile digestive acids burble constantly up drakons' throats, and they drool caustic bile constantly. This dangerous chyme clings to creatures they bite, and they can belch out copious clouds of searing vapor. Deadlier still, drakons' gazes can paralyze nearby creatures, and this paralysis induces a chemical change within a creature's body causing it to begin dissolving from the inside out. Drakons typically let their paralyzed prey marinate in their own secretions a bit before feasting upon them at their leisure. Drakons lair along the warm, uninhabited coastlines of the Southlands and rarely travel far within the continent, preferring to explore the shores and the ocean, spending as much time above as under the waves.



BRYAN SYME



DROUGHT SWALLOWS

A massive flock of red-eyed birds descends upon you, filling the air with shrill cries. As it passes overhead, your flesh cracks and begins crumbling away.

Drought Swallows

CR 6

2,400 XP

N Tiny magical beast (swarm)

Init +8; **Senses** low-light vision; Perception +13

Aura desiccation field (20 ft., DC 15)

DEFENSE

AC 23, touch 17, flat-footed 18 (+4 Dex, +1 dodge, +6 natural, +2 size)

hp 52 (7d10+14)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities moisture retention, scatter, swarm traits; **DR** 5/magic; **Immune** fire

OFFENSE

Speed 10 ft., fly 80 ft. (perfect)

Melee swarm (2d6 plus 1d2 bleed)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 17)

STATISTICS

Str 6, **Dex** 19, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Alertness, Dodge, Improved Initiative

Skills Fly +16, Perception +13

ECOLOGY

Environment warm plains and deserts

Organization solitary or flock (2-5)

Treasure incidental

SPECIAL ABILITIES

Desiccation Field (Su) A swarm of drought swallows radiates a magical emanation that evaporates moisture from the bodies of living creatures and causes their flesh to wither, crack, and crumble to dust. A creature beginning its turn within a drought swallow swarm takes 7d4 points of damage (DC 15 Fortitude half). Creatures beginning their turn within 20 feet of the swarm take half damage (one-quarter damage with a successful save). The save DC is Constitution-based.

Moisture Retention (Ex) Drought swallows are immune to effects that cause dehydration, desiccation, heatstroke, and similar effects.

Scatter (Ex) When a swarm of drought swallows is struck by an attack, including a spell or supernatural effect, as an immediate action the swarm can scatter away from the attack, moving up to 10 ft. away from its prior location. If this movement takes the swarm out of the reach of its attacker, the attack deals no damage to the swarm. If the effect affects an area and the swarm is still within that area, the damage dealt by the area effect is increased by only 25% rather than 50%.



A minor cousin species to the firebird, drought swallows have sand-colored feathers and reddish eyes. Flying alone or in small groups, they are harmless, if not particularly friendly. In larger masses, however, often provoked by cries of distress or concentrations of humanoids in or near their nesting areas, drought swallows form raging swarms that can decimate whole caravans. Experienced caravanners keep their eyes out when drought swallows are spotted, looking for the cliff-face rookeries or twisted hillside thorn bushes where they roost in massive colonies of hundreds or thousands. When agitated, teeming masses of drought swallows surge out of their nests and surround intruders in their territory, leaching the moisture from their bodies and leaving desiccated husks behind.

Thankfully, drought swallows are very territorial not only with respect to other creatures, but toward other flocks of drought swallows as well. Unrelated flocks frequently fight for dominance and choice nesting grounds, engaging in pitched aerial skirmishes, striking and peeling away until one flock submits and retreats. Fortunately for settled kingdoms, drought swallows rarely encroach on civilized lands. On the few occasions when it this has occurred, rivers have dried up, crops have withered, and livestock has perished in vast numbers. Most humanoid races consider drought swallows a menace to be eradicated.



DUNE MIMIC

The sand at your feet surges and shifts, as a sinkhole opens below and sandy tendrils erupt to snatch those nearby.

Dune Mimic

CR 10

XP 9,600

N Huge aberration (shapechanger)

Init +3; **Senses** all-around vision, darkvision 60 ft., tremorsense 30 ft.; **Perception** +16

DEFENSE

AC 22, touch 7, flat-footed 22 (-1 Dex, +5 armor, +10 natural, -2 size)

hp 135 (15d8+75), fast healing 5

Fort +10, **Ref** +6, **Will** +10

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +15 (2d6+12 plus adhesive)

Special Attacks constrict (slam, 2d6+12), surprising quicksand

STATISTICS

Str 27, **Dex** 8, **Con** 20, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +17; **CMD** 26 (can't be tripped)

Feats Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Lunge, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +18, Disguise +12 (+32 when mimicking objects), Intimidate +15, Knowledge (Nature) +10, Perception +16, Survival +17; **Racial Modifiers** +20 Disguise when mimicking objects

Languages Common

SQ mimic object

ECOLOGY

Environment warm plains and deserts

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Adhesive (Ex) Like common mimics, dune mimics exude a thick slime that acts as a powerful adhesive, allowing it to automatically grapple any creature it hits with its slam attack. Opponents so grappled cannot escape while the dune mimic is alive without removing the adhesive first. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. A weapon striking an adhesive-coated mimic is stuck fast (DC 20 Reflex negates). A successful DC 20 Strength check is needed to pry off a stuck weapon. The save DC is Strength-based.

Mimic Object (Ex) A dune mimic can assume the general shape of any Huge object or terrain feature, though its coating of dust, sand, and gravel cannot be hidden. Hence, it usually disguises itself as a terrain feature or eroded ruin. A dune mimic cannot substantially alter its size. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this

manner. Disguise is always a class skill for a mimic.

Surprising Quicksand (Ex) A dune mimic can harden its outer surface to be as solid as firm ground, allowing potential prey to travel across it. Creatures when walking upon the dune mimic must succeed on a DC 20 Perception or Survival check to notice it is not natural ground. As an immediate action, the dune mimic can soften its skin, releasing its adhesive slime. At the beginning of its next turn, it can attempt to engulf any creatures or objects stuck to it. Creatures can avoid being engulfed (as the engulf Universal Monster Ability) with a successful DC 25 Reflex save, or they can forgo their saving throw to make an attack of opportunity against the dune mimic before being engulfed. As a move action, a dune mimic can spread over a 25-ft.-square area, compressing itself to be only 5 ft. thick, though this reduces the save DC of its engulf ability to 20 and it can only engulf Medium or smaller creatures or objects. Engulfed creatures are pinned, taking 2d6 hp bludgeoning and slashing damage per round from gnawing mouths the mimic creates on its interior surfaces, and must hold their breath or begin suffocating. The save DC is Strength-based.

Dune mimics were created by a forgotten God-King of Nuria Natal as guardians for his desert tomb. Though not designed to reproduce, they spontaneously began producing spores and replicated themselves, eventually spreading across the northern deserts. Luckily for the other inhabitants, dune mimics only reproduce once per century.



EDIMMU

An evil wind swirls out of the desert and you feel your lips begin to parch.

Edimmu

CR 5

XP 1,600

CE Medium Humanoid Undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense, Perception +10

DEFENSE

AC 18, touch 18, flat-footed 15 (+5 Deflection Dex, +3)

hp 47 (5d10+25)

Fort +10, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +2, rejuvenation, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 nonlethal plus 1d3 Con damage)

Space 10 ft.; Reach 5 ft.

Special Attacks curse of eternal thirst, water siphon

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lunge

Skills Bluff +10 Diplomacy, +10 Fly +7, Intimidate +15, Knowledge (local) +7 Perception +10, Stealth+11, Survival +17

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Curse of Eternal Thirst (Su) An edimmu can affect one creature within 30 ft. as *cup of dust*^{APG} (DC 17). A creature that saves becomes immune to the curse of that edimmu for 24 hrs.

Lifesense (Su) An edimmu notices and locates living creatures within 60 ft., as if it possessed the blindsight ability.

Rejuvenation (Su) An edimmu destroyed in combat rises again in 2d4 days. Even powerful spells can only temporarily lay it to rest. Permanently destroying an edimmu requires the recovery of its mortal remains and their proper burial in consecrated or *hallowed* ground. Edimmu rarely venture more than a mile from the place of their death.

Unnatural Aura (Su) Animals do not willingly approach within 30 ft. of an edimmu, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Water Siphon (Su) An edimmu's touch drains water from the target's body, dealing 1d6 hp nonlethal damage and 1d3 points of Constitution damage, and the target must succeed on a DC 17 Fortitude save or become staggered by the sudden shock. It can attempt a new save each round thereafter at the end of its turn to end the staggered condition. Regardless of the save, a living creature damaged by an edimmu's water siphon becomes

fatigued due to dehydration until all nonlethal damage has been cured.

An edimmu's water siphon heals the edimmu even as it harms its enemies. On each successful attack, the edimmu heals 1d8 hp. If undamaged or this healing would restore it above its maximum hit points, excess hit points are gained as temporary hit points, to a maximum amount equal to its Charisma score. These temporary hit points last for 1 hr. or until expended.

Desert tribes often exile their criminals to wander the desert alone. A banished criminal who dies of thirst sometimes rises as an edimmu (eh-DIH-moo), a hateful undead who blames all sentient living beings for their fate and craving the life-giving water contained in their bodies. Unless their bodies can be found and given a proper burial, edimmu are nearly impossible to destroy. Edimmu are always found near their bodies but will often follow prey they have cursed to make sure they share their fate; then, they return to the site of their demise to start the process over again.



ELEMENTAL, FIRE DANCER SWARM

A swirling mass of tiny, blue dancing flames advances; the likeness of a skull is embedded in each little flickering fire.

Fire Dancer Swarm

CR 7

XP 3,200

NE Diminutive outsider (elemental, extraplanar, fire, swarm)

Init +11; **Senses** darkvision 60 ft.; Perception +12

Aura Fire (10 ft., DC 1d6)

DEFENSE

AC 22, touch 22, flat-footed 14 (+7 Dex, +1 dodge, +4 size)

hp 85 (9d10+36)

Fort +11, **Ref** +10, **Will** +6

Defensive Abilities elemental traits, swarm traits; **Immune** fire, weapon damage

Weaknesses hive mind, vulnerable to cold

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee swarm +8 (2d6 plus burn)

Space 10 ft.; Reach 0 ft.

Special Attacks burn (2d6 fire, DC 17)

STATISTICS

Str 1, **Dex** 24, **Con** 16, **Int** 3, **Wis** 10, **Cha** 7

Base Atk +9; **CMB** —; **CMD** —

Feats Dodge, Great Fortitude, Hover, Improved Initiative, Toughness

Skills Fly +25, Perception +12

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or pyre (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Fire Aura (Su) Creatures that start their turn within 10 ft. of the fire dancer swarm take 1d6 hp fire damage.

Hive Mind (Ex) When coalesced into a single swarm, the fire dancers become collectively susceptible to mind-affecting effects.

Fire dancers are tiny fire elementals; whether they're simply immature or somehow stunted is a question that is much debated in the Southlands. Some theories suggest they are animated castoffs from larger fiery elemental beings. A single, solitary fire dancer is no more than a semi-sentient spark that has a fragment of life. Collected in large numbers, though, they're a powerful menace.

It is not uncommon to observe a fire dancer with the likeness of a skull in its flame. This is an illusion created by the creature, a learned behavior and not unlike the will-o'-wisp—though there seems to be no other connection. Fire dancers simply enjoy giving the impression that they might have a humanoid form.

Fire dancers are individual creatures, but in such close proximity to one another and from working so closely in concert, they have developed a hive-like mentality. While it allows their swarm to function as a unit, it also works against them. Their collective sometimes falls prey to mind-affecting effects. Savvy bards, conjurers, and enchanters know to maintain a tight control on the swarm, for they make surly slaves at the best of times.

Fire dancers hail from the Plane of Fire, but have no instinct to return there. A swarm sees itself as a greater singular entity on the Material Plane. It is not uncommon to find a swarm that has adapted to Midgard's desert lands and acquired the native subtype.



ELEMENTAL LOCI

The ground below ripples and tears as rocks fall, jets of flame erupt, and howling winds rage. The land, it seems, is angry.

Elemental Loci

CR 15

XP 51,200

N Colossal outsider (elemental, native)

Init –2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +22

DEFENSE

AC 25, touch 0, flat-footed 25 (–2 Dex, +25 natural, –8 size)

hp 265 (25d10+155)

Fort +25, **Ref** +0, **Will** +25

Defensive Abilities immortal; **DR** 15/—; **Immune** ability damage, ability drain, elemental traits; **SR** 26

OFFENSE

Speed 20 ft.

Melee 2 slams +33 (6d6+16/19–20)

Space 60 ft.; Reach 40 ft.

Special Attacks engulf (DC 38, 6d6 bludgeoning), spawn elemental, trample (6d6+24, DC 38)

Spell-like Abilities (caster level 25th, concentration +25)

At will—*commune with nature*, *control weather*, *move earth*, *shield other* (spawn only), *status* (spawn only)

STATISTICS

Str 42, **Dex** 6, **Con** 26, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +25; **CMB** +49 (+53 sunder); **CMD** 57

Feats Awesome Blow, Cleave, Great Cleave, Greater Sunder, Greater Vital Strike, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Sense Motive +28, Sundering Strike^{APG}, Toughness, Vital Strike

Skills Intimidate +28, Knowledge (dungeoneering) +20, Knowledge (nature) +20, Knowledge (planes) +19, Perception +22, Sense Motive +28, Stealth +10

Languages Aquan, Auran, Ignan, Terran

SQ massive

ECOLOGY

Environment varies

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Immortal (Ex): Elemental loci are effectively immortal, immune to death effects, energy drain, negative energy, and magical aging effects. While they cannot die, they can be suppressed. The most common way to do so is to destroy the elementals spawned by the loci. If the loci uses up all of its hp to create minions through its spawn elementals ability and these are subsequently slain, the loci falls into a quiescent state for 25 weeks.

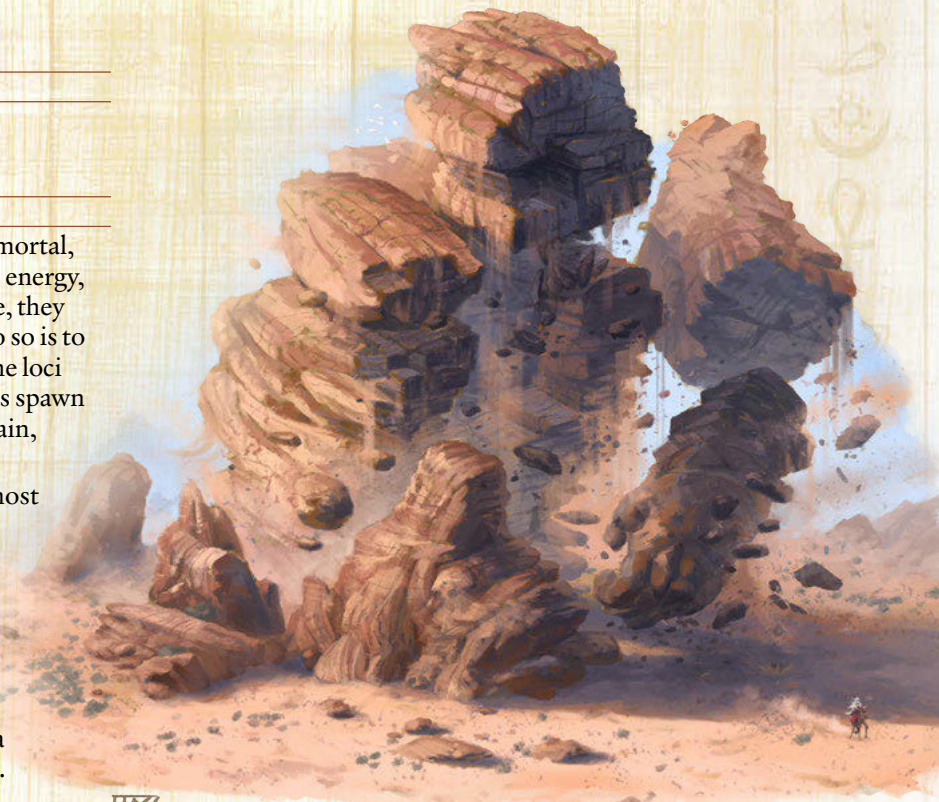
Massive (Ex) Elemental loci are far larger than most Colossal creatures, with a space of 60 ft. They cannot be bull rushed, dragged, repositioned, or tripped, and their movement is not impeded by most difficult terrain (GM's discretion) or Huge or smaller creatures. They cannot flank (or be flanked by any others) or make opportunities against Large or smaller creatures. Such creatures can climb a loci (Climb DC 30) and move through its space.

Spawn Elementals (Su) Slow and cumbersome, elemental loci can spawn elementals to serve it. These elementals are extensions of their creator's will and are not independent creatures. Spawning an elemental is a full-round action. Each Medium elemental spawned drains a portion of the loci's life force; each portion drained deals 10 hp damage to the loci and inflicts a –1 penalty on its attack rolls for 24 hrs. This damage and these penalties stack as it spawns more (or more powerful) elementals. Spawning larger elementals is more taxing, as follows: Large (20 hp, –2 penalty), Huge (40 hp, –4 penalty), Greater (60 hp, –6 penalty), Elder (80 hp, –8 penalty). A loci may spawn up to 10 Small elementals per day; these do not drain its life force but exist for only 24 hours.

The type of elementals a loci can spawn depends on the terrain it embodies. Desert loci produce earth, fire, and air, for example.

Elemental loci are living spirits inhabiting or embodying tracts of land and geographical features. They are the ultimate personification of nature—the land itself come to life—with no discernible pattern to where they take root. Elemental loci typically stay in the same general area their whole lives; fiercely protective of their chosen location, elemental loci tolerate no interference in the natural order and challenge all who attempt to despoil the land, be they mortal, monster, or god.

Among the Tamasheq, the elemental loci are cherished as minor deities, nearly as powerful as the Wind Lords themselves. However, the sorcerers of Kush have tried to capture and enslave loci for decades, thus far without success—but they grow closer to their goal with each attempt.



HAZ



EMELA-NTOUKA

This beast resembles an oversized rhinoceros with a heavy tail and four short, stump-like legs.

Emela-Ntouka

CR 8

XP 4,800

N Huge Animal

Init -1; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 20, touch 7, flat-footed 18 (-1 Dex, +12 natural, -2 size)

hp 136 (12d8+84)

Fort +14, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft.; swim 15 ft.

Melee gore +19 (2d6+12), tail slap +14 (2d6+6)

Special Attacks powerful charge (gore, 4d6+18), sonic shockwave

STATISTICS

Str 34, **Dex** 9, **Con** 23, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +9; **CMB** +23 (+25 against bull rush); **CMD** 32 (34 against bull rush, 36 against trip)

Feats Awesome Blow, Improved Bull Rush, Power Attack, Run, Skill Focus (Swim), Toughness

Skills Perception +15, Swim +28

SQ harmonic choir, hold breath, vocalization

ECOLOGY

Environment warm marshes and plains

Organization solitary, pair, or gathering (4-16)

Treasure incidental

SPECIAL ABILITIES

Harmonic Choir (Ex) When two or more emela-ntouka are within 30 ft. of each other, each emela-ntouka receives a bonus equal to the number of other emela-ntouka to their saving throws against sonic, language-dependent, and fear effects. In addition, if an emela-ntouka is already affected by a non-instantaneous sonic, language-dependent, or fear effect, it gains a new saving throw against the effect each round it ends its turn within 30 ft. of at least two other emela-ntouka. This ability provides no benefit against effects that do not allow saving throws.

Hold Breath (Ex) An emela-ntouka can hold its breath for a number of minutes equal to six times its Constitution score before it risks drowning.

Subsonic Shockwave (Ex) When an emela-ntouka charges, it generates an intense subsonic vibration within its skull, which is channeled through its horn. If the charge attack hits, the target takes 3d6 hp sonic damage (DC 22 Fortitude half). In addition, if the target fails its save, the emela-ntouka can attempt an awesome blow combat maneuver against that creature as a swift action. The save DC is Constitution-based.

Vocalization (Ex) An emela-ntouka can communicate up to 10 miles away with members of its race using a series of snorts, rumbles, and growls to signal the presence of danger, food, water, or anything else. Any emela-ntouka can use such vocalizations to organize a gathering, and the group thus assembled often emits structured harmonic sounds akin to music. Such performances, whatever their purpose, often last many hours and can be heard from miles away.

The emela-ntouka (ee-MELL-ah n-TOOK-ah) is similar in shape to a rhinoceros, including its distinct horn, though it is as large as an elephant with thick brownish-gray skin and a heavy saurian tail. This herbivore is equally comfortable on land or in the water, and it is known for its peculiar vocalization. The emela-ntouka ("killer of the elephants") is so named because its grazing lands often overlap with those of elephants. However, the aggressive emela-ntouka jealously guard their watering holes and drive out elephant herds with violent and thunderous charges. They are known under many names in as many languages across the Southlands, including aseka-moke, njago-gunda, ngamba-namae, chipekwe and irizima.



'ESFWR

The man before you howls for mercy from the gods, as his body erupts into a flock of pure-white sparrows, swirling in a maddened rage.

'ESFWR

CR 6

XP 2,400

NE Medium outsider (evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60 ft., detect evil, detect good; Perception +12

DEFENSE

AC 21, touch 17, flat-footed 14 (+6 Dex, +1 dodge, +4 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +12, **Will** +10

DR 5/good or evil; **Immune** paralysis, poison, sleep effects;

Resist electricity 10, fire 10; **SR** 16

OFFENSE

Speed 30 ft. (in swarm form, 5 ft., fly 50 ft. [good])

Melee short sword +14/+9 (1d6+3 / 19-20), or swarm (2d6 plus distraction)

Special Attacks distraction (DC 17)

Spell-Like Abilities (CL 11th; concentration +16)

Constant—*detect evil*, *detect good*, *innocence*^{APG}

At will—*distracting cacophony*^{UM}, *St. Whiteskull's steal power*^{DM} (DC 18)

3/day—*exalted chance*^{DM}, *searing light*

1/day—*mass cacophonous call*^{APG} (DC 20), *song of discord* (DC 20)

STATISTICS

Str 16 (5), **Dex** 23, **Con** 18, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +8; **CMB** +11; **CMD** 28

Feats Combat Reflexes, Dodge, Spring Attack, Weapon Finesse

Skills Bluff +13, Disguise +13, Fly +14, Intimidate +13, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (religion) +10, Perception +12, Sense Motive +12, Stealth +14, Survival +7

Languages Enochian^{MCS}, Infernal, Nurian^{MCS}, Trade Tongue^{MCS}

SQ change shape (any Small or Medium humanoid; polymorph), divine sunder, swarm form

ECOLOGY

Environment any (Southlands^{MCS})

Organization solitary

Treasure NPC gear

SPECIAL ABILITIES

Divine Sunder (Su): When an 'esfwr fails its save against a harmful spell or ability that requires the use of a divine focus (such as channel energy), it immediately breaks into a swarm of tiny demonic white birds. The 'esfwr cannot use its change shape ability for 24 hrs. after being forced into swarm form in this fashion.

Fetching (Su): As a full-round action an 'esfwr can reach through space and time into the ancient workshops where their spirits first took form, taking up a leftover tool or light or one-handed weapon into their hand. This item is always a masterwork item, but it lasts only as long as the 'esfwr wields it. If dropped, it fades into nothingness 1 round later. An 'esfwr can have only one object at a time.

Swarm Form (Su): An 'esfwr's natural state is a swarm of Tiny demonic white birds; it can assume humanoid



form only by using its change shape ability. When it resumes swarm form, all held, worn, and carried items are dropped, and the 'esfwr's Strength score drops to 5. An 'esfwr gains swarm traits, with a reach of 0 feet and a space of 10 feet. The swarm loses the ability to manipulate objects, but retains full use of spell-like and supernatural abilities.

'Esfwr (ESS-fer) are ancient beings, left over from the creation of the world; they are the spiritual remnants on the gods' workshop floor. In their natural state, 'esfwr are actually an amalgamation of hundreds of small, white-feathered demons, resembling cruel angelic sparrows. Though each tiny demon possesses an individual will, the flock has learned from ancient days to act in perfect unison to merge their flesh into humanoid form to impersonate and walk among them. Jealous of the humanity they lack, 'esfwr seize the mortal's role with relish. Living out their stolen existence with verve, 'esfwr often adopt extremes of stereotypes that they observe, from unscrupulous mercenaries to wanton and seductive courtesans. 'Esfwr despise the gods, avoiding places of worship and religious observances, yet they must submit to their power. If tricked into such places, the divine residue within each 'esfwr compels it to proclaim the glories of that deity and beg for mercy while struggling to resist unravelling into their true form.



GBAHALI

A large reptile charges out of nowhere, its skin a shifting pastiche of colors. The only things visible are its dagger-like teeth as its robust jaws snap.

Gbahali (postosuchus)

CR 7

XP 3,200

N Huge animal

Init +6; **Senses** low light vision, scent; Perception +11

DEFENSE

AC 22, touch 10, flat-footed 22 (+2 Dex, +12 natural, -2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

Defensive Abilities chameleon power

OFFENSE

Speed 50 ft.

Melee bite +11 (4d6+6 plus grab), 2 claws +10 (2d6+6)

Space 15 ft.; Reach 10 ft.

Special Attacks death roll (4d6+6 plus trip), powerful charge (bite, 8d6+12)

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +14; **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite), Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +11, Stealth +13 (+25 when still); **Racial**

Modifiers +12 Stealth

SQ freeze

ECOLOGY

Environment warm plains

Organization solitary

Treasure none

SPECIAL ABILITIES

Chameleon Power (Ex) A gbahali gains a +12 racial bonus on Stealth checks. When a gbahali moves half its speed or less, any attacks made against it until the beginning of its next turn have a 20% miss chance.

Death Roll (Ex) When grappling a foe of its size or smaller, a gbahali can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The gbahali inflicts its bite damage and knocks the creature prone. If successful, the gbahali maintains its grapple.

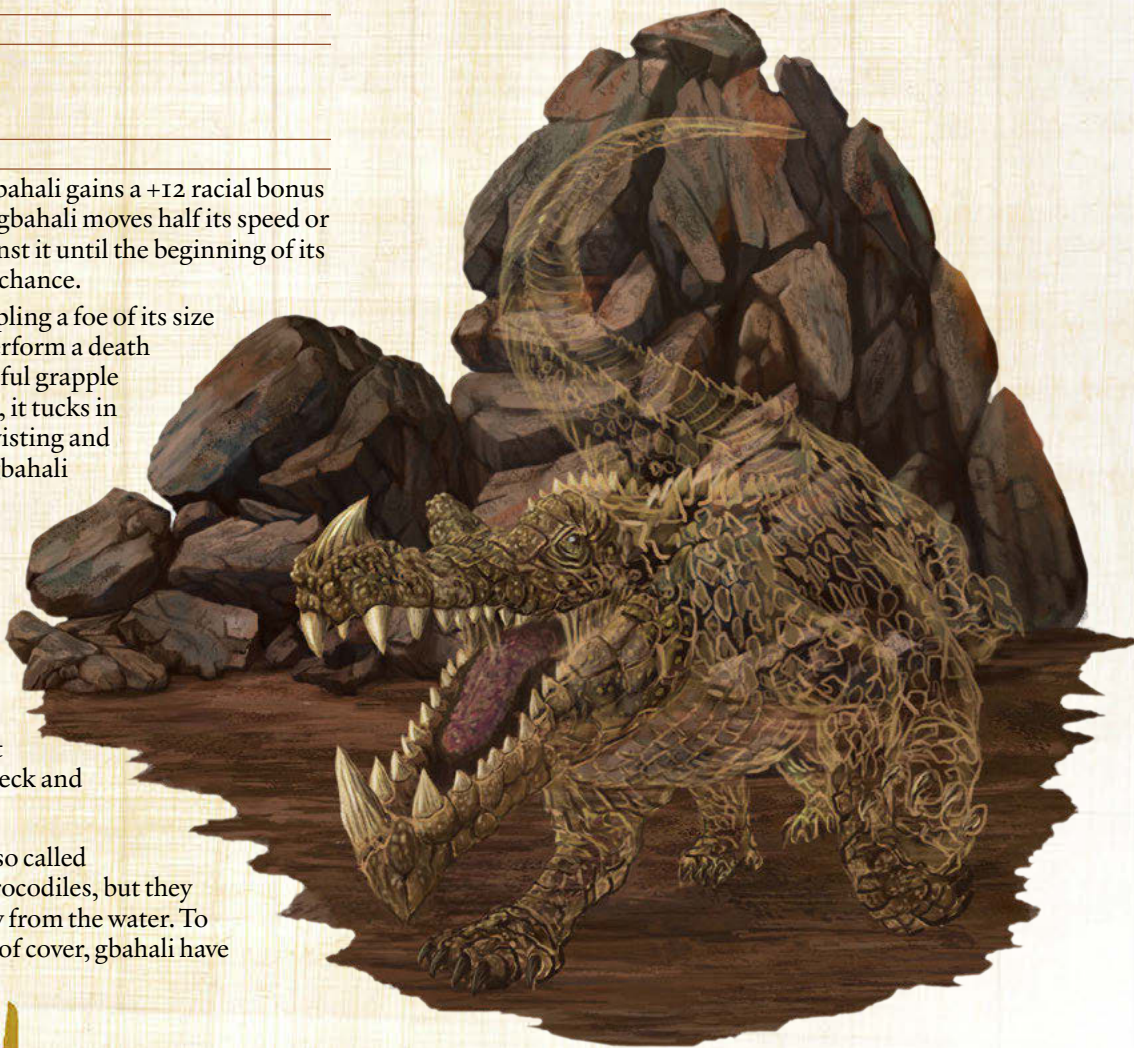
Freeze (Ex): A gbahali can hold itself perfectly still, allowing its chameleon power to perfectly match its background, allowing it to take 20 on its Stealth check and to hide in plain sight.

Gbahali (guh-bah-HA-lee; also called postosuchus) are related to crocodiles, but they have fully adapted to life away from the water. To make up for the lack any sort of cover, gbahali have

developed chameleon-like powers to ambush their prey. Gbahali's hides changes colors to match their surroundings, providing near invisibility. What often seems like just a lonely rock on the grasslands may actually be a gbahali in wait along a trail, caravan route, or water holes.

Gbahali are usually the dominant predators in their hunting grounds. Gbahali live solitary lives except during the fall, when males seek out females in their territory to mate. Females lay eggs in the spring and guard their nests until the eggs hatch; afterward, the baby gbahali are abandoned to their own devices. Killing a gbahali is a legendary sign of bravery and skill for many plains hunters. Gbahali's thick hides can be used to make hide or leather armor, and with the proper alchemical techniques the hides can retain their color-shifting properties, reducing the cost to add the *shadow armor* special ability by 25%.

In combat, gbahali lurk in hiding, using their chameleon-like abilities to ambush prey. They may lie quietly still for hours at a time, but they also can use their speed and stealth to stalk prey, picking off victims one by one as they travel across the savannah, seemingly striking out of nowhere. Gbahali prefer isolated and weak prey, but their sudden and unexpected onslaught is often enough to scatter a herd and leave the weakest members for the predators to bring down. If they are able to kill their prey quickly, they use their speed to carry the prey off to devour at their leisure.



GENIE, AL-AESHMA

The skin of this malevolent entity is as black as its heart. A savage parody of a djinni, its lower half is composed of scorching winds and desert sand.

Al-Aeshma

CR 8

XP 4,800

CE Large outsider (air, native)

Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +5 natural, -1 size)

hp 75 (10d10+20); regeneration 3 (fire and holy)

Fort +9, **Ref** +11, **Will** +5

Immune acid, poison

Weakness bound

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee mwk falchion +17/+12 (2d6+10/18-20) or 2 slams +16 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks air hatred, dust devil (3/day, 10-30 ft. high, 3d8+7 on contact then 1d8+7, DC 22), ill wind

Spell-Like Abilities (CL 9th; concentration +12)

At will—*invisibility* (self only), *putrefy food and drink*^{APG}
1/day—*create food and water*, *hallucinatory terrain* (DC 17),
gaseous form (for up to one hour), *insect plague*, *major creation* (vegetable matter becomes permanent), *persistent image* (DC 18)

STATISTICS

Str 24, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +10; **CMB** +18; **CMD** 33

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Mobility, Wind Stance

Skills Acrobatics +10, Bluff +14, Craft (any one) +13, Fly +19, Intimidate +11, Knowledge (planes) +13, Perception +13, Spellcraft +13, Stealth +9, Survival +10

Languages Auran, Common; telepathy 100 ft.

Other Gear chain shirt, mwk falchion

SPECIAL ABILITIES

Air Hatred (Ex) An al-Aeshma receives a racial bonus +2 to attack and damage rolls against airborne opponents.

Bound (Su) An al-Aeshma can no longer plane shift, as they are bound to this plane. Further, al-Aeshma must always be anchored to the earth. Even in *gaseous form* or sandstorm form, some piece of them must always touch the ground. An al-Aeshma's maximum height above ground while flying is 50 ft. (10 squares).

Dust Devil (Su) The whirlwind of an al-Aeshma is composed of skin-flaying sand. This functions identically to the universal whirlwind ability with the following exceptions. When a target first comes in contact with the dust devil and fails their Reflex saving throw, they take triple the creature's base slam attack damage plus their Strength bonus. The target takes normal slam attack damage from the whirlwind if they are subsequently picked up bodily and suspended inside the cyclone. This damage counts as both bludgeoning and slashing.



Ill Wind (Su) An al-Aeshma may choose to modify their *gaseous form* spell-like ability to be fouled with choking scent of their spiritual decay. This is a modification of the *gaseous form* spell-like ability that adds a new function. When passing through any square occupied by another creature while in *gaseous form* (which still may draw attacks of opportunity normally), the target must make a Fortitude saving throw with a DC equal to 10 + 1/2 HD + their Charisma modifier or be affected by stinking cloud, with a range equal to the al-Aeshma's occupied squares. The al-Aeshma may turn this ability on and off as a swift action. This ability is dependent on *gaseous form* and has no effect by itself. If the *gaseous form* effect ends, ill wind immediately does as well. The save DC is Charisma-based.

Al-Aeshma are former djinni viziers and possess many of the same powers, albeit with some perversion. Their skin is black as pitch and their whirlwind form is seen to be composed of dust and sand as much as the wind. Only a holy weapon or the fiery element of their former tormentors, the efreeti, can slay them entirely—otherwise the desert sands flow to seal their wounds and even rejoin amputated limbs.



GOLEM, SMARAGDINE

This large statue of emerald-green crystal has a humanoid body with the head of an ibis. It steps down from its pedestal to block your path.

Smaragdine Golem

CR 12

XP 19,200

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural armor, –1 size)

hp 118 (16d10+30)

Fort +5, **Ref** +5, **Will** +5

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +25 (2d10+10)

Space 10 ft.; Reach 10 ft.

Special Attacks absorb magic

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +27; **CMD** 37

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none (see text)

SPECIAL ABILITIES

Immunity to Magic (Ex) A smaragdine golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effect function differently against a smaragdine golem, as described below.

- A *shatter* spell damages a smaragdine golem as if it were a crystalline creature.
- A *touch of idiocy* spell causes a smaragdine golem to act as if it were confused for 1 round.
- A *feeblemind* spell stuns a smaragdine golem for 1 round.

Absorb Magic (Su) A smaragdine golem can, as a free action, absorb a spell effect it touches, including existing effects in an area, such as a *silence* spell or a *fog cloud*. This can be done in conjunction with a slam attack, absorbing a spell effect on an opponent, or to any spell cast upon the smaragdine golem (with the exception of the specific spells mentioned in its spell immunity ability description). The strongest effect is always absorbed in preference to any other.

When it has absorbed a spell effect, its body glows, as if under the effect of a light spell. A smaragdine golem can only hold one absorbed spell effect at a time. As a standard action, the golem can release absorbed spell energy as a blast of green energy, which lashes out in a radius of 10 ft. per level of the absorbed spell. All beings within the area of effect must make a Reflex save or take

1d6 points of damage per spell level of the absorbed spell and are blinded for 1 round. A successful Reflex save (DC 18 + spell level) reduces the damage by half and negates the blindness effect.

Smaragdine (sma-RAG-deen) golems are creations of the Emerald Order, crafted by disciples of Thoth-Hermes and the emerald esoterica, to guard their secret meeting halls, sacred texts, and the Emerald Tablet itself. As they are grown from fragments of the Emerald Tablet, these golems possess an innate embodiment of the wisdom and knowledge of Thoth-Hermes. It is this trait that makes them strangely susceptible to spells that normally have no effect on the mindless.

Their link to the Tablets also means that they can track them unerringly if commanded to do so, as long as the Tablets and the golems are on the same plane. When tracking in this manner, the golems act uncannily as if possessed of some intelligence. Rather than blindly blundering through a wall or other obstacle in their path, they seek a doorway or some other way to bypass it, taking an indirect path to the Tablets if necessary, but always moving closer to them.



GRAY THIRSTER

This dried-out body of a long-dead adventurer is still clad in the tattered remains of his clothes. Dry, parchment-like skin clings to bones clearly distinguishable underneath.

Gray Thirster

CR 3

XP 800

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +8

Aura thirst (30 ft., DC 14)

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 29 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

DR 5/bludgeoning; **Immune** fire, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1), withering turban +4 (1d3+1 nonlethal)

Space 5 ft.; Reach 5 ft.

Special Attacks rend (2 claws, 1d4+1), withering turban

STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 16

Feats Dodge, Improved Initiative

Skills Perception +8, Stealth +12 (+16 in sandy environments); **Racial Modifiers** +4 Stealth (+8 in sandy environments)

Languages Common (cannot speak)

ECOLOGY

Environment warm deserts

Organization solitary, pair, gang (3-6)

Treasure standard

SPECIAL ABILITIES

Drought (Su) Once per day as a standard action, a gray thirster can draw the moisture from an area in a 20-ft. radius centered on itself. Non-magical water and liquids within this area are immediately turned to dust; liquids carried by creatures are affected only if that creature fails its save. Living creatures take 2d8 hp damage (Fortitude DC 14 half). Oozes, plants, and creatures with the aquatic or water subtype take double damage and take a –2 penalty on their saving throw. The save DC is Charisma-based.

Thirst (Su) Living creatures within 30 ft. of a gray thirster become fatigued with thirst (DC 14 Will negates). Whether or not the save is successful, that creature cannot be affected again by the same gray thirster's thirst aura for 24 hrs. If multiple gray thirsters are present, multiple failed saves do not worsen this fatigue to exhaustion, though it can stack with other sources of fatigue to produce exhaustion. Fatigue caused by a gray thirster can be removed by drinking a half-gallon of water (requires a full-round action), but it cannot be removed by rest and time without

drinking water. It can be removed by magical effects. The save DC is Charisma-based.

Withering Turban (Su) At will as a standard action, a gray thirster can cause the dusty wrappings of its turban to lash out at creatures nearby, enabling it to attack or make disarm or trip combat maneuvers as though wielding a whip. If its withering turban lash hits a creature that has been fatigued by its thirst ability, it withers the target's flesh, dealing 1 point of Strength and Dexterity damage (DC 14 Fortitude negates). The save DC is Charisma-based.

The greatest danger to people traversing the deep deserts of the Southlands is thirst, and even the best-prepared travelers can find themselves without water in the middle of the desert. The lucky ones die quickly, while those less fortunate linger in sun-addled torment for days before their tortured bodies give up. These souls often rise from the sands as gray thirsters, driven to inflict the torment they suffered upon other travelers. Gray thirsters try to destroy oases and wells wherever they find them and often lurk nearby to ambush those hoping for a life-giving draught. These creatures often hunt alone, but entire caravans of gray thirsters have been known to prowl the deep deserts and are the bane of travelers there.



GREMLIN, AZZA

This tiny, hairless, rail-thin creature crackles with static. With a snap, an arc of electricity flashes between its long ears.

Gremlin, Azza

CR 1

XP 400

N Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 6 (1d6+4)

Fort +1, **Ref** +3, **Will** +3

DR 5/cold iron; **Immune** electricity

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee electric jolt +3 (1d6 electricity) plus contagious electricity

Ranged electric jolt +3 ranged touch, 30 ft. (1d6 electricity) plus contagious electricity

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks contagious electricity

Spell-Like Abilities (CL 1st; concentration +1)

At will—*prestidigitation*, *spark*

1/hour—*shocking grasp*, *shock shield*

STATISTICS

Str 6, **Dex** 16, **Con** 12, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** -1; **CMD** 9

Feats Skill Focus (Disable Device), Weapon Finesse^B

Skills Appraise +2, Bluff +4, Disable Device +9, Fly +23, Knowledge (nature) +5, Perception +5, Stealth +7

Racial Modifiers +4 Fly, +4 Disable Device

Languages Auran, Common

ECOLOGY

Environment any outdoor or urban

Organization solitary, pair, cluster (3–12), or storm (13–20 with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, and 1–4 small lightning elementals)

Treasure standard

SPECIAL ABILITIES

Contagious Electricity (Su) When an azza hits with its electric jolt, the target is infected with a crackling electrical curse (DC 11 Will negates) lasting 6 rounds. If the azza is struck in melee with a metallic weapon or item, or with a natural weapon, unarmed strike, or melee touch attack, its attacker must save after the attack is resolved to avoid contracting this curse. As long as the curse persists, creatures using electricity attacks (including attacks with *shock* or *shocking burst* weapons or other effects that deal electricity damage) against the target gain a +2 circumstance bonus on attack rolls and caster level checks with electricity spells, and the target takes a -2 penalty on saves against electricity effects and a -4 penalty on concentration checks. If the victim of this curse takes more electricity damage, it becomes staggered until the end of its next turn (DC 11 Fortitude negates). The save DC is Constitution-based.

Electrical Tinker (Su) Azza can use their electric jolt to make Disable Device checks up to 15 ft. away.



Ride The Bolt (Su) Azza can travel instantly along any electrical current, including instantaneous spell and spell-like ability effects. As an immediate action when an azza is within the area of an electricity effect, it can instantly move from its current location to any other square within or adjacent to the area of the electricity effect. This is in addition to any other movement allowed. An azza can use its own electric jolt attack to move itself up to 30 ft., exiting the path of its electric jolt at any point along its length. This movement does not provoke attacks of opportunity and is not a teleportation effect, although it does enable the azza to move through the space of other creatures and objects without difficulty.

Azza gremlins live among storm clouds, electrical machinery, or any place with an abundance of electricity. Though wingless, their light bodies are perfectly attuned to electromagnetic fields, giving them buoyancy and flight. They love playing in thunderstorms, riding lightning bolts between clouds and ground or other clouds. They feed off electricity and love to see its effects on other creatures, making them hazardous pests. Azza stand one-and-a-half feet tall and weigh approximately 8 lbs.



HARPY, OWL

The face of this winged woman is wreathed in a headdress of feathers; her luminous eyes and aquiline nose lend a certain beauty to her feral demeanor, but her sharp, taloned feet are even more inhuman to compensate.

Owl Harpy

CR 5

XP 1,600

NE Medium monstrous humanoid

Init +3; **Senses** blindsight 60 ft., low-light vision; Perception +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 dodge, +2 natural)

hp 58 (9d10+9)

Fort +4, **Ref** +9, **Will** +8

Resist cold 5

Weaknesses dissonance

OFFENSE

Speed 20 ft., fly 80 ft. (good)

Melee mwk shortspear +11/+6 (1d6+1), claws +8 (1d6), 2 talons +8 (1d6) or 2 claws +10 (1d6+1), 2 talons +10 (1d6+1)

Special Attacks captivating song, hovering darkness, rend (2 talons, 1d6+1)

Spell-Like Abilities (CL 7th; concentration +10)
3/day—darkness

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +10; **CMD** 24

Feats Dodge, Flyby Attack, Hover, Multiattack, Skill Focus (Intimidate)

Skills Bluff +8, Fly +16, Intimidate +15, Perception +13, Perform (sing) +9, Stealth +11

Languages Common

SQ stealthy flier

Other Gear leather armor, shortspear

ECOLOGY

Environment temperate or warm desert, forest/jungle, or urban

Organization solitary, pair, or parliament (3–12)

Treasure NPC Gear (leather armor, mwk shortspear, other treasure)

SPECIAL ABILITIES

Captivating Song (Su) An owl harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When an owl harpy sings, all creatures aside from other harpies (including standard harpies) within a 300-ft. spread must succeed on a DC 17 Will save or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hrs. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 ft. of the harpy simply stands and offers no resistance to



the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Dissonance (Ex) An owl harpy's blindsight is hearing based. While they are not particularly sensitive to loud noise it does disrupt their sensory faculties. When an owl harpy takes sonic damage, they immediately lose their blindsight for 1d4 rounds. Additional sonic damage extends the duration of the blindsight loss by another 1d4 rounds.

Hovering Darkness (Su) As a standard action, an owl harpy that hovers in flight may shake a fine magical dander from her wings that functions as *dust of twilight* and requires a DC 17 Fortitude save. A creature may only be fatigued by this ability by a specific owl harpy once every 24 hrs. The save DC is Charisma-based.

Stealthy Flier (Ex) An owl harpy may use Stealth and move their entire fly speed without penalty.

An owl harpy is a queen among her kind, possessing superior grace and intelligence with the same predatory instinct and savage appetite. Owl harpies resemble standard harpies in many respects, with a few notable exceptions. Owl harpies never grow hair, only feathers, which often wreath their faces and crown their heads like a headdress. Their taloned feet are stronger and razor sharp. They are superior fliers than their lesser kin; they swoop down and hover in mid-air with ease to tear their prey apart with all of their limbs. They are not unheard of anywhere in Midgard, but they are the most prevalent in the Southlands.

Owl harpies possess a strange, potent magic associated with darkness and the night. They can counter most light sources and snuff them out completely. So refined is their hearing that they can feel sound vibrations on and around their faces, and so neither darkness nor invisibility detracts from their ability to hunt. This is sometimes a disadvantage as sonic attacks can confound them.



IDOLIC DEITY

This small demonic idol seems to fade in and out of reality. Its malignant will suffocates all creatures nearby.

Idolic Deity

CR 8

XP 4,800

NE Small outsider (augmented construct, native)

Init +4; **Senses** see in darkness, darkvision 60 ft.; Perception +0

Aura apostasy aura (30 ft.)

DEFENSE

AC 24, touch 16, flat-footed 19 (+4 Dex, +1 dodge, +8 natural, +1 size); incorporeal step

hp 58 (7d10+20)

Fort +2, **Ref** +7, **Will** +4

Defensive Abilities shadow blend, hardness 8; **DR** 5/magic;

Immune construct traits; **Resist** cold 20

Weaknesses vulnerable to fire

OFFENSE

Speed fly 30 ft. (good)

Melee 2 slams +10 (2d6+3)

Special Attacks seduce the righteous

Spell Like Abilities (CL 12th, concentration +17)

At will—*charm monster* (DC 19), *detect good*, *detect magic*
3/day—*waves of fatigue*

1/day—*suggestion* (DC 18), *summon* (level 3, 1d4 shadows, 35%)

STATISTICS

Str 14, **Dex** 18, **Con** —, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +8; **CMB** +10; **CMD** 23

Feats Ability Focus (seduce the righteous), Dodge, Hover, Iron Will

Skills Bluff +10, Fly +14, Intimidate +10, Knowledge (religion) +3, Sense Motive +10, Stealth +8

Languages telepathy 60 ft.

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Apostasy Aura (Su) An idolic deity's presence causes devout creatures with line of sight to it to doubt their faith. Divine spellcasters must succeed on a DC 18 concentration check in order to successfully cast a spell or use a spell-like domain power or class feature from a divine spellcasting class, and take a -4 penalty on other concentration checks required when using such abilities. Supernatural domain powers or class features of divine spellcasting classes function as if their creator were 2 levels lower, and divine spellcasters take a -2 penalty on saving throws against mind-affecting effects.

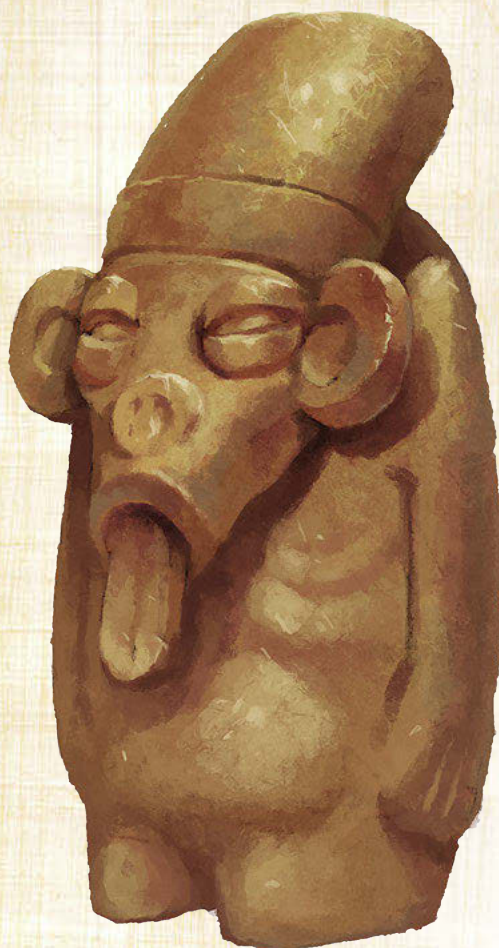
Incorporeal Step (Su): While moving an idolic deity is incorporeal, losing its natural armor bonus to AC but gaining a deflection bonus to AC equal to its Charisma bonus. This incorporeal state ends when it stops moving, so only attacks or effects that occur during its movement, such as attacks of opportunity and readied actions, attack it while it is incorporeal.

Seduce the Righteous (Su) An idolic deity may target one creature within 30 ft. with its gaze, causing it to takes a

-4 penalty for 3 rounds to one of the following: attack rolls, saves, ability checks and skill checks (DC 20 Will negates). If it targets a creature already affected by this ability, a second failed save causes the target to become sickened for 24 hrs. but has no other effect. This is a mind-affecting curse effect. Creatures using protection from evil are immune to this effect. The save DC is are Charisma-based.

Shadow Blend (Su): In any illumination other than bright light, an idolic deity blends into the shadows, giving it concealment (20% miss chance). An idolic deity can suspend or resume this ability as a free action.

Idolic deities are found in ancient temples and deserted tombs, relics of an elder age and all that remains of the favored children of the deceiver Ahriman, mighty div lordlings like Akoman the evil thought, Nanghant the discontented, and Sarvar the oppressor. Sent to consume the souls of those worshiping Ormuzd, brother of their lord, these beings of shadow and sand labored slowly through corruption of the soul, rather than outright war. The corrupted ancient tribes and their priests began worshiping them as gods, and they forsook their masters' purpose to revel in their pride and vanity until they were struck down for their treachery, wasted now to a shadow remnant, imprisoned in stony idols that barely cling to solidity.



JACULUS

This small dragon possesses feathered wings on its forearms, with a pair of strong lower legs it uses to cling to trees.

Jaculus

CR 3

XP 800

NE Small dragon

Init +4; **Senses** dragon senses; Perception +8

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +1 size, +6 natural)

hp 42 (4d12+12)

Fort +7, **Ref** +8, **Will** +5

DR 5/magic; **Resist** acid 5, electricity 5; **SR** 14

OFFENSE

Speed 20 ft., climb 20 ft., fly 10 ft. (clumsy)

Melee bite +9 (1d4+4) and tail slap +5 (1d4+2)

Special Attacks jagged jaws, rake (2 claws +5, 1d4+4), spearhead

STATISTICS

Str 19, **Dex** 19, **Con** 17, **Int** 13, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +7; **CMD** 21

Feats Acrobatic, Skill Focus (Acrobatics)

Skills Acrobatics +8 (+20 when jumping), Appraise +8, Climb +16, Fly +7, Knowledge (local) +7, Knowledge (nature) +8, Perception +8, Stealth +11;

Racial Modifiers +12 Acrobatics when jumping.

Languages Draconic, Southern

SQ tree jump

ECOLOGY

Environment warm and tropical forests

Organization solitary, pair, flight (3-12)

Treasure none

SPECIAL ABILITIES

Jagged Jaws (Ex) A jaculus has jagged, bony spurs along each side of its head that lie flat when it's calm but jut outwards when it's agitated, allowing it to slash its targets. When it hits with its spearhead attack, it deals 1 hp bleed damage, plus 1 hp bleed damage for each rake attack that hits.

Spearhead (Ex) When in flight or jumping, a jaculus can make a special charge attack, extending its long wedge-shaped head like the blade of a spear. This functions as gore attack, adding 1-1/2 times its Strength bonus to damage and with a +1 racial bonus on attack rolls (gore +9, 1d6+6/x3). If its spearhead attack hits, it can rake.

Tree Jump (Ex) A jaculus that is clinging to a tree jumps down from a tree doesn't need a running start.

The jaculus (plural jaculi), also called the javelin snake by many jungle tribes, is a draconic predator that roams the forest and jungle looking for targets that carry valuable objects that it can add to its hoard. It loves shiny or reflective items, but it is clever enough to identify items of real value, which it hides in hidden caches within hollow trees far from any forest trail. Jaculi have long, narrow heads that are sandy-colored or beige with lighter spurs, wings, legs, and underbelly. The flanks and tail are burnt



orange in hue with a line of beige dots running alongside them. Jaculi are far better jumpers than flyers and rely mainly on their Acrobatics skills to perform their attacks, flapping clumsily back into the trees only when necessary.

Despite their small stature, jaculi are remarkably intelligent creatures and are known to pursue cunning and complicated plots to build their hoards. Many traditional tales tell of jaculi flights that live deep in the southern forests and work together to separate traveling merchants and other caravans from their wealth, often using their climbing and flight to abscond with gems and jewels before the victims even know they've been robbed. Some jaculi may feign docility, but wise travelers know that the creatures drop any such ruse as soon as they can steal what they're really after.



J'BA FOFI

A large brownish spider that resembles to a tarantula with exaggeratedly long legs gracefully emerges from the bushes, followed by similar arachnids that are smaller and yellow in color.

J'ba Fofi

CR 4

XP 1,200

N Large animal

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 13 (+6 Dex, +4 natural, -1 size)

hp 39 (5d8+15)

Fort +7, **Ref** +10, **Will** +1

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +8 (1d8+4 plus poison)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 17, **Dex** 23, **Con** 17, **Int** 1, **Wis** 11, **Cha** 3

Base Atk +3; **CMB** +10; **CMD** 23 (31 vs. trip)

Feats Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

Skills Climb +19, Perception +10, Stealth +13 (+16 in forests and jungles, +20 in webs, +24 in camouflaged webs); **Racial**

Modifiers +8 Climb, +4 Perception, +4 Stealth (+8 in webs)

SQ camouflage, camouflaged lair and webs, spider symbiosis

ECOLOGY

Environment warm and tropical forests

Organization solitary, pair, or colony (3–12)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) The bristle hairs of a j'ba fofi are always covered by a layer of leaves impaled on them, which provides the creatures with a +4 racial bonus on their Stealth checks when in a forest or jungle. The j'ba fofi can also make Stealth checks in forest or jungle terrain even when under direct observation.

Camouflaged Lair and Webs (Ex) A j'ba fofi uses leaves in conjunction with its spider silk to weave lairs and circular webs that render them difficult to spot (Perception DC 20). A character who fails to notice such hazards and walks across a j'ba fofi's web anchored between a pair of trees becomes grappled by the sticky strands and must succeed at a DC 19 Escape Artist or Strength check to get free.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. Save DC is Con-based with a +2 racial bonus.

Spider Symbiosis (Ex) A j'ba fofi has an empathic connection with ordinary spiders, which will not attack a j'ba fofi unless magically controlled or unless the j'ba fofi attacks first. In addition, each j'ba fofi is typically accompanied by a spider swarm (as described in the *Pathfinder Roleplaying Game Bestiary*), which moves and attacks at the j'ba fofi's mental command. The j'ba fofi never takes damage from its companion spider swarm.

The j'ba fofi (jah-BAH fo-fee; “giant spider”) resembles an oversized tarantula with very long legs, although a flicker of intelligence imbues these creatures with cunning beyond that of mere vermin. The youngest are yellow in color, but their hairs turn brown as they age. The natural coloring of a j'ba fofi, along with its proficiency at camouflage, makes them virtually invisible in their natural environment.



LEMURFOLK (KAGUANI)

A squirrel-like, furred humanoid glides silently from the canopy of trees, the membrane between its limbs carrying it. It holds a blowgun in its hand; two intelligent, bulbous eyes observe its surroundings with curiosity.

Lemurfolk rogue 1

CR 1/2

XP 200

N Small monstrous humanoid (lemurfolk)

Init +3; **Senses** all-around vision, darkvision 60 ft., Perception +1

DEFENSE

AC 14, touch 11, flat-footed 11 (+3 Dex, +1 size)

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., climb 10 ft., fly 40 ft. (average, see below)

Melee kukri +0 (1d3/18–20) or bite +0 (1d4)

Ranged mwk blowgun +4 (1d2 plus poison)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack, poison use

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** -1; **CMD** +2

Feats Acrobatic

Skills Acrobatics +7, Climb +2, Fly +7, Stealth +7 (+11 in forests; +11 gliding)

Languages Lemurfolk, Common

SQ all-around vision, camouflage, silent glide, trapfinding

ECOLOGY

Environment warm forests

Organization solitary, gang (2–5), or tribe (21–30 plus 1 druid leader of 3rd level)

Treasure NPC gear (kukri, mwk blowgun, 10 poisoned needles [darts], other treasure)

SPECIAL ABILITIES

Camouflage (Ex) A lemurfolk gains a +4 racial bonus on Stealth checks in forest or jungle terrain.

Poison Use (Ex) A lemurfolk uses debilitating poison to incapacitate its victims. They use specially crafted poisoned needles (darts), which will be launched by masterwork blowguns up to 3 ft. long.

Blue Whinnis Poison—injury; *save* Fort DC 14; *frequency* 1/round for 2 rounds; *initial effect* 1 Con damage; *secondary effect* unconsciousness for 1d3 hours; *cure* 1 save.

Silent Glide (Ex) A lemurfolk can launch itself into the air and glide along for 1 min., making almost no sound, and gaining a fly speed of 40 ft. and average maneuverability. A gliding lemurfolk gains a +4 circumstance bonus on Stealth checks.

These small, intelligent, squirrel-like humanoids live in secret primitive societies deep in the jungles of the world. They are omnivorous, subsisting on fruits, roots, insects, larvae, eggs stolen from treetop nests, and birds and small mammals they bring down with their blowguns. They craft

most of what they need from available materials in the deep jungle but sometimes barter with more advanced creatures for metal and crafted items. Lemurfolk are nocturnal but can function normally during daytime hours. They can live 80 years, their fur graying with age. Lemurfolk stand about three feet tall and weigh about 35 lbs.

Lemurfolk Characters

Lemurfolk have no racial Hit Dice, gaining their capabilities from class levels. All lemurfolk have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Strength: Lemurfolk are nimble and quick-witted, but slender.

Small: Lemurfolk are Small sized.

Darkvision: Lemurfolk can see in the dark up to 60 ft.



TABLE 1: LEMURFOLK AGE, HEIGHT, AND WEIGHT

Adulthood	Intuitive	Self-Taught	Trained
12 years	+1d4	+1d6	+2d6
Middle Age	Old	Venerable	Maximum Age
20	30	40	40+1d20 years
Male Base Height	Male Base Weight	Male Modifier	Male Weight Modifier
3 ft. 0 in.	35 lbs.	+2d4	×1 lbs.
Female Base Height	Female Base Weight	Female Modifier	Female Weight Modifier
2 ft. 10 in.	30 lbs.	+2d4	×1 lbs.

All-Around Vision: A lemurfolk sees in all directions at once. It cannot be flanked.

Camouflage: Lemurfolk receive a +4 racial bonus on Stealth checks in forested areas.

Silent Glide: See above.

Weapon Familiarity: Lemurfolk are proficient with blowguns.

Languages: Lemurfolk speak Lemurfolk and Common. A lemurfolk who has a high Intelligence score can choose from the following bonus languages: Auran, Elven, Gnome, Sylvan.

Favored Class Options

The following options are available to all lemurfolk who have the listed favored class, and the bonus applies each time you select the listed favored class reward.

Druid: Add +1 hp to the druid's animal companion. If the lemurfolk ever replaces her animal companion, the new animal companion gains these bonus hp.

Hunter: Add a +1/2 bonus on Perception checks while in a forest.

Ranger: Add +1/4 to damage rolls against one of the ranger's favored enemies.

Rogue: Add +1 to the rogue's sneak attack damage rolls, and a +1 bonus to all Bluff skill checks.

Shaman: Add 1/4 to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment and special abilities.

Sorcerer: Choose a bloodline power from the verdant bloodline that the sorcerer can use. The sorcerer treats her class level as though it were 1/2 higher (to a maximum of +4) when determining the effects of that power.

White Necromancer: The white necromancer's rebuke death ability heals an additional +1 hp.

Witch: Add +1/4 to the witch's caster level when casting spells of the necromancy school.



LEMURFOLK TRIBES OF THE SOUTHLANDS

The lemurfolk tribes of the Southlands are a varied and rather pompous lot, and they are present in every jungle from the Southern Fringe to the wildest islands in the Tethys Sea. The most famous are the Feathertails of Zanskar, who are notorious pirates, bandits, and nuisances to the xorn—and a welcome relief to their slaves. The Feathertails are close followers of Eshu and Isis. They believe themselves to be divinely ordained to bring “merriment and honey” to the downtrodden, and they steal gold and jewels whenever the opportunity presents itself.

However, their thievery comes with gifts, as well—they provide honeycomb and fruits and nuts to the

slaves of Zanskar, and thus they claim that they are “purchasing” the gold or precious stones that they take. The slaves are always happy to see the lemurfolk bring their goods or offerings.

The xorn find the whole thing extremely unamusing, and they sometimes offer bounties for lemurfolk hides or tails. On one famous occasion, a lemurfolk tribe somehow conjured dozens of such hides with some form of minor magic and split the reward with the human priest of Eshu who turned them in to the authorities. The lemurfolk refer to this as “the Tale of Our Tails” and find the whole matter worthy of frequent (not to say near-constant) retelling and elaboration.



MANABANE SCARAB SWARM

These clicking, turquoise-colored beetles have faintly luminescent golden glyphs on their backs, which grow brighter and brighter as they draw near.

Manabane Scarab Swarm

CR 6

XP 2,400

N Fine vermin (swarm)

Init +0; **Senses** darkvision 60 ft., scent magic, tremorsense 30 ft.; **Perception** +4

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size)

hp 49 (9d8+9)

Fort +7, **Ref** +3, **Will** +3

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage; **SR** 20

OFFENSE

Speed 30 ft., climb 10 ft., fly 20 ft. (clumsy)

Melee swarm (2d6 plus mana blight and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), mana blight, mana erosion

STATISTICS

Str 1, **Dex** 10, **Con** 13, **Int** —, **Wis** 11, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Skills Climb +8, Fly +0, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment warm deserts (magic-rich areas or tombs)

Organization solitary, pair, or infestation (3-6)

Treasure none

SPECIAL ABILITIES

Mana Blight (Su) Creatures damaged by a manabane scarab swarm are affected by a *curse of magic negation*^{UM} (caster level 9th, DC 15 Fortitude negates). The save DC is Constitution-based.

Mana Erosion (Ex) Manabane scarabs feast upon any magic they encounter. Unattended magic items within the swarm's space at the end of its turn have their effects suppressed (DC 15 Fortitude negates) as long as they remain within the swarm and for 1d4 rounds thereafter. Single-use items such as potions or scrolls failing their save are destroyed, while charged items lose 1d6 charges each round they remain within the swarm and are non-functional for 1d4 rounds after leaving it. Items with limited uses per day lose one daily use per round they remain within the swarm.

Creatures damaged by its swarm must save as well or one random worn, wielded, or carried magic item is affected in the same way; roll 1d10 each round to determine which item is affected, in the following order. 1: shield; 2: armor; 3: helmet, hat, or headband; 4: item in hand; 5: cloak; 6: stowed or sheathed weapon; 7: bracers or gloves; 8: boots, robe, shirt, or vest; 9: jewelry (including rings); 10: anything else. Items inside a closed container cannot be affected;

however, items within a magical container that become non-magical cannot be accessed (its contents are not ejected or lost while the container is non-functional). Artifacts are immune to this ability.

Non-instantaneous magical effects with the swarm's area at the end of its turn are dispelled (as *dispel magic*), using a caster level check of 1d20+9 against a DC of 11 plus the spell's caster level. This can dispel any spell that can be effected by a *dispel magic*. Permanent spells are suppressed for 1d4 rounds.

Scent Magic (Su) Manabane scarabs can detect the presence of magical beasts, outsiders, and creatures using active spell effects or carrying magical items as though they had scent.

Manabane scarabs are vermin infused with the ancient magics of fallen desert empires. Whether from gnawing on the flesh of the undead or nesting in areas rife with lingering enchantments, these beetles have developed a taste for the power of magic even as its power has marked them. The graven glyphs upon their carapaces resemble the priestly hieroglyphics of the long-dead kingdoms, and these runes glow more brightly, to the brightness of a torch, the more magical energy they consume. They pursue magic without hesitation or mercy, tirelessly tracking sources of magic to drain them for sustenance.



MBIELU

This lumbering saurian quadruped has large oblong plates of bone covered in greenish slime protruding from its back and its thick, club-like tail.

Mbielu

CR 6

XP 2,400

N Large animal (aquatic)

Init +2; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities toxic skin

OFFENSE

Speed 30 ft.; swim 10 ft.

Melee tail slap +12 (2d6+7 plus trip)

Space 10 ft.; Reach 5 ft.

Special Attacks rollover

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 25 (29 against trip)

Feats Ability Focus (toxic skin), Improved Natural Attack (tail), Skill Focus (Swim), Weapon Focus (tail slap), Run

Skills Perception +9, Swim +24

SQ amphibious

ECOLOGY

Environment warm marshes and plains

Organization solitary, pair, or herd (4-12)

Treasure none

SPECIAL ABILITIES

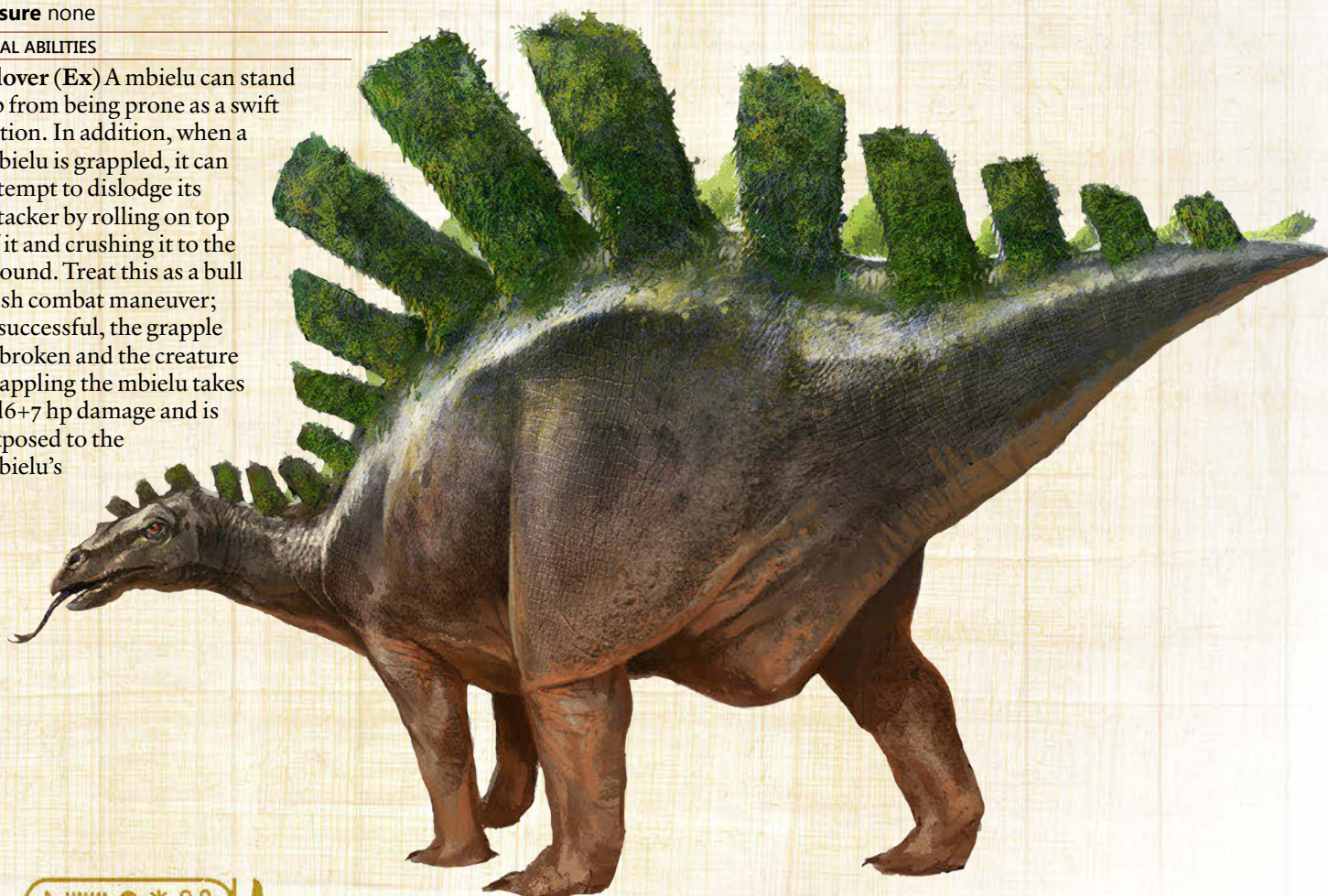
Rollover (Ex) A mbielu can stand up from being prone as a swift action. In addition, when a mbielu is grappled, it can attempt to dislodge its attacker by rolling on top of it and crushing it to the ground. Treat this as a bull rush combat maneuver; if successful, the grapple is broken and the creature grappling the mbielu takes 2d6+7 hp damage and is exposed to the mbielu's

toxic skin. Both the mbielu and the grappler fall prone.

Toxic Skin (Ex) A creature that strikes a mbielu with an unarmed strike, natural weapon, melee touch attack, or a bull rush, drag, or grapple combat maneuver exposes itself to the mbielu's poisonous skin.

Skin—contact; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d2 Wisdom damage; *cure* 1 save. The save DC is Constitution based.

The indigenous peoples of the Southlands describe this reptilian herbivore as “the animal with planks growing out of its back.” The mbielu (m-BOO-loo) is a large dinosaur akin to a stegosaurus with square dorsal plates, on which grow symbiotic colonies of toxic green algae. A mbielu spends most of its life underwater, feeding on aquatic plants and avoiding the withering glare of the harsh Southlands sun, but it comes onto land frequently to sun itself for brief periods before immersing itself once again. Sages speculate that the algal blooms carried on its dorsal plates undergo a strange alchemical reaction in the constant transition between water and sky, especially during the mbielu's migrations to new watery dens, forming a hallucinogenic contact poison that clouds the minds of creatures afflicted with it. A mbielu itself is immune to this algal toxin. Southern tribes take care to avoid this enormous reptile as well as a much larger and more fearsome version of the creature, which they call mbielu-mbielu-mbielu.



MIRAGER

A lovely lass clad in diaphanous veils and too-revealing skirts looks on flirtatiously as her graceful toes dance through the dust.

Mirager

CR 5

XP 1,600

NE Medium fey (earth, shapechanger)

Init +7; **Senses** low-light vision, Perception +10

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)

hp 44 (8d6+16)

Fort +4; **Ref** +9; **Will** +8

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

Special Attacks captivating dance, thirst kiss

Spell-Like Abilities (CL 9th, concentration +13)

3/day—*charm person* (DC 15), *daze monster* (DC 16)

1/day—*hallucinatory terrain* (DC 18), *suggestion* (DC 16)

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +4; **CMB** +6; **CMD** 20

Feats Combat Reflexes, Deceitful, Dodge, Improved Initiative

Skills Bluff +14, Disguise +14, Escape Artist +11, Knowledge (nature) +11, Knowledge (local) +10, Perception +10, Sense Motive +10, Survival +10

Languages Aklo, Common, Terran

SQ change shape (Small or Medium humanoid, *alter self*)

ECOLOGY

Environment any desert

Organization solitary or harem (3-8)

Treasure standard

SPECIAL ABILITIES

Captivating Dance (Su) When in humanoid form, as a move action a mirager can perform a rhythmic dance of sinuously swaying movements up to three times per day. Humanoids within 20 ft. that view its dance are dazed for 1d4 rounds (DC 18 Will negates). Creatures of the same humanoid subtype it has assumed take a –2 penalty on their saving throws, as do creatures sexually attracted to the gender it assumes; these penalties stack. A creature that succeeds on its save is immune to the captivating dance of that mirager for 24 hrs.

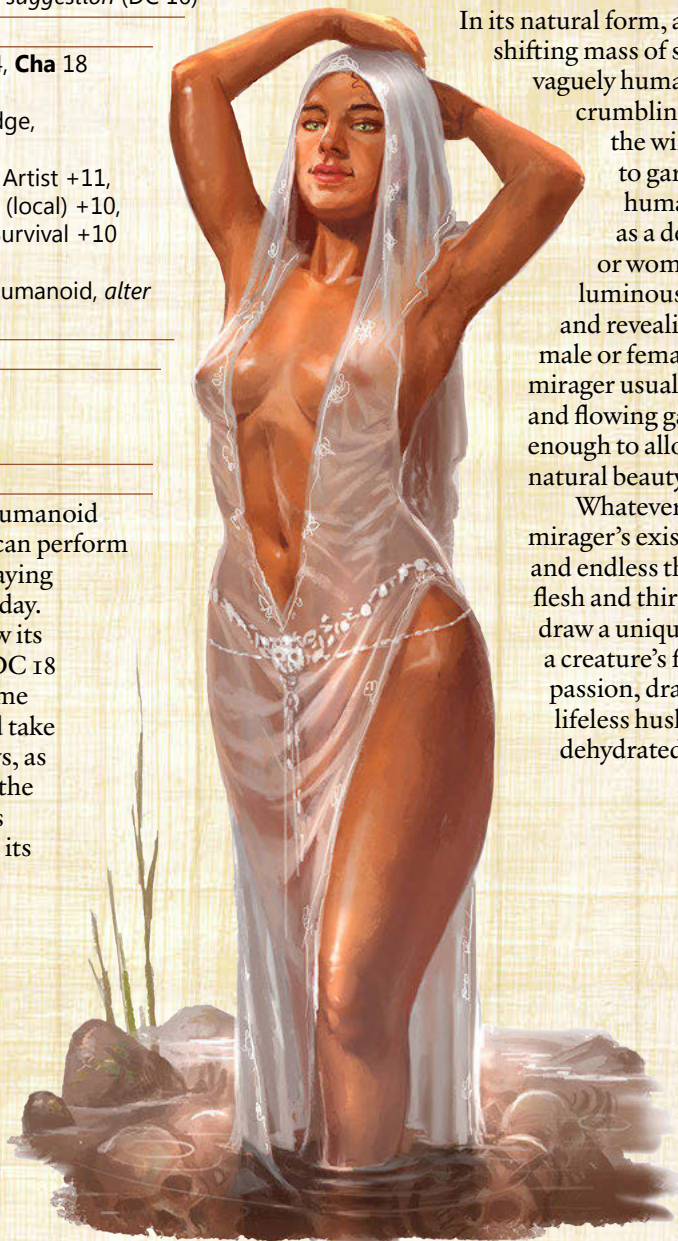
Enthralling Mirage (Sp) When a mirager creates *hallucinatory terrain*, the area appears so lush and inviting that creatures feel compelled to visit it. Any creature within 120 ft. of its *hallucinatory terrain* gives the mirage its undivided attention, exploring it and marveling at

its beauty and resting within it for 1 hr. Creatures are affected as enthrall (DC 16 Will negates), but the mirager may choose to have creatures focus their attention on itself or on the *hallucinatory terrain*. Creatures affected by this enthrall effect automatically fail any saving throws to disbelieve the *hallucinatory terrain*. The mirager need not sing or speak to maintain the enthrall effect, but it ends if the *hallucinatory terrain* is dispelled.

Thirst Kiss (Ex) As a standard action, a mirager can feed on the body moisture of a creature it is able to lure into its embrace by kissing it. A creature must be dazed, grappled, pinned, or helpless to be kissed, and each kiss deals 1d6 points of Constitution damage and fills the mirager with an exultant rush of euphoria, which affects it as a *heroism* spell for 1 min. The duration stacks for multiple kisses. The creature being kissed, does not notice the Constitution damage unless it succeeds on a DC 18 Will save. The save DC is Charisma-based.

In its natural form, a mirager resembles a shifting mass of sand and dust with a vaguely humanoid shape that is always crumbling like a sandcastle in the wind. However, it is able to garb itself in a guise of humanoid flesh, appearing as a delightfully lovely man or woman with tanned skin, luminous eyes, delicate features, and revealing garments. Whether male or female in appearance, a mirager usually garbs itself in veils and flowing garments that reveal just enough to allow the unwary to notice its natural beauty.

Whatever its apparent form, a mirager's existence is one of unnatural and endless thirst, and they hunger for flesh and thirst for blood, though they draw a unique pleasure from leaching a creature's fluids in the throes of passion, draining their target to a lifeless husk and then feasting on the dehydrated remains.



MNGWA

Tiny wisps of grayish smoke ooze from the slate-colored coat of this leonine beast.

Mugwa

CR 5

XP 1,600

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 47 (6d10+12)

Fort +4, **Ref** +8, **Will** +10

OFFENSE

Speed 40 ft.

Melee bite +11 (1d6+5), 2 claws +11 (1d3+5)

Special Attacks pounce, rake (2 claws +11, 1d3+5)

Spell-Like Abilities (CL 13th, concentration +16)

3/day—*blink*, *calm animals* (DC 14, cats only)

1/day—*charm animal* (DC 14, cats only), *ethereal jaunt*

STATISTICS

Str 21, **Dex** 17, **Con** 15, **Int** 17, **Wis** 20, **Cha** 17

Base Atk +6; **CMB** +11; **CMD** 24 (28 against trip)

Feats Acrobatic Steps, Alertness, Nimble Moves

Skills Acrobatics +16, Bluff +12, Climb +14, Intimidate +12, Knowledge (nature) +12, Knowledge (planes) +12, Perception +16, Sense Motive +13, Spellcraft +9, Stealth +16 (+20 in undergrowth) **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

Languages Common, Southern, Sylvan

SQ ethereal coat, feline empathy, lionheart

ECOLOGY

Environment warm forest and plains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Ethereal Coat (Su) A mngwa's natural armor is considered a force effect and applies to its AC against incorporeal touch attacks. The mantle of ethereal smoke that constantly swirls around it results in a 20% miss chance for melee and ranged attacks made against it. This does not grant it concealment; however, if a mngwa is adjacent to an area of smoke or mist it can attempt a Stealth check even if it is directly observed.

Feline Empathy (Sp) A mngwa can send a cat to deliver a message as the *animal messenger* spell, though unlike the spell it can send a cat or great cat of any size as its messenger, as long as it has fewer Hit Dice than the mngwa. A mngwa can adjust the reactions of cats and train them to follow its instructions as though it had Diplomacy and Handle Animal racial skill modifiers of +12.

Lionheart (Ex) A mngwa gains all class skills of a lion, in addition to its class skills as

an outsider. It can converse with lions (as speak with animals) at will.

The skills of a lion are always considered as Class Skills for a mngwa. A mngwa also inherited the lion's senses and racial modifiers.

The elusive mngwa (MING-wah; "the strange ones") are the offspring of a sentient feline beast from the Ethereal Plane that mated with the lionesses of the Southlands long ago. Also called nunda ("smoke-cats"), mngwas are strong and cunning hunters that can elude pursuit or draw near to their prey unseen and unheeded simply by disappearing into the Ethereal Plane for a brief period of time. Mngwas choose their hunting grounds carefully, avoiding the flatlands where competing predators are plentiful and favoring rocky and treacherous terrain where it can talent for dancing along the veil between worlds allows it to outmaneuver its prey. They sometimes recruit other great cats into their prides, though these associations are generally short-lived.



MUMMY, VENOMOUS

This shambling corpse-warrior is draped in stained linen wrappings, dripping greenish liquid from rents in the fabric.

Mummy, venomous

CR 5

XP 1,600

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +11

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 17 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +5, **Ref** +2, **Will** +8

Defensive Abilities venomous ejecta; **DR** 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus Selket's venom)

Special Attacks Selket's venom, toxic smoke

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 7, **Wis** 15, **Cha** 16

Base Atk +6; **CMB** +13; **CMD** 23

Feats Blind-fight, Cleave, Power Attack, Weapon Focus (slam)

Skills Intimidate +8, Perception +11, Stealth +11

Languages Common

ECOLOGY

Environment any

Organization solitary, squad (2–6), or detail (7–12)

Treasure standard

SPECIAL ABILITIES

Selket's Venom (Su) A venomous mummy's body and wrappings are imbued with supernaturally toxic substances. Its slam attack delivers this poison on a successful hit, and any creature striking the venomous mummy with a natural weapon, unarmed strike, melee touch attack, or bull rush, drag, or grapple combat maneuver is also exposed to its poison.

Selket's venom: type contact/slam; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/minute; *effect* 1d6 Con and 1d6 Dex; *cure* —. Selket's venom is both a curse and a poison and cannot be cured unless the curse is removed. The save DC is Charisma-based.

Toxic Smoke (Ex) The venomous mummy's poison-imbued wrappings and flesh create toxic fumes when burned. When a venomous mummy takes fire damage, it is surrounded by a cloud of toxic smoke in a 10-ft. radius that lasts until the end of its next turn. This cloud obscures vision as obscuring mist and does not move with the mummy. The save DC is Charisma-based.

Toxic smoke: type inhaled; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1 Con drain/1d3 Con; *cure* 2 consecutive saves.

Venomous Ejecta (Ex) Any creature that confirms a critical hit against a venomous mummy with a piercing or slashing melee weapon is sprayed with its poison. Melee weapons with reach don't endanger their users in this way.



These variant mummies are crafted by Selket's faithful to guard their holy sites and tombs, and to serve as the agents of the goddess's retribution. Should Selket or her faithful feel themselves slighted by a particular individual or community, these toxic terrors may be awakened from the crypts of her temples to go forth and wreak deadly vengeance upon those failing to pay their proper respects to the goddess. In most cases, this retribution is limited to those who actually undertook the acts of blasphemy that attracted Selket's wrath, but if her clergy feel that an entire community has grown heretical and over-proud, they may call for a widespread decimation of the populace.



NANDI BEAR

This hirsute animal has the massive forequarters of an oversized bear. Its sloping back and stubby hind legs resemble those of a hyena, though its rear legs sport retractable, ripping claws.

Nandi Bear

CR 5

XP 1,600

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 60 (7d8+28)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +10 (1d8+6 plus grab), 2 claws +10 (1d6+6)

Space 10 ft.; Reach 5 ft.

Special Attacks blow to the head, pounce, rake (2 claws +10, 1d6+6)

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +12; **CMD** 24 (28 against trip)

Feats Ability Focus (blow to the head), Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Swim +16; **Racial Modifiers** +4 Swim

SQ brain-eater

ECOLOGY

Environment warm forest

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Blow to the Head (Ex) A nandi bear has a unique knack for delivering punishing blows to the head with clubbing blows from its claws. When it confirms a critical hit with its claw attack, the target is staggered for at least 1 round (DC 19 Fortitude negates). A creature staggered by this blow can attempt a new save to recover each round at the end of its turn. Each failed save results in being staggered for an additional round. If a nandi bear confirms a critical hit with a claw against a creature that is already staggered, that creature is stunned for at least 1 round on a failed save. If the target is already stunned, it is knocked unconscious for at least 1 round. The save DC is Constitution-based.

Brain-Eater (Ex) When adjacent to a helpless creature, a nandi bear attempts a coup de grace against that creature in preference to attacking other targets. If a creature is killed by this coup de grace, the nandi bear devours its brain in a grisly feast. Living creatures within 30 ft. observing this gruesome display become shaken for 2d6 rounds

(DC 12 Will negates). Creatures of the same type (and subtype, if applicable) as the slain creature take a -2 penalty on this save. At the GM's option, tales of this horrific habit of nandi bears may have spread within the hearing of the PCs, and creatures familiar with their fell reputation may also take a -2 penalty on their save. These penalties stack. The save DC is Charisma-based.

The nandi bear, also known as ngoloko or kerit, is a powerful carnivore of the Southlands forests. Nandi bears are generally solitary, though occasional mated pairs may be encountered. Once a cub is born, however, the male either departs or devours the young bear before it can grow to maturity and possible rival its parent. Formerly mated pairs sometimes engage in brutal battles over the lives of a cub, often orphaning the fledgling nandi bear in the process if both parents die. Nandi bears are no more evil than any other animal, but they have a reputation for cruelty and malice due to their particular fondness for brains and their habit of cracking open the skulls of their victims to devour the tasty gray matter within. This grotesque dietary peculiarity has contributed to the nandi bear's unnecessarily awful reputation among hunters, explorers, and tribal elders.



NGOUBOU

This ill-tempered, six-horned creature resembles a small triceratops the size of an ox, with pairs of horns atop its nose and its brows as well as great tusks jutting from each side of its mouth.

Ngoubou

CR 7

XP 3,200

N Large animal

Init -1; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 94 (10d8+50)

Fort +10, **Ref** +4, **Will** +1

Defensive Abilities ferocity, stalwart spikes, sweeping spikes

OFFENSE

Speed 30 ft.

Melee gore +13 (2d6+9)

Space 10 ft.; Reach 5 ft. (10 ft. for attacks of opportunity)

Special Attacks elephants' bane, powerful charge (gore, 2d6+12), trample (1d6+9, DC 23), twice as many horns

STATISTICS

Str 23, **Dex** 9, **Con** 21, **Int** 2, **Wis** 9, **Cha** 7

Base Atk +7; **CMB** +14 (+18 bull rush); **CMD** 23 (25 against bull rush)

Feats Ability Focus (trample), Greater Bull Rush, Improved Bull Rush, Power Attack, Weapon Focus (gore)

Skills Perception +11, Swim +10

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (4-16)

Treasure incidental (ivory tusks)

SPECIAL ABILITIES

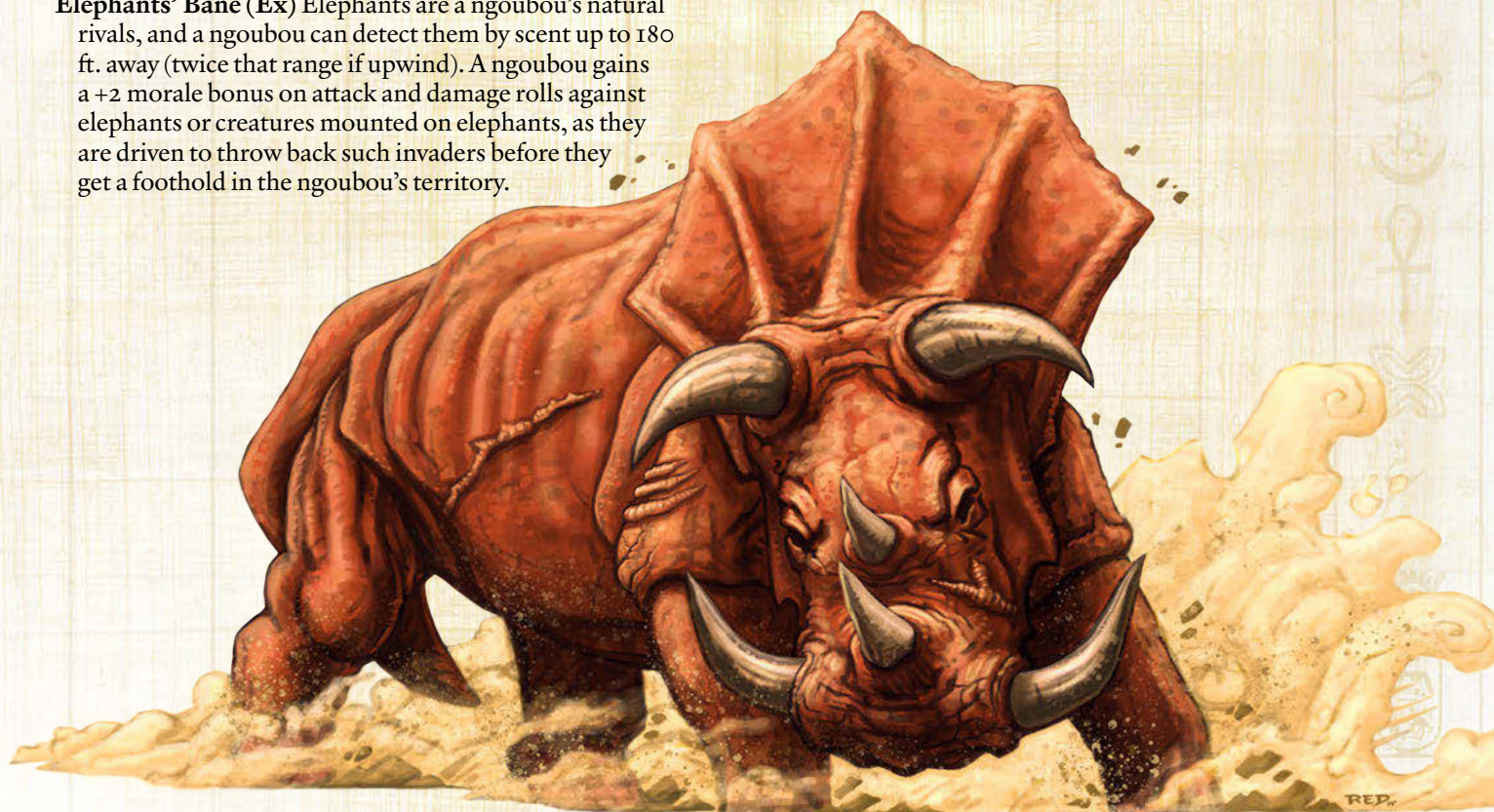
Elephants' Bane (Ex) Elephants are a ngoubou's natural rivals, and a ngoubou can detect them by scent up to 180 ft. away (twice that range if upwind). A ngoubou gains a +2 morale bonus on attack and damage rolls against elephants or creatures mounted on elephants, as they are driven to throw back such invaders before they get a foothold in the ngoubou's territory.

Stalwart Spikes (Ex) When a creature attempts a grapple or bull rush combat maneuver or uses an engulf or trample special attack against a ngoubou (or a creature adjacent to it), as an immediate action the ngoubou can ready an action to make a gore attack against that creature.

Sweeping Spikes (Ex) A ngoubou's is always poised to strike back at creatures approaching it, and its horns and tusks are ideally placed for striking back at creatures coming around its flanks. It is treated as if its reach were 10 ft. for the purpose of threatening attacks of opportunity, and it gains a +2 racial bonus on attack and damage rolls when making attacks of opportunity or readied attacks. If it hits with an attack of opportunity or readied attack, it can attempt a bull rush maneuver against the same target as a swift action.

Twice as Many Horns (Ex) Due to a ngoubou's extra horns, its gore attack deals damages as a Huge creature.

The ngoubou (n-GOO-boo) is an ox-sized dinosaur perpetually at war with elephants for territory. Ngoubous are irascible and suspicious creatures, prone to chases after any creature that stays too long inside the perimeter that it guards. They also become highly aggressive when elephants are within sight or within range of their scent. Some Southlands tribes have attempted to train ngoubous as beasts of burden or war animals, but most have given up on the ill-tempered beasts as their behavior is too erratic, especially if elephants are nearby. Even old traces of an elephant's scent is sufficient to expunge training from a ngoubou's mind and trigger its foul rages.



NGUMA-MONENE

This enormous aquatic reptile is a horrid cross among a serrated serpent, a ridge-backed lizard, and a prehistoric pliosaur.

Nguma-Monene

CR 12

XP 19,200

N Gargantuan animal (aquatic)

Init +12; **Senses** low-light vision, scent; Perception +15

OFFENSE

AC 31, touch 19 flat-footed 18 (+12 Dex, +1 Dodge, +12 natural, -4 size)

hp 174 (17d8+102)

Fort +16, **Ref** +22, **Will** +10

Defensive Abilities elusive

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +20 (4d6+6 plus grab), 4 claws +20 (1d8+6)

Space 20 ft.; Reach 20 ft.

Special Attacks capsize, constrict (4d6+6), strangle

STATISTICS

Str 23, **Dex** 34, **Con** 23, **Int** 2, **Wis** 21, **Cha** 9

Base Atk +12; **CMB** +22 (+26 drag and grapple); **CMD** 44 (can't be tripped)

Feats Acrobatic Steps, Dodge, Lightning Stance, Mobility, Nimble Moves, Skill Focus (Stealth), Spring Attack, Weapon Finesse, Wind Stance

Skills Perception +15, Stealth +23, Swim +34; **Racial Modifiers** +12 Stealth, +12 Swim

ECOLOGY

Environment warm aquatic (freshwater)

Organization solitary

Treasure none

SPECIAL ABILITIES

Capsize (Ex) A nguma-monene can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

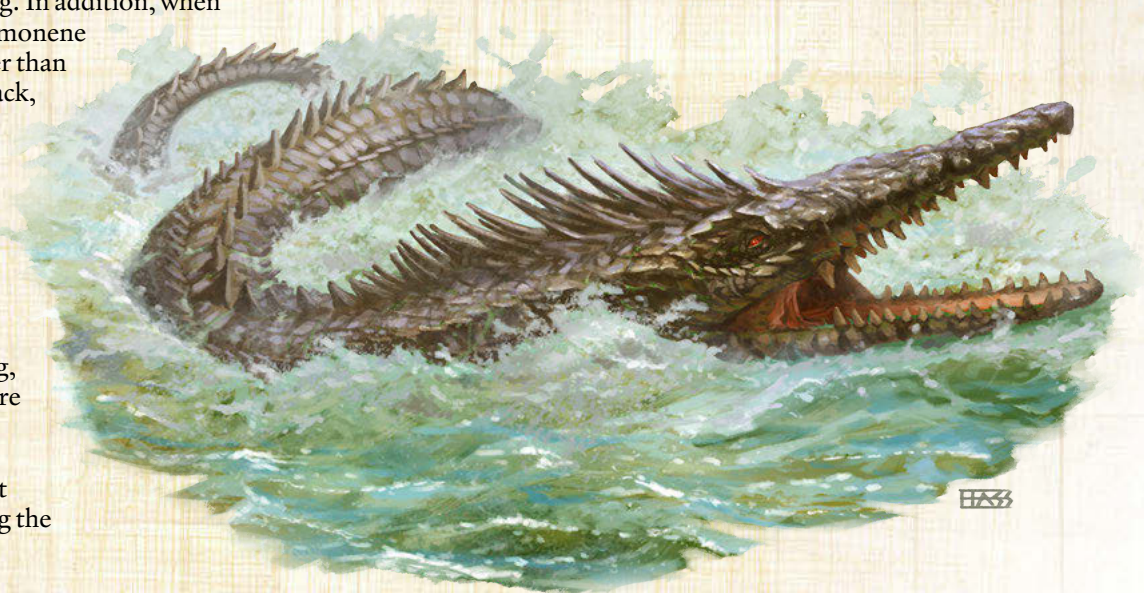
Drag to the Depths (Ex) When swimming and using its Spring Attack feat, a nguma-monene does not need to move before attacking. In addition, when a swimming nguma-monene hits a creature smaller than itself with its bite attack, it can attempt two combat maneuver checks against the target: one to grapple the target and one to drag the target. If the nguma-monene has movement remaining, it can drag the creature along with it as far as it moves; if it has no further movement remaining, it can drag the creature 5 ft.

Elusive (Su) Nguma-monene are rarely seen and almost never caught, in part because few survive encounters with them. Even the mightiest who have sought to master them were unable to catch the beast once it had been bested. As a full-round action while in the water, a nguma-monene can move up to its run speed (200 ft.) without leaving any trace of its passage, as if using *pass without trace*, and with a +40 circumstance bonus on its Stealth check. In addition, except when in combat a nguma-monene is always considered to be under the effects of a *nondetection* spell (caster level 20th). This effect cannot be dispelled.

The nguma-monene (n-GOO-mah moh-NEE-nee; "ripping python") is an elusive creature that prefers to remain hidden most of the time. It rarely exposes its entire bulk, cunningly using vegetation and water to maintain cover and concealment whenever it travels. It is a canny combatant, keeping its body shielded underwater when fighting flying or terrestrial foes to maximize its advantages in aquatic combat (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

The nguma-monene is a long-bodied lizard strong enough to kill a hippopotamus with ease, able to snatch one from a herd before its fellows have even noticed it is gone. A nguma-monene is over 40 ft. long, with a body diameter around 5 ft., but it is able to distend itself when gorging upon thick-bodied prey; it then sleeps off its large meal in deep underwater mud banks. A serrated ridge runs along the grayish brown lizard's entire back. The creature has a light-brown underbelly.

The few reports of these creatures never mention legs, but in combat a nguma-monene displays its four stump-like limbs, which extend perpendicularly to the nguma-monene's body and end in clawed toes. Despite its great size, a nguma-monene is extremely lithe and quick, attacking and moving with agility and surprising speed even across rough terrain.



NKOSI

Throwing back his thick mane of beaded locks, this powerful-looking bestial humanoid grins with a mouth of pointed teeth before turning into a noble lion.

Nkosi fighter 1

CR 1/2

XP 200

Nkosi fighter 1

LN Medium monstrous humanoid (shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 11 (1d10+1)

Fort +1, **Ref** +3, **Will** +1

OFFENSE

Speed 35 ft.

Melee scimitar +5 (1d6+3/18-20) and bite -1 (1d6+1)

Ranged hunga munga^{UE} +3 (1d6)

Special Attacks hunter's maw

STATISTICS

Str 17, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 17

Feats Improved Initiative, Weapon Focus (scimitar)

Skills Perception +2

SQ hunter's form (3/day)

Languages Common, Southern

ECOLOGY

Environment any

Organization scouts (2-4), hunting party (6-10), pack (15-20), tribe (25+ plus 50% noncombatants)

Treasure NPC gear (studded leather, hunga munga, scimitar, 91 gp)

A leonine race, the nkosi appear to be bestial humans with cat's eyes and the fangs and fur of a lion. Most grow their hair long, braiding colorful beads into their locks to mark important events in their lives. The most striking feature of the nkosi is their ability to change their shape, taking the form of a zwana lion (see the Southlands setting book, page 203). Though comfortable in the wilds, nkosi can adapt to any environment. In combat, they favor curved blades, wielded in a brutal fighting style in concert with snapping lunges using their sharp teeth. They prefer light armor and often decorate it with bone beads, fetishes, and similar tokens taken from beasts they have slain.

Nkosi Characters

Nkosi have no racial Hit Dice, gaining their capabilities from class levels. All nkosi have the following racial traits.

For more information about nkosi, including physical, cultural, and societal details as well as how and where they live in the Southlands, see the Southlands setting book, page 22.

+2 Strength, +2 Dexterity, -2 Charisma: Nkosi are physically strong and nimble, but they are also abrasive and confrontational.

Monstrous Humanoids: Nkosi are considered monstrous humanoids with the shapechanger subtype.

Size: Nkosi are Medium creatures and have no bonuses or penalties due to their size.





NKOSI OF THE SOUTHLANDS

The werelions of the Southlands are a dangerous breed: they are proud, strong, and warlike. Their sagas sing of great hunts, raids, and feuds, and their love of combat makes most other races rather wary of them.

Werelions are, however, complete fools for flattery, and their high opinion of themselves sometimes leads to their downfall. In particular, lemurfolk bards and the various jali of Lignas sometimes swindle and outwit werelions—and this leads to a particular tradition in Omphaya and elsewhere called the “honor chase.” This constitutes a form of nkosi vigilante justice against outsiders and troublemakers.

Whenever a bard or trickster has stolen a treasure, insulted a great nkosi warrior, or made some nkosi chieftain look foolish, the werelions may use horns, drums, and their own powerful voices to call for assistance, beginning a hunt in which all honorable

nkosi target the shameful trickster. Entire families, clans, or even whole tribes of nkosi may begin the honor chase. The chase continues by day and night, with various prides coordinating with one another, scouting, scenting, and tracking. The victim must immediately outrun pursuit, for the hunt will not end until the trail is lost entirely (and it can run for hundreds of miles).

The nkosi who catches the trickster and kills him or her is seen as a champion of all werelions against liars and swindlers, and gains immediate +1 Status and great acclaim in Omphaya and other werelion territories.

Most bards, rogues, jali, and tricksters are advised to be cautious in their dealings and trickery with the nkosi.

Base Speed: Nkosi are quicker than other races and have a base speed of 35 ft.

Stalker: Instinctive hunters, Perception, and Stealth are always class skills for nkosi.

Hunter's Form (Su): The nkosi's true form is that of a feline humanoid with leonine features: a coat of tawny fur, slit pupils, and a slender tail. When they wish, the nkosi may change shape into the form of a zwana lion. While in animal shape, they gain a +10 racial bonus on Disguise checks to appear as a normal lion. Changing into lion shape is a standard action that provokes attacks of opportunity, but returning to normal is only a swift action that does not provoke.

A nkosi may change their shape a number of times per day equal to 3 + half their character level. This ability otherwise functions as *alter self* and *beast shape I*, except for the following:

They do not adjust ability scores or base attack.

They lose any class abilities and feats that depend on form.

They gain the abilities of their new form.

They do not heal any damage upon changing form.

Hunter's Maw (Ex): Nkosi have a natural bite attack that deals 1d6 hp damage. This can be used as a primary attack, or as a secondary attack if the nkosi is wielding manufactured weapons. Unlike lycanthropes, nkosi are natural shapechangers, so their bite does not impart any disease or grant any shape-changing ability.

Languages: Nkosi begin play speaking Southern. Nkosi with high Intelligence scores can also choose bonus languages from the following: Common, Draconic, Giant, Gnoll, and Sylvan.

TABLE 2: NKOSI AGE, HEIGHT, AND WEIGHT

Adulthood	Intuitive	Self-Taught	Trained
20 years	+1d6	+2d6	+3d6
Middle Age	Old	Venerable	Maximum Age
60	90	120	120+3d20 years
Male Base Height	Male Base Weight	Male Modifier	Male Weight Modifier
5 ft. 4 in.	130 lbs.	+2d8	×5 lbs.
Female Base Height	Female Base Weight	Female Modifier	Female Weight Modifier
5 ft. 2 in.	100 lbs.	+2d8	×5 lbs.



Nymph, Marsh

A beautiful maiden wearing a dress fashioned from water lilies seductively smiles at you.

Marsh Nymph

CR 7

XP 3,200

CE Medium fey (water)

Init +9; **Senses** low-light vision; Perception +12

DEFENSE

AC 24, touch 23, flat-footed 18 (+1 armor, +7 deflection, +5 Dex, +1 dodge)

hp 93 (12d6+48)

Fort +15, **Ref** +20, **Will** +16

DR 10/cold iron

OFFENSE

Speed 30 ft., swim 30 ft.

Melee dagger +7/+2 (1d4+1) or net +7/+2 (entangle)

Ranged dagger +11 (1d4+1), net +11 (entangle)

Space 5 ft.; Reach 5 ft. (10 ft. with net)

Spell-Like Abilities (CL 10th, concentration +17)

At will—*bleed* (DC 12), *charm person* (DC 18), *dancing lights*, *fog cloud*, *gentle repose*, *lily pad stride*^{APG}, *silent image* (DC 18)
3/day—*charm monster* (DC 20), *detect thoughts* (DC 19), *goodberry*, *major image* (DC 20), *suggestion* (DC 19), *water breathing*

1/day—*hallucinatory terrain* (DC 21), *persistent image* (DC 22)

STATISTICS

Str 13, **Dex** 21, **Con** 19, **Int** 14, **Wis** 13, **Cha** 25

Base Atk +6; **CMB** +11; **CMD** 30

Feats Agile Maneuvers, Dodge, Exotic Weapon Proficiency (net)^B, Far Shot, Improved Initiative, Net Adept^{UC}, Net Maneuvering^{UC}, Point Blank Shot, Stealthy

Skills Bluff +20, Climb +8, Craft (clothing) +15, Escape Artist +18, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Perception +12, Perform (dance) +12, Perform (sing) +15, Sense Motive +12, Stealth +18 (+22 in wetlands), Swim +18

Languages Aquan, Common, Elven, Southern, Sylvan

SQ nymphaeaceae armor, unearthly grace

ECOLOGY

Environment temperate, warm, and tropical marches

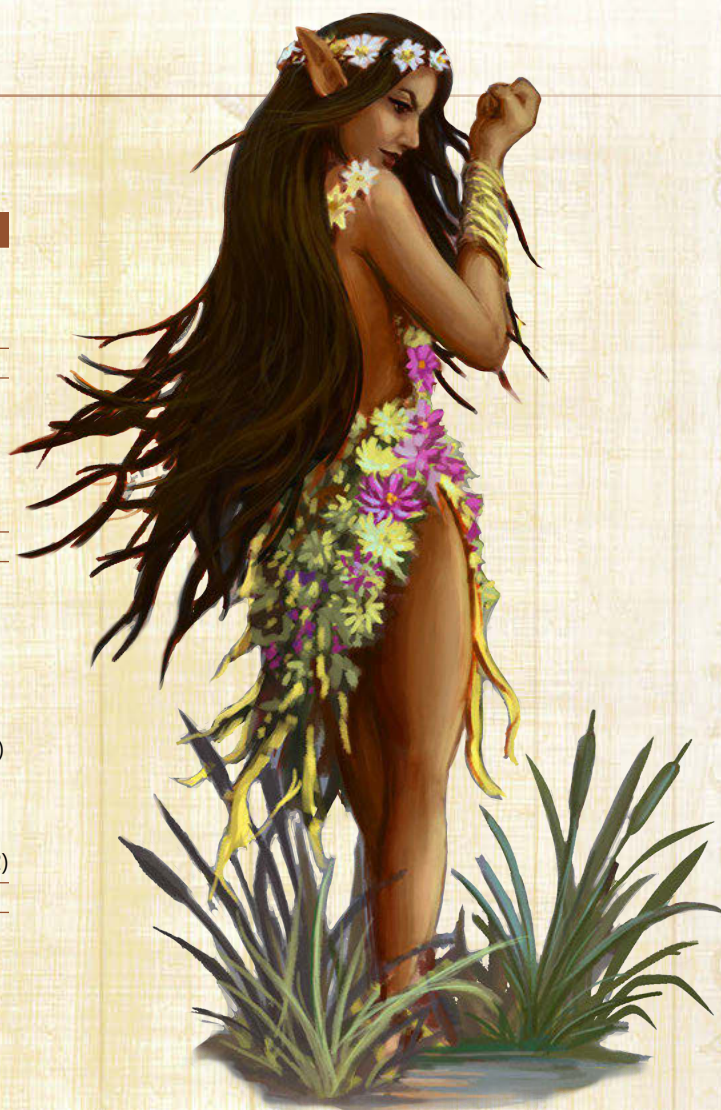
Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Nymphaeaceae Armor (Ex) A thick layer of aquatic plants worn as clothing grants a marsh nymph a +1 armor bonus to AC and a +4 racial bonus on Stealth checks made in swamp terrain. This armor causes plants to part around the marsh nymph, allowing her to move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment, even if those plants have been magically manipulated to impede motion. If the armor is destroyed, a marsh nymph can construct a new garment with 8 hours of work.

Reed Flower Net (Su) As a move action, a marsh nymph can weave a net from swamp reeds and grasses, decorated with heady-scented blossoms with an almost intoxicating aroma. If a marsh nymph entangles a creature with the net, she can release the net and it immediately roots itself to the ground; she need not hold



the net. A creature entangled by the reed flower net takes a -2 penalty on Will saves, Wisdom checks, and Wisdom-based skill checks for as long as it remains entangled and for 1d4 rounds thereafter. A reed flower net persists as long as a marsh nymph holds it and for up to 1 min. after being released, or until destroyed.

Unearthly Grace (Su) A marsh nymph adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her Armor Class.

Marsh nymphs are beautiful fey who hold sway over many wetlands all over Midgard, though they are more prevalent in Verrayne, the Garden of Cardessa, and the Southlands. Marsh nymphs are cruel and depraved creatures that seduce travelers with their charms and illusions while leading them to a watery grave. They are known to keep the most handsome captives as companions until they grow weary of their company, and then take great joy in drowning them personally. Many marsh nymphs preserve the bodies of previous mates in aquatic cemeteries, where the corpses float among fields of water lilies, and the fey spend much time singing to the dead. Such watery graveyards are often guarded by charmed allies of the marsh nymphs or other caretakers or guardians. While marsh nymphs have few weaknesses, their vainness and overconfidence can be exploited to vanquish them.



OZASIS

This oasis appears as an idyllic desert respite, offering water, shade, and perhaps even edible nuts and fruit in the trees above.

Oozasis

CR 11

XP 12,800

N Colossal ooze

Init +2; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** +20

DEFENSE

AC 0, touch 0, flat-footed 0 (-2 Dex, -8 size)

hp 248 (16d8+176)

Fort +16, **Ref** +5, **Will** +14

Defensive Abilities amorphous; **DR** 10/-;

Immune acid, ooze traits; **Resist** electricity 20, fire 30

Weaknesses vulnerable to sonic

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +19 (6d8+14 plus 1d8 acid and grab)

Space 30 ft.; **Reach** 30 ft.

Spell-Like Abilities (CL 16th; concentration +20)

Constant—*tongues*, *whispering lore*^{ARG}

At will—*fog cloud*

3/day—*acid pit*, *goodberry*

1/month—*legend lore*

Special Attacks adaptive camouflage (DC 24), engulf (DC 22, 1d8 acid and smother), vapors of tranquility and turmoil (DC 24)

STATISTICS

Str 38, **Dex** 6, **Con** 32, **Int** 12, **Wis** 24, **Cha** 18

Base Atk +12; **CMB** +34 (+38 grapple); **CMD** 42 (can't be tripped)

Feats Ability Focus (adaptive camouflage), Ability Focus (vapors of tranquility and turmoil), Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Weapon Focus (slam)

Skills Diplomacy +12, Intimidate +8, Knowledge (geography) +7, Knowledge (nature) +13, Perception +20, Sense Motive +16, Swim +26; **Racial Modifiers** +4 Swim

Languages tongues, telepathy 100 ft.

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

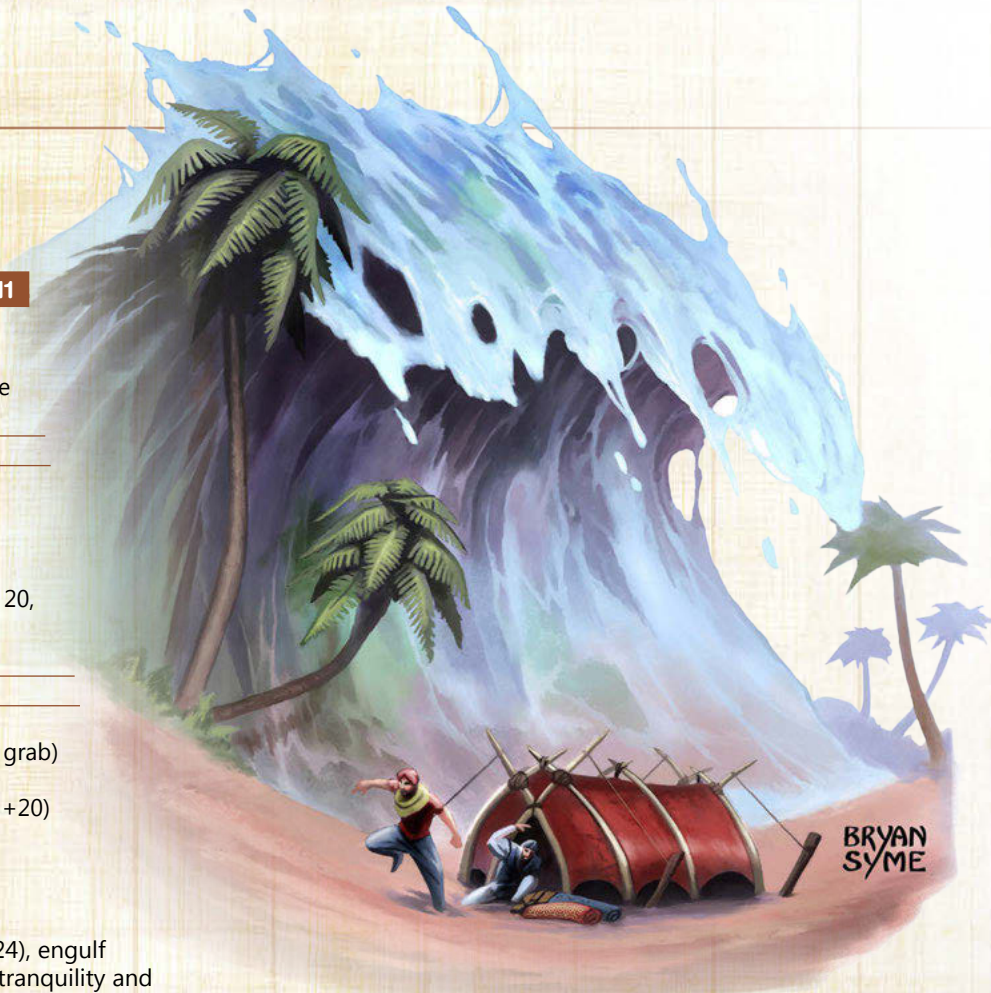
Adaptive Camouflage (Ex) As a standard action, an oozasis can create a mirage around itself to lure victims toward it while disguising its true nature. This functions as *mirage arcana* (caster level 16th, DC 24 Will disbelief) but is non-magical. The oozasis can dismiss this effect as a swift action. The save DC is Charisma-based.

Vapors of Tranquility and Turmoil (Su) Three times per day as a standard action, an oozasis can sublimate its waters into a vapor that fills a 60-ft.-radius spread, allowing it to lull creatures within the vapor into peaceful relaxation and rest or to cause them to descend into madness. This mind-affecting effect can duplicate the effects of *calm emotions*, *deep slumber* (affecting up to

20 Hit Dice of creatures), or *confusion*, as chosen by the oozasis. A successful DC 24 Will save negates the effect and makes a creature immune to this ability from the same oozasis for 24 hrs. The save DC is Charisma-based.

Waters of Unfathomable Compulsion (Su) Any creature that drinks the water of an oozasis, or eats fruit from the plants growing within it, has a *dream* (as the spell) the next time it sleeps. In this dream, the oozasis places a compulsion to carry out some activity. This command is not language-dependent but typically comes as a torrent of images and sensations. When the creature awakens, it is affected as *geas/quest* (caster level 16th). Creatures successfully smothered while engulfed in the oozasis are considered to have drunk the oozasis waters and are affected by this ability.

The oozasis, or oasis ooze, is also known as a mockmire in other climates. It mimics a peaceful, pristine watering hole to draw in unsuspecting prey. An oozasis's habitual cycle mirrors its hunting techniques, sliding seemingly at random between hibernation and perturbation, but beneath this cloak of calm detachment stirs an ancient mind with an inscrutable purpose. Far from being a mere mindless sludge, its fractured intelligence occasionally awakens to impress hapless fools who have partaken of its tainted bounty, whether citrus draught or sweet fruit, to undertake quests along archaic directives for long-lost benefactors. Some tales claim the oozases preserve memories of mad wizards from dead empires, others whisper of more antediluvian and inhuman origins.



OSTINATO

A bit of catchy, repetitive music seems to emanate from nowhere, drifting and moving as if dancing in the empty air.

Ostinato

CR 6

XP 2,400

CN Medium aberration (extraplanar, incorporeal)

Init +11; **Senses** darkvision 60 ft.; Perception +5 (+13 to detect noises)

DEFENSE

AC 20, touch 20, flat-footed 13 (+3 deflection, +7 Dex)

hp 48 (9d8+12)

Fort +6, **Ref** +10, **Will** +7

Defensive Abilities incorporeal, natural invisibility; **SR** 19

Weaknesses soundwave flux

OFFENSE

Speed fly 50 ft. (perfect)

Ranged cacophony ray +10 (4d6 sonic)

Special Attacks aural symbiosis, voracious aura

STATISTICS

Str —, **Dex** 25, **Con** 17, **Int** 5, **Wis** 12, **Cha** 17

Base Atk +6; **CMB** +13; **CMD** 26

Feats Great Fortitude, Improved Great Fortitude, Improved Initiative, Ability Focus (aural symbiosis)

Skills Acrobatics +11, Fly +20, Intimidate +11, Perception +5 (+13 to detect noises)

Languages all

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Natural Invisibility (Su) As a creature of living music, an ostinato is naturally invisible, even when it attacks. This inherent ability is not subject to the *invisibility* spell.

Soundwave Flux (Ex) Spells that modify or control sound, including sonic spells as well as *sculpt sound*, *whispering wind*, *message*, and the like (GM's discretion), that affect an ostinato force the creature to succeed at a Fortitude save against the spell's DC or take 1d4 hp damage per level of the spell and become confused for 1 round. This is in addition to any other effects of the spell and any other saving throw normally allowed.

Aural Symbiosis (Su) Once per day, an ostinato can join with another creature, merging its incorporeal form with their physical body and becoming an enjoyable repetitive tune in its host's mind. This ability functions as *magic jar*

(DC 19 Will negates), but does not require a receptacle. A creature that saves is immune to that ostinato's aural symbiosis for 24 hrs.

Once an ostinato establishes its symbiosis, the host can detect its intrusion with a successful DC 23 Sense Motive check. On a failed check, the host is unaware of the ostinato's presence. The ostinato sustains its host in a variety of ways. The host no longer needs to eat or drink and gains the ostinato's spell resistance. The host's Charisma is treated as if it were 2 points higher for the purpose of determining class abilities, setting save DCs, bonus spells, and Charisma-based skill checks. Finally, once per day the host can roll twice and use the higher result when making a Charisma-based skill check. The CR of the ostinato's host is increased by 1.

A host aware of the ostinato can attempt a new save once per day to expel the creature, though the DC increases by 1 for every two days after the first (maximum DC 30). *Break enchantment* or *remove curse* expels the ostinato with a successful caster level check against a DC equal to the save DC against its aural symbiosis. *Dismissal*, *dispel chaos*, and *banishment* can also drive out the ostinato if it fails its saving throw. When an ostinato vacates a host (a full-round action if it leaves of its own volition), it bursts forth in a thundering explosion of sound. Creatures and unattended objects within 60 ft. take 6d6 hp sonic damage (DC 19 Reflex half), and creatures within 30 ft. are also stunned for 1d3 rounds and permanently deafened (DC 19 Fortitude negates).

Voracious Aura (Su) While the ostinato does not adversely affect its host, it feeds on nearby living creatures 24 hrs. after entering its host. An ostinato feeds once per day and can affect up to 9 creatures within 60 ft. All targets take 1d4 hp damage and 1 point of Charisma drain (DC 18 Fortitude negates). The damage dealt by this effect cannot be healed until the Charisma drain is cured. If a creature fails its saving throw against an ostinato's voracious aura more than one day in a row, the effect increases by 1d4 points of damage and 1 point of Charisma drain for each consecutive day it fails its save.

Creatures of living music, ostinatos wander the Material Plane as repetitive snippets of song, searching for hosts and rich feeding grounds. They enter hosts secretly, remaining undetected and prolonging their voracious feasting as long as possible.



POSSESSED PILLAR

This ancient pillar is graven with weathered symbols of ancient empires and a palpable aura of power.

Possessed Pillar

CR 6

XP 1,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 19, touch 8, flat-footed 19 (-1 Dex, +11 natural, -1 size)

hp 74 (8d10+30)

Fort +2, **Ref** +1, **Will** +3

Defensive Abilities graven hieroglyph, immunity to magic, trap weapons (**Will** DC 16); **DR** 5/—; **Immune** construct traits

OFFENSE

Speed 20 ft.

Melee 2 slams +12 (2d6+5)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 20, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +14; **CMD** 23

SQ silent guardian

ECOLOGY

Environment warm deserts or urban

Organization solitary, pair, or colonnade (4–10)

Treasure none or incidental

SPECIAL ABILITIES

Graven Hieroglyph (Su) A possessed pillar can be imbued with a *glyph of warding* that triggers when it is struck in melee. A blast glyph affects a 5-ft.-radius burst centered on the side of the possessed pillar facing the creature that struck it. A spell glyph targets the creature that struck it. Once its graven glyph has been triggered, it automatically resets 24 hrs. later. The master of the possessed pillar can change the pillar's graven glyph by casting a new glyph of warding spell on it.

Immunity to Magic (Ex) A possessed pillar is immune to any spell or spell-like ability allowing spell resistance. Certain spells and effects function differently against it, as noted below.

- A *soften earth and stone* spell causes the possessed pillar's slam attack to deal nonlethal damage for 1 min.
- A *transmute rock to mud* spell deals 1d6 hp damage per caster level to a possessed pillar, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a possessed pillar.
- A *stone to flesh* spell does not actually change the construct's body, but eliminates its damage reduction and immunity to magic for 1 round.

Silent Guardian (Ex) A possessed pillar can stand perfectly still, emulating a statue or a carved column. Observers must succeed on a DC 20 Perception check to notice the construct is animated. If it is not noticed, a possessed pillar gains a +6 bonus on its initiative roll.

Trap Weapons (Ex) The magic of a possessed pillar causes weapons that strike it to become affixed to its body (DC 16 Will negates) until it is destroyed. Stuck weapons can be removed with a DC 16 Strength check, and the master



of a possessed pillar can order it to release any trapped weapons affixed to it. The DC for this ability is Wisdom based.

Carved from enormous blocks of stone, possessed pillars look like the animal-headed gods of the Nurian pantheon. The most common are the jackal-faced Anu-Akma or the ibis-headed Thoth, but those with baboon, crocodile, or hawk heads also exist, as well as still more dedicated to long-forgotten cults of beast-headed deities. Priests claim the weapons taken from victims and distribute them to living temple guards or sell them to help fund temple activities.

Construction

A possessed pillar is carved from a single 4,000-lb. block of stone, such as granite or marble. The stone must be of exceptional quality, and costs 5,000 gp.

CL 9th; **Price** 15,000 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, *lesser geas*, *polymorph*, *shatter*, caster must be at least 9th level; Skill Craft (sculpting) or Craft (stonemasonry) DC 15; **Cost** 10,000 gp



PRISMATIC BEETLE SWARM

A dazzling explosion of multicolored lights erupts from the foliage as a cloud of flying beetles emerges, flashing every color of the rainbow.

Prismatic Beetle Swarm

CR 7

XP 3,200

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

hp 55 (10d8+10)

Fort +8, **Ref** +6, **Will** +4

Defensive Abilities swarm traits, vermin traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft., fly 30 ft. (good)

Melee swarm (2d6 plus euphoria and poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 16)

STATISTICS

Str 1, **Dex** 16, **Con** 12, **Int** —, **Wis** 14, **Cha** 9

Base Atk +7; **CMB** —; **CMD** —

SQ glittering carapace, refraction

ECOLOGY

Environment warm forests

Organization solitary, pair, or colony (3-8 swarms)

Treasure none

SPECIAL ABILITIES

Euphoria (Ex) Instead of pain, creatures damaged by a prismatic beetle swarm are overwhelmed with euphoria. The swarm's distraction ability still causes creatures failing their saves to become nauseated due to this sensory overload, but the dulling override of their normal caution caused by this euphoria causes creatures beginning their turn inside a prismatic beetle swarm to take a -1 penalty on all saving throws for 1 min. This penalty stacks for creatures beginning more than one turn within the swarm.

Glittering Carapace (Ex) The glossy, iridescent carapaces of the beetles in the swarm scatter and tint light in a dazzling exhibit of colors. In bright or normal light, creatures within 30 ft. that look at a prismatic beetle swarm become dazed for 1d3 rounds (DC 17 Will negates). In dim light, creatures looking at the swarm are dazed for 1 round (DC 12 Will negates). This ability has no effect in darkness. This is treated as a gaze attack for the purpose of avoiding looking at the swarm. Creatures successfully saving are immune to this effect from that swarm for 24 hrs. The save DC is Wisdom-based.

Poison (Ex) Swarm—injury; save Fort DC 16, frequency 1/round for 6 rounds, effect 1d4 Dex, cure 1 save. The save DC is Constitution-based.

Refraction (Ex) Prismatic beetles are immune to light-based effects, including effects with the light descriptor. The save DC of any illusion (pattern) or light-based effect is increased by 2 within a prismatic beetle swarm, and whenever such an effect is used within the swarm's area the save DC of the swarm's distraction and glittering carapace are also increased by 2 until the end of its next turn.

The depths of the jungle are filled with exotic flora and fauna that are as beautiful as they are lethal, and prismatic beetles are a superlative examples of this. These flesh-eating venomous insects distract and subdue their prey with their sparkling beauty even as they begin devouring them alive. Individual prismatic beetles sparkle like precious gems in the light, and natives often incorporate their carapaces in decorative jewelry or utilize them as special components in enchantment- and illusion-based spells and items. When they swarm in the thousands, however, these beautiful bugs create a hypnotic cascade of glimmering, multi-hued lights capable of enthralling creatures. As they descend on their dazed prey, the beetles' bites slowly paralyze their victims while their secretions distract the mind with feelings of euphoria and delight.

Although carnivorous, prismatic beetles are not overly aggressive and do not attack other creatures unless attempting to feed or when threatened. However, more than one unwary traveler has fallen prey to other jungle predators while captivated by the radiant lights of a docile prismatic beetle swarm.



PYGMY TRUMPETER ELEPHANT

A miniature elephant stands sturdily, raising its trunk to emit a ringing trumpet blast that reverberates through bystanders' skulls.

Pygmy Trumpeter Elephant

CR 4

XP 600

N Medium animal

Init +1 **Senses** low-light vision, scent, perception +8

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 21 (3d8+9)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee gore +3 (1d6+4)

Space 5 ft.; Reach 5 ft.

Special Attacks sonic trumpet (1d6 sonic damage + 1d4 rounds shaken)

STATISTICS

Str 17, **Dex** 12, **Con** 15, **Int** 2, **Wis** 11, **Cha** 6

Base Atk +2, **CMB** +5, **CMD** 16

Feats Toughness, Skill Focus (Perception)

Skills Perception +8 (+16 by scent), Stealth +5, Swim +3;

Racial Modifiers +8 Perception by scent

SQ stability

ECOLOGY

Environment jungle or temperate plains

Organization solitary or herd (5-20)

Treasure none

SPECIAL ABILITIES

Hollow Tusks (Ex) A pygmy trumpeter's tusks are brittle, hollow chambers that act as resonance chambers for its sonic trumpet. If a pygmy trumpeter rolls a natural 1 when making a gore attack, its tusks become broken, causing it to take a -2 penalty on attack rolls and deal half damage with its gore attack. This also halves the area and damage of its sonic trumpet, which can no longer cause the shaken condition. If a pygmy trumpeter rolls a natural 1 with its gore attack when its tusks are already broken, it loses its gore attack and sonic trumpet attack until its tusks heal in 1d4 weeks. A regenerate spell can restore its tusks.

Sonic Trumpet (Ex) A pygmy trumpeter elephant can unleash a reverberating sonic blast that fills a cone-shaped burst 15 ft. long, plus 5 feet per Hit Die of the pygmy trumpeter (a 30-ft. cone for most pygmy trumpeters). This deals 1d6 hp sonic damage, plus 1 hp per Hit Die, and causes creatures to become shaken for 1d3 rounds. A successful Fortitude save (DC 10 + 1/2 the pygmy trumpeter's Hit Dice + its Constitution modifier) halves damage and negates the shaken condition. This shaken condition is a pain effect rather than a mind-affecting fear effect and is not cumulative with other fear effects. Creatures with sensitive hearing, including creatures

with hearing-based blindsense or blindsight (and, at the GM's discretion, animalistic humanoids like gnolls and catfolk), take double damage and a -2 penalty on their saving throw. A pygmy trumpeter requires 1d4 rounds between trumpet blasts to regain its breath. It cannot use this ability in the same round it makes a gore attack.

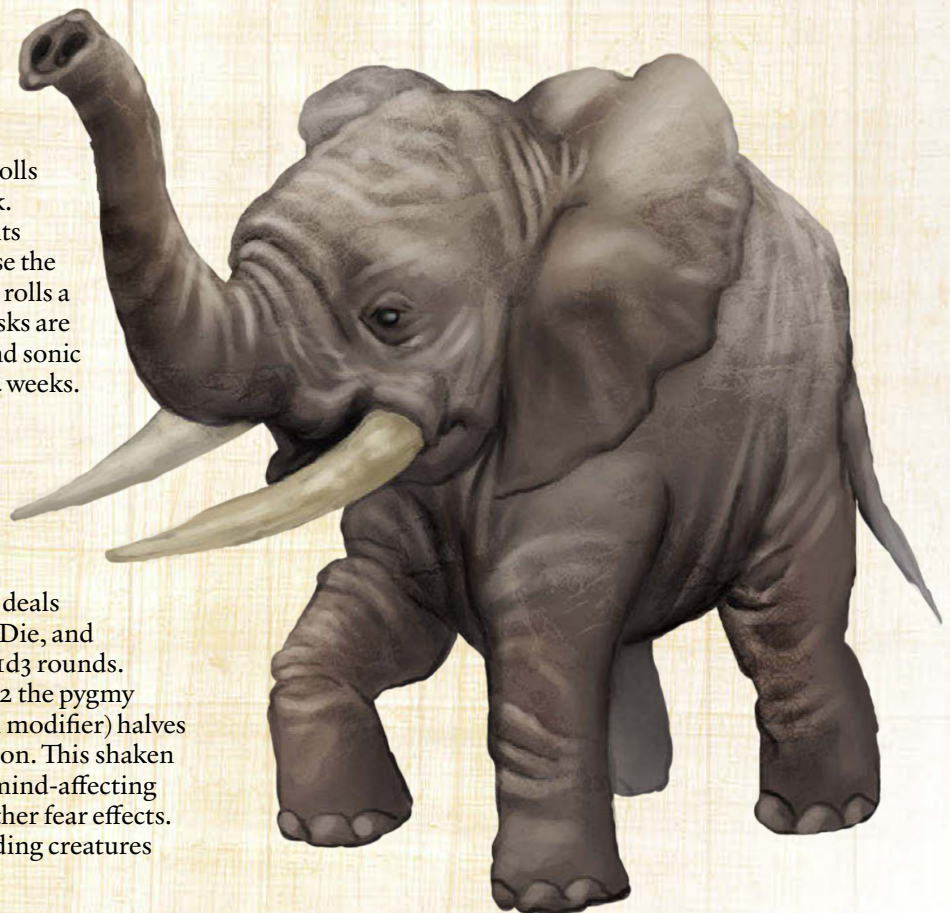
Stability (Ex) Sonic trumpeters receive a +4 racial bonus to their CMD while resisting bull rush or trip attempts if on solid ground.

Pygmy trumpeter elephants are miniature elephants the size of large working dogs or ponies. Their small stature and unique cranial anatomy and vocal organs allow them to produce a sonic blast that is surprising in its power. Their foot-long tusks extend below their dexterous trunks. Gnolls, catfolk, and many other races have hunted pygmy trumpeters almost to extinction, and they typically unleash a sonic trumpet to discomfit their pursuers while they flee. They have been successfully bred in captivity and trained as extremely loyal companions by naturalists. They are ideal for the "bodyguard" companion archetype in *Pathfinder Player Companion: Animal Archive*.

Pygmy Trumpeter Elephant Companions

STARTING STATISTICS: **Size:** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** gore (1d6+3) or sonic trumpet as 2 HD creature; **Ability Scores** Str 17, Dex 12, Con 15, Int 2, Wis 11, Cha 6; **Special Qualities** low-light vision, scent, sonic trumpet

4TH -LEVEL ADV: **Ability Scores:** Str +2, Wis +2.



RAVENALA

An anthropomorphic palm tree strides into view, its head crowned with fronds and spiked seed pods. Its dangling arms end in hooked wooden talons.

Ravenala

CR 7

XP 3,200

N Large plant

Init +0; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 9, flat-footed 21 (+0 Dex, +12 natural, -1 size)

hp 85 (10d8+40)

Fort +9, **Ref** +3, **Will** +9

Defensive Abilities plant traits; **DR** 5/slashing, **SR** 18

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d8+4/19-20)

Ranged 2 pods +6 (1d4+4)

Space 10 ft.; Reach 10 ft.

Special Attacks bursting pods, lamentable engulf

Spell-Like Abilities (CL 14th, concentration +17)

At will—*detect animals and plants*, *detect magic*, *detect thoughts* (DC 15), *entangle* (DC 14), *sleep* (DC 14)

3/day—*plant growth*, *quench* (DC 16), *quickened spike growth* (DC 16), *summon nature's ally III*, *summon swarm*

1/day—*cure serious wounds*, *deep slumber* (DC 16), *wall of thorns*

1/year—*limited wish*

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 19, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 22

Feats Alertness, Combat Casting, Iron Will, Persuasive, Quicken Spell-like Ability (spike growth)

Skills Diplomacy +9, Intimidate +7, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -4 (+5 in forests), Survival +14; **Racial Modifiers** +9 Stealth in forests

Languages Common, Sylvan, Treant

SQ greenwalker, treespeech

ECOLOGY

Environment warm forests

Organization solitary, pair, or grove (3-7)

Treasure standard

SPECIAL ABILITIES

Bursting Pods (Ex) As a standard action, a ravenala can hurl its spiked seed pods at creatures within 60 ft. These seed pods deal damage to the creature struck and then burst on impact, dealing 1d4 hp piercing damage to the target and any adjacent creatures (DC 17 Reflex negates). If a seed pod misses, determine where it lands as a splash weapon. A seed pod that misses deals only burst damage.

Greenwalker (Su) A ravenala can move through any sort of undergrowth (such as thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment, regardless of whether that undergrowth is natural or has been magically manipulated.

Lamentable Engulf (Ex/Su) This ability functions as the engulf special attack, but a ravenala can only engulf a single Medium or smaller creature at a time. Engulfed

creatures that fail their saving throw three times are permanently trapped within the ravenala until it is slain or releases them (a free action that does not provoke attacks of opportunity). Each round a creature begins its turn engulfed, it must succeed on DC 18 Will save or be compelled to sing a lament of all the missteps and misdeeds in its life as long as it remains engulfed; this prevents uttering command words or casting spells with a verbal component. This is a supernatural mind-affecting compulsion. The save DC is Charisma-based.

Treespeech (Ex) A ravenala has the ability to converse with plants as if subject to a continual *speaking with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Ravenala are guardians of tropical forests and watch after local flora and fauna. They are respected by native peoples who venerate them and sometimes seek their advice or magical aid at great need. They avoid most humanoids but are greatly feared by those seeking to harm the forest. Unlike their treant cousins, ravenala avoid physical conflict in favor of magical responses. They are called “man-eating trees” by some explorers, but they seem more inclined to imprison hostile creatures within their trunks rather than eat them. Trapped creatures may be compelled to sing their own requiem and lullaby lament, drawn down into enchanted slumber and carried off to another (potentially hostile) location before being released. Ravenala grow to about 15 ft. and can weigh 1,800 lbs.



ROTTING WIND

A chilling gust rips through the air, turning nearby foliage to rot and imbuing a sense of dread into all creatures in its path.

Rotting Wind

CR 5

XP 1,600

NE Large undead

Init +3; **Senses** all-around vision, lifesense 120 ft.; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 9 (+3 Dex, -1 size)

hp 39 (6d8+12)

Fort +4, **Ref** +5, **Will** +8

Defensive Abilities air mastery, improved evasion, natural invisibility; **Immune** swarm traits, undead traits, weapon damage

Weaknesses vulnerable to area effects, vulnerable to winds

OFFENSE

Speed fly 60 ft. (perfect)

Melee rending wind (2d6 negative energy plus tomb rot)

Space 10 ft; Reach 0 ft.

Special Attacks befouling presence, distraction (DC 15)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** —, **Wis** 16, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 18 (can't be tripped, grappled or bull rushed)

Skills Fly +9, Perception +3

Feats Ability Focus (tomb rot)^B

SQ swarm-like

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a rotting wind.

Befouling Presence (Su) All normal plant life and liquid within the same space as a rotting wind at the end of its turn are blighted and cursed. Normal vegetation is affected as *diminish*

plants, while plant creatures take double damage from its rending wind and can be affected by its tomb rot.

Unattended liquids are tainted as putrefy food and drink.

Rending Wind (Su) A rotting wind deals its rending wind damage to creatures in its space at the end of its turn. It also damages creatures entering its space on their turn. Creatures damaged by its rending wind are exposed to its tomb rot.

Seep (Ex) A rotting wind is a gaseous creature and can slip through tiny cracks into any area that is not airtight, though it cannot pass through solid barriers.

Swarm-Like (Ex) A rotting wind has the traits of the swarm subtype, although it is not an actual swarm.

Tomb Rot (Su) *Curse and disease*—touch; *save* Fort DC 17; *onset* immediate; *frequency* 1/day (see text); *effect* 1 Con and 1 Cha; *cure* see text. Creatures must succeed on a Fortitude save each round they take damage from a rotting wind or take Constitution and Charisma damage. Once they exit the rotting wind's space, they need save only once per day. Tomb rot is a supernatural disease and a curse, and the curse must be removed before the disease can be cured (by *remove disease* or one successful Fortitude save).

Vulnerable to Winds (Ex) A rotting wind takes a -4 penalty on saving throws against wind effects, and it is treated as a Tiny creature for the purpose of wind effects determined by size.

A rotting wind is an undead creature made up of the foul air and grave dust sloughed off by innumerable undead creatures within the countless lost tombs and grand necropolises of the Southlands deserts. A rotting wind carries the foul stench of death upon it, sometimes flying before undead armies and tomb legions or circling around long-extinct cities and civilizations. At other times, it simply mindlessly drifts across the sands, blighting all life it comes across and leaving only famine and death in its wake.



SAND HAG

This withered crone has scorched skin, lank gray hair, and a malicious grin with shark-like teeth. Drool trickles from her lips as she glares malevolently.

Sand Hag

CR 5

XP 1,600

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +14

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 78 (9d10+27)

Fort +8, **Ref** +7, **Will** +6

SR 16

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 claws +12 (1d4+3 plus dehydration)

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*pass without trace*, *tongues*, *undetected alignment*

At will—*alter self*, *ghost sound* (DC 12), *hallucinatory terrain* (DC 16), *invisibility*, *minor image* (DC 14), *shifting sand* (DC 15), *whispering wind*

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 12, **Wis** 11, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 23

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +4, Perception +14, Sense Motive +8, Stealth +13

Languages Aklo, Common, Giant

SQ mimicry, scorpion step

ECOLOGY

Environment temperate or warm deserts

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Dehydration (Su) A sand hag's claws drain the moisture from creatures she strikes, causing the target to take an additional 1d6 hp nonlethal damage and become fatigued. A successful DC 16 Fortitude save halves this damage and negates fatigue. Multiple failed saves do not cause a creature to become exhausted, but this fatigue stacks with other sources of fatigue to cause a creature to become exhausted. The save DC is Charisma-based.

Mimicry (Ex) A sand hag can imitate the sounds of almost any animal found near its lair. Hawks, snakes, camels, and scorpions are all within her range of mimicry.

Scorpion Step (Ex) A sand hag walks lightly across sandy surfaces, never sinking into soft sand or leaving tracks. Her movement is not impeded by shifting or unstable sand or when walking up sloped sand dunes. In addition, when walking on sandy surfaces, a sand hag gains tremorsense 30 ft.

Scouring Sirocco (Su) A sand hag can generate a blast of hot wind in a 40-ft. line or 20-ft. cone-shaped burst. This wind functions as *gust of wind*, throwing up windblown sand that blocks vision as obscuring mist. Creatures in the area also take 1d6 hp slashing damage and 1d6 hp

nonlethal damage and are dazzled for 1d4 rounds (DC 16 Fortitude negates). Creatures in the area become fatigued from heatstroke until this nonlethal damage is cured; this does not stack with fatigue from hot environments. A sand hag must wait 1d4 rounds after using this ability before using it again. The save DC is Charisma-based.

Haunting desert ruins and forgotten oases, sand hags are terrifying crones whose hatred for things of beauty and peace is terrible to behold. A sand hag uses her illusory powers and mimicry to lure travelers into an "oasis" to ambush them. A sand hag delights in tricking a caravan into an illusory oasis, then slaughtering beasts of burden so the caravanners cannot flee, and then terrifying and slaughtering them one by one. Sand hags typically dress in torn and tattered robes, standing 6 to 7 ft. tall and weighing less than 150 lbs. Though skeletally thin, a sand hag's apparent frailty belies her prodigious strength.



SAND SILHOUETTE

A mass of swirling sand takes on a vaguely humanoid shape as it reaches out to crush opponents in its sandy embrace.

Sand Silhouette

CR 6

XP 2,400

NE Medium undead

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 19, touch 12, flat-footed 19 (+2 deflection, +7 natural)

hp 52 (7d8+21)

Fort +4, **Ref** +2, **Will** +6

Defensive Abilities amorphous; **DR** 5/—; **Immune** undead traits

Weaknesses vulnerability to water

OFFENSE

Speed 30 ft.; sand glide

Melee slam +9 (1d6+6 plus grab)

Special Attack engulf (DC 19, 1d6+6 bludgeoning), grinding grit, haunted haboob, smother

Spell-Like Abilities (CL 7th, concentration +9)

At will—*shifting sand* (DC 15)

STATISTICS

Str 19, **Dex** 11, **Con** —, **Int** 7, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +9 (+13 to grapple); **CMD** 21 (can't be tripped)

Feats Ability Focus (engulf), Improved Initiative, Power Attack, Toughness

Skills Intimidate +11, Perception +11, Sense Motive +11, Stealth +4 (+12 in sandy environments);

Racial Modifiers +8 Stealth in sandy environments

Languages Common, Infernal, Necril

SQ camouflage

ECOLOGY

Environment any deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Camouflage (Ex) A sand silhouette can make Stealth checks in sandy environments even when directly observed and without cover or concealment.

Grinding Grit (Ex) A sand silhouette's body grinds at creatures it engulfs. Each time it damages a creature with natural armor with its slam or engulf attack, that creature loses 1 point of its natural armor bonus (DC 15 Fortitude negates), to a minimum of 0. Lost points of natural armor can be restored by magical or natural healing as though each point were equivalent to 1 point of ability damage. A *regenerate* spell restores all lost points of natural armor bonus immediately.

Unattended objects within a sand silhouette's space at the end of its turn lose 1 point of hardness. Armor worn by a creature engulfed or grappled by a sand silhouette also loses 1 point of hardness (DC 17 Fortitude negates). Lost hardness can be repaired with *make whole*, with each point of lost hardness consuming 10 hp that would normally be applied to the item's hp. An item reduced to 0 hardness is destroyed unless it is constructed of a material that normally has 0 hardness. The save DC is Strength-based.

Haunted Haboob (Su) A sand silhouette can disperse its body into a roiling cloud of dust and sand. The sand silhouette itself assumes *gaseous form* and is surrounded by a cloud of *obscuring mist* in a 20-ft.-radius emanation that moves with it. A sand silhouette may create frightening shapes within the mist, as *haunting mists*^{UM} (DC 15 Will negates). A creature that saves cannot be harmed by that sand silhouette's haunted haboob for 24 hrs. The save DC is Charisma-based.

Sand Glide (Ex) This ability functions like the earth elemental's earth glide ability, but works only on sand, dirt, and other fine-grained solid matter. The sand silhouette's speed using sand glide equals its base speed.

Vulnerability to Water (Ex) For every 2 gallons of water that hit a sand silhouette, it is slowed (as the *slow* spell) for 1 round (no save).

Sand silhouettes are spirits of those who died in desperation that have seeped into the sand. Appearing as a shadow stretched out along the ground, a sand silhouette's erratic movements are difficult to discern. If disturbed or agitated, these restless souls cause the sand around them to swirl and form into a mass that vaguely resembles their now-deceased physical body. Sand silhouettes glide through the sand, attacking the living with their magical abilities before rising up to engulf and asphyxiate their victims.



SANDWYRM

What seemed like the bleached bones of a desert creature are mere bony adornments along the back of this horned, scaled lizard.

Sandwyrms

CR 7

XP 3,200

N Large dragon

Init +7; **Senses** tremorsense 100 ft., low-light vision, scent; Perception +20

DEFENSE

AC 21, touch 10, flat-footed 19 (+1 Dex, -1 size, +9 natural)

hp 102 (8d6+72)

Fort +10, **Ref** +7, **Will** +9

Immune sleep, paralysis

OFFENSE

Speed 20 ft., burrow 30 ft.; sand glide

Melee sting +12 melee (1d4+5 plus paralysis), bite +12 melee (2d6+5), and gore +12 melee (1d8+5)

Space 10 ft.; Reach 5 ft.

Special Attack backbone entrapment (DC 19, 1d8+5), paralysis (1d4 rounds, DC 18)

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +8; **CMB** +14; **CMD** 25

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth)

Skills Bluff+3, Perception +20, Stealth +11, Survival +12

Racial Modifiers +6 Perception

Languages Draconic

SQ freeze

ECOLOGY

Environment desert

Organization solitary

Treasure standard

SPECIAL ABILITIES

Backbone Entrapment (Ex) When underground with its bony spines exposed, a sandwyrms can snap its spines closed on one Large, two Medium, or four Small or smaller creatures. This functions like the engulf universal monster rule, but creatures pinned by its back spines are not at risk of suffocation unless the sandwyrms moves underground. Creatures engulfed by the sandwyrms are carried along when it moves. A sandwyrms can attack trapped creatures with its sting without difficulty.

Freeze (Ex) A sandwyrms can rest underground, holding itself so still that the bones on its back appear to be inanimate bony remains. It can take 20 on its Stealth check to hide in plain sight as a heap

of bones. Some sandwyrms affix bits of glinting metal or crystal to their bony spines to attract prey.

Sand Glide (Ex) This ability functions like the earth elemental's earth glide ability, but works only on sand, dirt, and other fine-grained solid natural matter. The sand silhouette's speed using sand glide equals its base speed.

These lethargic reptilian quadrupeds spend most of their lives lying in wait under the desert sands, their long-necked, spine-tailed bulk below the surface, exposing only the long, jagged bones that line their backs. This external skeletal structure resembles a sun-bleached ribcage, attracting carrion birds and curious travelers. When prey passes nearby, it flexes its dorsal musculature, snapping the rows of bone closed over its prey. Once its victim is restrained, the sandwyrms paralyzes its meal with repeated stings and carries it away.

Sandwyrms conserve energy with this hunting strategy, sometimes waiting for weeks in a torpid hibernation before the vibration of footsteps on the sand above alert it to a fresh meal approaching. To guard against paucity of prey, sandwyrms carry kills down to their lairs below the sands and store them there. They are not above eating carrion if fresh meat is not available. When outmatched in a fight, sandwyrms retreat to their lairs with whatever paralyzed catches they have managed to obtain.

It is believed by most experts in the Southlands that sandwyrms evolved as an offshoot of drakes or wyverns rather than true dragons, as the structure of their forearms suggests that they are recent additions to the animal's body. The bones on their back may have once been wings, and it is thought that some primordial species of winged reptiles migrated to the Southlands but were driven to (and under) the ground by sandstorms and harsh winds, gradually adapting to the harsh conditions and developing their current hunting technique.



BRYAN SYME



SARCOPHAGUS SLIME

This sarcophagus opens to reveal an eerie, scintillating light, with wisps of gelid amber ectoplasm undulating outward from a quivering mass. A blackened skull sits at its center.

Sarcophagus Slime

CR 6

XP 2,400

NE Medium undead

Init +0; **Senses** blindsight 60 ft.; Perception +4

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 15 negates)

DEFENSE

AC 10, touch 10, flat-footed 10

hp 42 (5d8 + 15)

Fort +4, **Ref** +1, **Will** +8

Immune ooze traits, undead traits

OFFENSE

Speed 20 ft.

Melee slam +4 (3d4 plus slimy doom)

Special Attacks corrupting gaze

STATISTICS

Str 10, **Dex** 10, **Con** —, **Int** 3, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** +13

Feats Iron Will, Skill Focus (Stealth), Weapon Focus (slam)

Skills Perception +6, Stealth +10

Languages Common (can't speak)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Corrupting Gaze (Su) The distorted visage of the sarcophagus slime wracks the body and mind of living creatures meeting its gaze with agony and unraveling shards of madness. Each round, creatures within 30 ft. meeting its gaze take 2d8 hp damage (DC 15 Fortitude half) and 1d4 points of Charisma damage (DC 15 Will half). The save DC is Charisma-based.

Despair (Su) All creatures within a 30-ft. radius that see a sarcophagus slime are paralyzed by fear for 1d4 rounds (DC 15 Will negates). Whether or not the save is successful, that creature cannot be affected again by the same sarcophagus slime's despair ability for 24 hrs. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based.

Disease (Su) *Slimy Doom*: disease—slam; *save* Fortitude DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; *cure* 2 consecutive saves. The save DC is Charisma-based.

Ooze Traits (Su) While sarcophagus slimes are undead, they also gain all ooze traits. They do not gain the mindless trait. They are considered both oozes and undead for the purpose of bane weapons, ranger favored enemies, and other effects that depend on creature type.

Sarcophagus slimes are amorphous, undead guardians placed within the tombs of the powerful to guard them from intrusion—and to wreak terrible vengeance on would-be defilers of the ancient crypts. Like their fellow guardian mummies, sarcophagus slimes are ever-vigilant for those who would dare to desecrate their sacred wards. Many sages speculate that the first sarcophagus slime was spawned accidentally, in a mummy-creation ritual gone horribly wrong; giving life to the congealed contents of the canopic jars rather than the mummified body. Others maintain it was purposefully created by a powerful necromancer pharaoh bent on formulating the perfect alchemical sentry to guard his accursed crypt. Whatever their origin, these ectoplasmic slimes are the bane of burglars and are a constant danger for excavators and antiquarians meddling in the ruins. The rituals for their creation have not been entirely lost, however, and even modern necromancers still create these undead abominations for their own fell purposes.



SATHAQ WORM

This titanic worm's rocky hide is rough and hard as stone. Its yawning gullet is filled with miniature worms like itself.

Sathaq Worm

CR 10

XP 9,600

NE Huge outsider (earth, native)

Init -2; **Senses** tremorsense 60 ft.; Perception +16

Aura agonizing aura (30 ft., DC 19)

DEFENSE

AC 24, touch 6, flat-footed 24 (-2 Dex, +18 natural, -2 size)

hp 137 (11d10+77)

Fort +10, **Ref** +5, **Will** +9

DR 10/magic; **Immune** acid, paralysis, petrification;

Resist fire 10; **SR** 17

Weakness vulnerable to sonic

OFFENSE

Speed 20 ft., burrow 20 ft., swim 20 ft.

Melee bite +19 (2d6+15 /19-20 plus grab and poison) or 7 larva bites +14 (1d6+10 plus poison)

Space 15 ft.; **Reach** 10 ft. (15 ft. with larva bites)

Special Attacks drag down, swallow whole (1d8+10 bludgeoning plus 3d6 slashing and 3d6 acid damage, AC 19, 13 hp), trample (1d8+15, DC 25)

Spell-like Abilities (CL 11th, concentration +15)

At will—*grease* (DC 15), *soften earth and stone* (DC 16)

1/day—*transmute rock to mud*

STATISTICS

Str 31, **Dex** 6, **Con** 24, **Int** 9, **Wis** 14, **Cha** 19

Base Atk +11; **CMB** +23 (+27 bull rush or grapple); **CMD** 31 (33 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Power attack

Skills Climb +24, Escape Artist +12, Perception +16, Stealth +8 (+20 in sand, mud or stone), Swim +32; **Racial Modifiers** +4 Stealth (+12 in sand, mud or stone)

Languages Aklo, Terran (can't speak)

ECOLOGY

Environment any desert, swamp, or underground

Organization solitary, pair, or nest (3-6)

Treasure none

SPECIAL ABILITIES

Agonizing Aura (Su) The sathaq worm's presence induces pain in creatures native to the Material Plane, causing them to become sickened with pain as long as they remain within 30 ft. and for 1d6+4 min. thereafter (DC 19 Fortitude negates). A creature that saves is immune to that sathaq worm's aura for 24 hrs. This is a pain effect. The save DC is Charisma-based.

Drag Down (Ex) When burrowing or swimming, a sathaq worm can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it strikes a creature smaller than itself, it can use a drag combat maneuver against that target with a +4 racial bonus in place of attempting to grapple that target. If the sathaq



worm drags a creature underwater, that creature must hold its breath or begin drowning. If it drags a creature 5 or more ft. below ground level, the character is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 2d6 hp bludgeoning damage and becoming buried (DC 15 Reflex negates).

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex; *cure* 2 saves.

Swallow Whole (Ex) Sathaq worms carry their young within their bodies, where the smaller larva greedily wait for their next meal. A swallowed victim suffers 1d8+10 hp bludgeoning damage from crushing, 3d6 hp slashing damage from the gnawing larvae within and 3d6 hp acid damage from the digestive acid.

Sathaq (sah-THACK) worms are nightmarish predators from the Plane of Earth, 30 ft. long and 10 ft. thick, with rugged brown hide embedded with stones. They are solitary, allowing other adults nearby only to mate and incubating their young inside their gullets. They drag prey down to drown or suffocate, and creatures they swallow are flayed alive and digested simultaneously by the parent worm and these larvae.



SCORPIONS

SCORPION, NIGHT

This midnight-black scorpion has a bright-red stripe on its tail, signaling the crippling poison within.

Night Scorpion

CR 3

XP 800

hp 37 (*Pathfinder Roleplaying Game Bestiary* 242; same statistics as giant scorpion, except as below)

SPECIAL ABILITIES

Poison (Ex) *Sting*—injury; *save* Fort DC 17; *onset* 1 round; *effect* Blinded for 1d3 hours; *cure* 1 save.

This aptly named arachnid hunter is an offshoot of the more commonly known giant scorpion. Instead of enfeebling its prey, the night scorpion blinds victims with a dose of its crippling poison.

Night scorpion venom is highly prized for its unique properties and can command upwards of 400 gp per dose.

Night Scorpion Venom

Type poison (injury); **Save** Fortitude DC 17

Onset 1 round

Effect Blinded for 1d3 hours; **Cure** 1 save

SCORPION, STYGIAN FAT-TAILED

The black carapace of this deadly arachnid gleams in the desert sun. Its prodigious tail champions a wicked barb tipped in translucent venom.

Stygian Fat-Tailed scorpion

CR 3

XP 800

N Tiny Vermin

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee sting +5 (1d2-4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 7 (15 vs. trip)

Feats Weapon Finesse, Ability Focus (Poison)

Skills Climb +7, Perception +4, Stealth +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or arid deserts, forests, plains, or underground

Organization solitary, pair, or colony (3–6)

Treasure none

SPECIAL ABILITIES

Poison (Ex) *Sting*—injury; *save* Fort DC 12; *frequency* 1/hour for 15 hours; *Initial effect* sickened for 3d6 hours; *Secondary effect* 2d4 Con damage; *cure* 1 save.

These desert scorpions can be identified by their hefty physique and their aggressive behavior. Considered one of the most dangerous species of scorpions in the Southlands, the Stygian fat-tailed scorpion brings instant death to those who feel the terror of its toxic sting. A dose of fat-tailed scorpion venom is worth 4,000 gp or more.

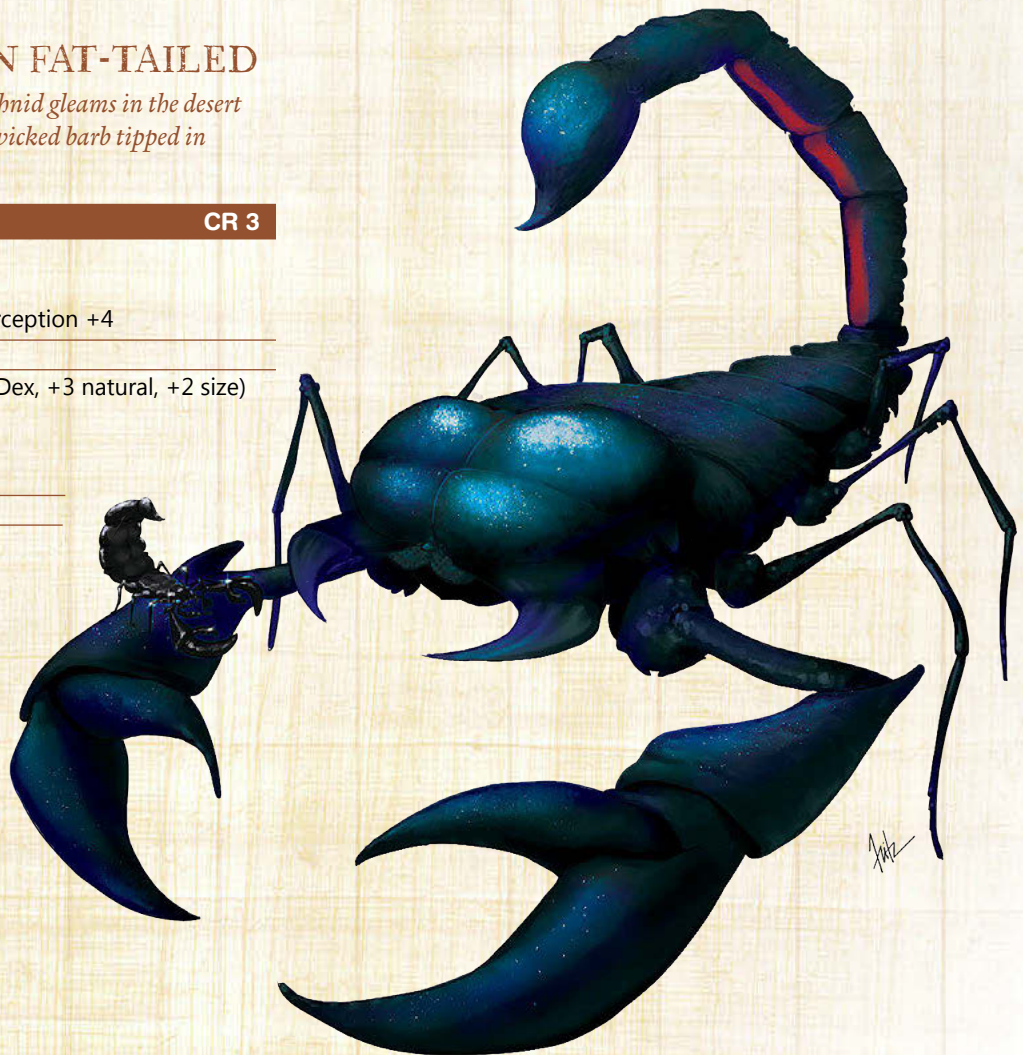
Fat-Tailed Scorpion Venom

Type poison (injury); **Save** Fortitude DC 15

Onset immediate (sickened), 10 min. (Con damage)

Frequency 1/hr. for 15 hrs.

Initial Effect sickened for 3d6 hours; **Secondary Effect** 2d4 Con damage; **Cure** 1 save



SCORPION, SWARM

Faint scraping sounds crescendo into a cacophony of skittering as tiny scorpions pour from the sands, ready to devour all unsuspecting sleepers in the tent.

Scorpion Swarm

CR 4

XP 1,200

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 39 (6d8+12)

Fort +5, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 20 ft., burrow 5 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; Reach 0 ft.

STATISTICS

Str 1, **Dex** 16, **Con** 14, **Int** —, **Wis** 13, **Cha** 2

Base Atk +4; **CMB** —; **CMD** —

Skills Climb +7, Perception +5, Stealth +19 (+23 in deserts);

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth (+8 in deserts)

SQ swarm traits, vermin traits

ECOLOGY

Environment warm deserts

Organization solitary, pair, or colony (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm: injury; save Fort DC 15; frequency 1/round for 4 rounds; effect 1 Dexterity and 1 Strength damage; cure 1 save. The save DC is Constitution-based.

This seemingly unending, waterfall-like crush of small, poisonous scorpions is the stuff of many adventurers' nightmares. A scorpion swarm is rare but deadly; the odd tiny scorpion in one's shoes or discarded robes is not necessarily cause for concern, but experienced desert dwellers prefer to crush all such creatures in case they are the harbinger of a swarm. Indeed, scorpion swarms can descend upon the unwitting rather quickly. When they do, their innumerable bites, not to mention their poison, can be enough to kill even the heartiest humanoids.

Scorpion swarms are favored by Selket, Goddess of Scorpions and patroness of desert nomads, raiders, and assassins. Followers of Selket do not fear scorpion swarms. Rather, they see them as signs of their goddess's favor, particularly if the swarms inexplicably aid them during their dark exploits. Some assassins in the Cult of Selket even carefully bottle scorpion swarms and unleash them upon their marks, allowing the creepy creatures to do their bloody work for them.



SERPOPARD

These spotted and scaly quadrupeds run on hairless leonine paws, while their cat-like heads perch atop sinuous serpentine necks.

Serpopard

CR 5

XP 1,600

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 12 (+3 Dex, +6 natural, -1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +8, **Will** +3

Defensive Abilities savage scavenger

OFFENSE

Speed 40 ft.; swim 30 ft.

Melee bite +10 (2d8+5 plus grab), 2 claws +11 (1d8+5)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks musk, pounce, rake (2 claws +11, 1d8+5)

STATISTICS

Str 21, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (claws)

Skills Acrobatics +11, Perception +10, Stealth +9 (+13 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

SQ sinuous strikeback

ECOLOGY

Environment warm deserts or swamps

Organization solitary, pair, or pack (3–10)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) A serpopard can make Stealth checks in desert or swamp environments even when directly observed and without cover or concealment.

Musk (Ex) Once per hour, a serpopard can release a jet of foul-smelling musk in a 10-ft. cone that coats creatures in the area with musk that lasts for 2d4 rounds (DC 16 Reflex negates). Creatures coated in musk, and any creature adjacent to them, must succeed on a DC 16 Fortitude save each round or be sickened until the beginning of their next turn. The save DC is Constitution-based. The odor from this musk on creatures struck by it for 1d4 hrs., and can be detected at a range of 100 ft. (creatures with the scent ability can smell it at double this range).

Savage Scavenger (Ex) Serpopards are carnivores and carrion-eaters inured to the stench of rot and filth. They are immune to ingested or inhaled diseases and poisons, as well as musk and stench special abilities. They gain a +2 racial bonus on saving throws against other forms of disease and poison, as well as any effect that would cause them to become nauseated or sickened.

Sinuous Strikeback (Ex) A serpopard's neck is in constant motion, allowing it to keep track of foes on all sides of it and strike back unexpectedly. A creature flanking a serpopard provokes an attack of opportunity if it attacks

the creature. A serpopard cannot use this ability when it is grappling a creature with its bite.

Serpopards are 13 ft. long, weighing 600 lbs., with little gender dimorphism. They have a feline body with a long, serpentine neck and a furred yet draconic head filled with sharp teeth. Their hairless paws have retractable, black, wickedly curved talons.

Serpopards are foul-tempered predators and scavengers, even resorting to cannibalism when convenient. They actively hunt humanoids when possible and have no qualms about attacking other predators to steal their kills or simply devour them and their victims. Serpopards are indiscriminate poachers, and the smells of recent successful hunts often draws their attention. Serpopards are not tenacious hunters, however, and easier meals often distract them from an ongoing pursuit.

In Nurian culture, serpopards are revered for their ability to conceal themselves. Their skin and secretions are highly prized for use in cosmetics and perfumes, and they regularly feature in Southlands iconography and decoration.



SKIN BAT

A repulsive, bat-like creature darts from the stygian darkness, apparently composed entirely from rotting sheets of stolen skin. Though its large eyes are glassy and lifeless, an unmistakable evil intent glimmers within them as its toothless mouth snaps hungrily.

Skin Bat

CR 3

XP 800

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 18 (4d8)

Fort +1, **Ref** +4, **Will** +5

Immune undead traits

OFFENSE

Speed 10 ft., fly 40 ft. (poor)

Melee touch +6 (1d3+1) bite +6 (paralysis)

Space 5 ft.; Reach 5 ft.

Special Attacks attach, paralysis, skin feeding, steal face, summon bats

STATISTICS

Str 12, **Dex** 16, **Con** —, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +4 (+14 grapple); **CMD** 7

Feats Alertness, Weapon Finesse

Skills Perception +3, Stealth +7, Survival +4

ECOLOGY

Environment any

Organization solitary, pair, or flock (4-8)

Treasure standard

SPECIAL ABILITIES

Attach (Ex) If a skin bat hits with a melee touch attack, it latches onto the victim, pulling its body tight against the victim and wrapping itself around it in an effective grapple. While attached, the skin bat loses its Dex bonus to AC.

The skin bat is hard to remove; it has a +10 racial bonus to grapple, and to remove it an opponent must succeed at pinning it. Even then, the creature is peeled off reluctantly, taking considerable skin with it (the victim suffers 1d4 hp damage and must make a DC 10 Fortitude save or suffer a 1 Cha damage due to scarring).

Paralysis (Ex) The saliva of a skin bat causes paralysis. Victims of a successful bite attack must make a DC 12 Fortitude save or be paralyzed for 1d4 rounds.

Skin Feeding (Ex) An attached skin bat hungrily feeds on its victim's skin. Acid secreted from its own skin dissolves the epidermis into a paste that is devoured by tiny feeding tubes on the creature's underside. The target takes 1d3 points of Charisma damage each round. When it has

drained 10 points of Charisma it releases its victim and retreats to digest the meal.

Steal Face (Ex) When a skin bat reduces a victim to 0 Charisma (helpless), as a full-round action that provokes attacks of opportunity, it peels the victim's face off and places it over its own head and becomes even more terrifying. Creatures within 30 ft. must make a DC 12 Will save to avoid being frightened; friends of the fallen suffer a -4 penalty on this save. The face rots away within 2d6 days.

Summon Bats (Ex) The excited, high frequency cries of a skin bat attract nearby bats of the mundane variety. Whenever a skin bat enters combat or faces danger, there is a 50% chance that 1d3 bat swarms will arrive in 2d6 rounds. These bats are not under the skin bat's command.

Skin bats are undead creatures created from the skin flayed from the victims of sacrificial rites, often in the name of Camazotz, Bat Lord of the Underworld. They are given a measure of unlfe by a vile rituals involving immersion in flesh-fillws vats. They feed on the skin of living beings, replenishing their own constantly rotting skin.

Skin bats can live almost anywhere. In cool climes they tend to take long breaks between feedings, since the cold preserves their forms and negates the need to regularly replenish skin. This helps explain why they are so frequently attracted to the dark depths of ageless dungeons. In hot, wet, tropical climes where their skin decomposes more rapidly, they are voracious feeders by necessity. The skin bats of the Southlands are particularly vicious.

Skin bats vaguely resemble normal bats, with thin bodies, long trailing tails, and large wings of flapping skin. The typical wingspan is 8 ft. Its eyes are large, lifeless, and glassy. The color of their skin matches that of their prey, and as a result, a skin bat's coloration can change over time. They typically weigh about 15 lbs.



SKITTERHAUNT

This large vermin moves erratically, leaking noxious fluid from its cracked exoskeleton.

Skitterhaunt Scorpion

CR 4

XP 1,200

N Large ooze

Init -2, **Senses** blind, blindsight 40 ft.

DEFENSE

AC 14, touch 7, flat-footed 14 (+7 armor, -2 Dex, -1 size)

hp 52 (5d10+25)

Fort +9, **Ref** -1, **Will** -4

Defensive Abilities broken shell (1d6, DC 17); **Immune** sonic, ooze traits

OFFENSE

Speed 40 ft.

Melee 2 claws +6 (1d6+4 plus grab and 1d6 acid), sting +6 (1d6+4 plus 1d6 acid)

Special Attacks acid spray (4d6 acid), constrict (1d6+4 plus 1d6 acid)

STATISTICS

Str 19, **Dex** 6, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 16 (28 vs trip)

ECOLOGY

Environment warm deserts

Organization solitary, pair

Treasure none

SPECIAL ABILITIES

Acid Spray (Ex) Once per minute (10 rounds), a skitterhaunt scorpion can spray a line of acid as a 40 ft. ranged touch attack dealing 5d6 hp acid damage.

Broken Shell (Ex) Creatures striking a skitterhaunt scorpion with a melee attack take 1d6 hp acid damage (DC 20 Reflex negates). Creatures striking it with reach weapons do not take this damage unless the skitterhaunt scorpion is below half its maximum hp. On a critical hit against the skitterhaunt scorpion, damage is doubled and the save DC increases to 22. The save DC is Constitution-based.

This parasitic ooze lives in the shells of monstrous vermin it has infested and killed. Often mistaken for living vermin, skitterhaunts' sluggish, erratic movements and oozing carapaces quickly reveal their true nature with a successful DC 15 Knowledge (dungeoneering) check.

Creating a Skitterhaunt

"Skitterhaunt" is an acquired template that can be added to any living vermin with an exoskeleton, referred to hereafter as the base creature.

Challenge Rating: Same as base creature +1.

Alignment: Always neutral.

Type: The creature's type changes to ooze. It retains all the base creature's statistics and special abilities except as noted here. Do not recalculate saves or base attack bonus, other than modifiers for ability scores.

Armor Class: Any natural armor from the base creature become an armor bonus.

Hit Dice: Change hit die to d10.



Defensive Abilities: Skitterhaunts lose their normal defensive abilities and gain ooze traits.

Speed: As the base creature, reduced by 10 ft. If this reduces speed to 0, the skitterhaunt loses that movement type.

Attacks: As the base creature.

Special Attacks: The skitterhaunt loses poison and web attacks, or other attacks that produce substances from the vermin's body. It gains the following special attacks:

Acid (Ex) The monster's natural attacks deal 1d6 hp acid damage on a hit.

Acid Spray (Ex) Once per minute (10 rounds), the skitterhaunt can spray a line of acid as a ranged touch attack with a range of 40 ft., dealing 1d6 hp acid damage per HD.

Infest Vermin (Ex) If a skitterhaunt damages a vermin, it can attempt to infest that vermin as a swift action (Fortitude negates). An infested vermin takes 1d8 points of temporary Strength damage per hour, becoming helpless at 0 Strength. The skitterhaunt then oozes out of its prior host (which kills it) and inhabits the new body. After 1 hour, the new body gains the skitterhaunt template and regains 1 point of temporary Strength damage, healing 1 point per hour thereafter. The save DC is Constitution-based.

Abilities: -4 Dex, +4 Con, Wis and Cha drop to 1, no Int score.

Special Qualities: The creature gains blindsight 40 ft. and sonic immunity, and the following special qualities:

Blind (Ex) Skitterhaunts are blind and immune to all visual effects.

Broken Shell (Ex) Creatures striking a skitterhaunt with a melee attack take 1d6 hp acid damage per 4 HD, minimum 1d6 (Reflex negates). Creatures striking it with reach weapons do not take this damage unless the skitterhaunt is below half its maximum hp. On a critical hit against the skitterhaunt, damage is doubled and the save DC increased by 2. The save DC is Constitution-based.



SNAKES

SNAKE, SWAMP ADDER

This vicious snake has a squat, diamond-shaped head, a puffed neck, and a peculiar yellow band with brownish speckles.

Swamp Adder Snake

CR 2

XP 600

hp 13 (*Pathfinder Roleplaying Game Bestiary*; same statistics as venomous snake, except as below)

SPECIAL ABILITIES

Poison (Ex) *Bite*—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

This venomous snake variant—sometimes known as the “speckled band”—is native to the marshes of the southern reaches of the Southlands, particularly Veles-Sa, and is simultaneously feared and prized for its potent paralytic venom. A dose of swamp adder venom could command 3,000 gp or more on the black market.

Swamp Adder Venom

Type poison (injury); **Save** Fortitude DC 15

Onset immediate (Con damage), 1d2 rounds (paralysis)

Frequency 1/round for 6 rounds

Initial Effect 1d2 Con damage and paralyzed for 1 minute;

Cure 2 consecutive saves

Skills Acrobatics +8, Climb +8, Perception +9, Stealth +4, Swim +8; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

ECOLOGY

Environment any temperate or warm swamps

Organization solitary, pair, or nest (3-8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) *Bite*—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 1 save.

This giant venomous snake is known as one of the most lethal serpents along the Spice Coast and on Zanskar—one bite from the Zanskaran viper can kill a healthy human in mere seconds. A dose of its viscous green venom is known to fetch as much as 2,500 gp on the black market.

Zanskaran Viper Venom

Type poison (injury); **Save** Fortitude DC 16

Frequency 1/round for 6 rounds

Effect 1d4 Con damage; **Cure** 1 save

SNAKE, ZANSKARAN VIPER

A greenish liquid slavers from the dagger-sized fangs of this 20-ft.-long reptilian monstrosity.

Zanskaran Snake

CR 4

XP 1,200

N Large Animal

Init +4; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 9, flat-footed 15 (+0 Dex, +6 natural, -1 size)

hp 18 (2d8+8)

Fort +7, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

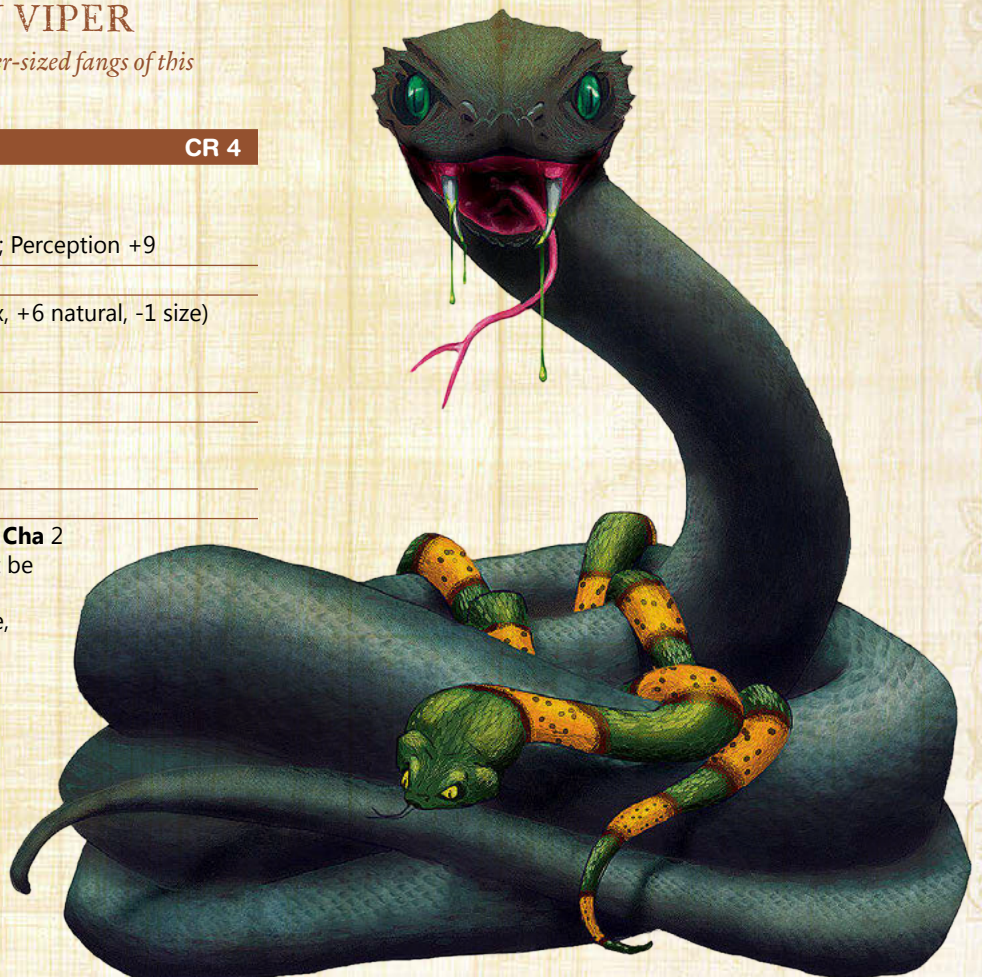
Melee bite +2 (1d6+1 plus poison)

STATISTICS

Str 12, **Dex** 11, **Con** 18, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 13 (can't be tripped)

Feats , Blind-Fight, Improved Initiative, Weapon Focus (bite)



SPHINX, GYPSOSPHINX

With black wings and a body pale as alabaster, the vulture-beaked gypsosphinx is easy to identify. Its riddles and obsessions all hinge on death and carrion, and they are powerful servants of the gods of death and the desert. Their eyes can spot prey miles away, and the distance they climb into the sky hides their enormous size.

Gypsosphinx

CR 11

XP 12,800

NE Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, mystic sight; Perception +16

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +10

OFFENSE

Speed 50 ft., fly 90 ft. (average)

Melee bite +22 (2d6+10) and 2 claws +22 (1d8+5)

Space 15 ft.; Reach 10 ft.

Special Attacks pounce, rake (2 claws +22, 1d8+5)

Spell-Like Abilities (CL 14th, +19 concentration)

At will—*augury*, *detect magic*, *see invisibility*

3/day—*comprehend languages*, *greater dispel magic*, *legend lore*

1/day—*slay living* (DC 21)

STATISTICS

Str 30, **Dex** 14, **Con** 20, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +14; **CMB** +26; **CMD** +38 (+42 vs. trip)

Feats Alertness, Improved Initiative, Improved Natural Armor, Iron Will, Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [religion])

Skills Acrobatics +17, Bluff +15, Climb +14, Diplomacy +9, Fly +7, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (religion) +15, Perception +16, Sense Motive +12, Stealth +11

Languages Sphinx, Southern, Common, Darakhul, Draconic

ECOLOGY

Environment any desert or underground

Organization solitary, pair, or colony (4-16)

Treasure double standard

SPECIAL ABILITIES

Mystic Sight (Su) A gypsosphinx sees death coming and often can foretell the manner of a person's death. This ability does not come with a corresponding urge to share that information, however. Gypsosphinxes are notorious for hinting, teasing, and even lying about a creature's death ("If we fight, I will kill you and eat your heart—I have seen it" is a favorite bluff).

Rake (Ex) If a gypsosphinx succeeds with both claw attacks it is entitled to an automatic follow-up with a rake attack. If the attack roll succeeds, the rake inflicts 2d8+12 damage and may knock targets that are Large or smaller prone. Make an immediate opposed CMB check; if the gypsosphinx wins, the raked creature is knocked prone.

Huge lion-bodied and vulture-headed creatures, the pale alabaster fur of the gypsosphinx makes it almost shine in the desert sun. With its pale coloration, the gypsosphinx stands out equally in underground tombs and caverns, yet



it can conceal itself when it flies in front of the moon in the night sky. Gypsosphinxes are found anywhere bodies are buried or left to rot, frequently harvesting the corpses of battlefields of warring desert tribes. It is said that wherever there has been a massacre on the great dunes, there will soon be a gypsosphinx. Gypsosphinxes commonly converse with intelligent undead, priests of death gods, and even with other sphinxes, but they rarely gather among their own kind. The creatures guard their territories jealously, typically claiming a necropolis as the heart of its territory.

Like all sphinxes, the gypsosphinx are gifted in the lore of riddles, relying upon magic to solve any challenges it cannot solve on its own. Unlike most of their varied cousins, gypsosphinx are gifted fliers capable of diving steeply from the night sky to snatch carrion on the ground below. Although the creatures do not truly sleep, its activity cycle mimics that of a nocturnal creature, far more active at night than the day with the stroke of midnight having special spiritual significance for the beasts. Nevertheless, a large banquet of corpses draws the gypsosphinx from its lair regardless of hour. Occasionally, paranoid nobles seek out a gypsosphinx in its lair and entreat the creature to reveal the secret of their death in the hopes that such knowledge will somehow enable them to later cheat their fate. A gypsosphinx demands a high price for such a service, typically with payment in corpses or unusual or near-extinct species. Rarely, though, does the gypsosphinx honor its side of the bargain, either giving false information or turning on the supplicant with its death magic.



SPIDER, SAND

Two speckled, wickedly pointed legs erupt from the sand, plunging forward with murderous speed, followed by spider the size of a rhino.

Sand Spider

CR 7

XP 3,200

N Large vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 70 (10d8+30)

Fort +10, **Ref** +6, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee bite +12 (1d8+7 plus poison), 2 legs +11 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks impaling legs (2d6+4), trapdoor ambush

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +13; **CMD** 26 (34 vs. trip)

Skills Acrobatics +11, Climb +13, Perception +4, Stealth +4;

Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

SQ compression

ECOLOGY

Environment deserts and arid plains

Organization solitary or cluster (2–4)

Treasure incidental

SPECIAL ABILITIES

Impaling Legs (Ex) The two front legs of the sand spider end in sharp chitin points, which it uses in unison: one to pin its prey and the other to impale them. A creature struck by one of its legs while denied its Dexterity bonus, or any creature struck by both legs in the same round, takes an additional 2d6+4 hp piercing damage. In addition, if the spider confirms a critical with one of its leg attacks and the target is Medium or smaller, the target is affected as the Impaling Critical^{UC} feat.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. *Save* DC is Con-based with a +2 racial bonus.

Trapdoor Ambush (Ex) A sand spider creates burrows in loose sand, completely hiding itself from view (although a successful DC 20 Perception or Survival check allows a creature to notice the presence of sand spider burrows). Creatures that do not notice the burrows are automatically surprised by the sand spider, which waits until a creature approaches within reach of its burrow. All squares adjacent to its burrow are considered threatened by a sand spider hiding in its burrow; this is an exception to normal rules for concealment, cover, and threatened squares.

When a sand spider begins its turn underground, it can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it strikes a creature smaller than itself, it can use a drag combat maneuver against that target with a +4 racial bonus. If the spider pulls a creature 5 or more ft. below ground level, the target is dragged into its burrow and is considered to be squeezing (though the spider is not), taking a -4 penalty on attack rolls and to AC. Its movement is halved, and it can escape the sand spider's burrow only by burrowing or climbing (DC 20 Climb check). Creatures above can attempt to rescue the trapped creature by breaking through the trapdoor of compressed saliva and sand (hardness 5, hp 30, Break DC 23). A sand spider in its burrow gains cover against attacks from outside its burrow if the trapdoor is open (or destroyed), or total cover if the trapdoor is closed.

Sand spiders are solitary hunting spiders that lurk beneath the deserts and arid plains of the Southlands. These carnivores hunt all manner of desert dwellers and travelers, striking from hiding, snaring their prey, and dragging it down into its sandy burrow. Occasionally, groups of sand spiders form connected lair networks called clusters. A typical cluster consists of 2–4 sand spiders, usually one female and the rest male.



SUBEK

This tall creature has a scaly hide and large clawed hands, with the head of a crocodile and bright, intelligent eyes.

Subek

CR 5

XP 1,600

LN Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft., low-light vision; Scent; Perception +13

DEFENSE

AC 16, touch 17, flat-footed 12 (+7 natural, -1 size)

hp 63 (6d10+30)

Fort +7, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft., swim 20 ft.

Melee bite +9 (1d8+4), 2 claws +9 (1d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks death roll (1d8+4), rend (2 claws, 1d6+6)

STATISTICS

Str 19, **Dex** 10, **Con** 20, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 21

Feats Alertness, Improved Initiative, Power Attack

Skills Craft (any one) +11, Intimidate +11, Knowledge (any one) +8, Perception +13, Sense Motive +10, Swim +13

Languages Common

ECOLOGY

Environment warm rivers

Organization solitary

Treasure standard

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a subek can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The subek inflicts its bite damage and knocks the creature prone. If successful, the subek maintains its grapple.

Flood Fever (Ex) During the flood season, subek are overcome with bloodthirsty malice as their alignment shifts to Chaotic Evil. They gain a +2 racial bonus to Strength and Constitution and the blood rage universal monster ability. At the same time, they lose the ability to speak Common and cannot use Craft or Knowledge checks.

Hold Breath (Ex) A subek can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Subeks are crocodile-headed humanoid creatures that dwell along the banks of great rivers. They are tailless with muscular physiques, surprisingly dexterous hands, and a frightening maw of sharp teeth. They are 9 ft. tall, 700 lbs., and can live up to 300 years.

During the dry season, subek are friendly, thoughtful scholars, historians, and artisans. For most of the year they are willing to advise others and lend their physical prowess to local construction projects for any price they consider fair. However, during the flood

season subeks become violent and territorial, ruthlessly killing and consuming all trespassers.

Subeks are aware of the destructive and violent nature that awaits them during the flood season. As the dry season comes to a close, they distance themselves from other cultures, warning locals when the flood season approaches. Most migrate upriver, though some construct underground prisons or cages and pay brave retainers to keep them fed during their time of savagery. During flood fever, subeks do not recognize friends or colleagues and kill indiscriminately. Once the fever clears, they remember nothing of their actions.

Despite the potential danger, subeks are highly regarded as engineers, historians, and teachers. In many communities, subeks often live on the outskirts of communities, acting as advisors, elders, sages, or wise men in exchange for gifts of food or trinkets. Subeks rarely live together for long, preferring to seek out a mate once or twice during their lives, fostering a single egg and raising the hatchling together for a decade before parting ways.

Subek scholars and oracles debate their duality; some believe it an ancient curse and others a shared ancestry with northern trolls, with some loathsome and primitive part of their soul exerting control. A rare few, often shamans and oracles, embrace their duality, often living in remote upriver regions far from civilization.



TENDRIL PUPPET

Moving in odd starts and jerks, this advancing warrior has thin green vines reaching out from its empty eye sockets, its mouth, and its ears to twine around its head, chest, and arms.

Tendrill Puppet (verdant servitor)

CR 3

XP 400

Human warrior 3

LN Medium plant (augmented humanoid)

Init +4; **Senses** root mind; Perception -1

DEFENSE

AC 20, touch 10, flat-footed 20 (+4 armor, +2 shield, +4 natural)

hp 19 (3d10+3); fast healing 5

Fort +6, **Ref** +1, **Will** +1

Immune plant traits; **SR** 14

OFFENSE

Speed 30 ft.

Melee assegai +7 (1d10+3/19-20)

Ranged thorn +3 (1d8)

Special Attacks hurl thorns

STATISTICS

Str 17, **Dex** 11, **Con** 17, **Int** 6, **Wis** 4, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 16

Feats Improved Initiative, Weapon Focus (assegai), Quick Draw

Skills Intimidate +5, Perception -1

SQ root mind, jungle strider

Gear assegai, chain shirt, heavy zebra hide shield

ECOLOGY

Environment warm jungles

Organization solitary, pair, or troop (3-10), or army (11-40)

Treasure none

SPECIAL ABILITIES

Jungle Strider (Ex) Verdant servitor

tendrill puppets can move through natural undergrowth without impairment or damage. Magically manipulated plants can impede and harm them, but those manipulated by vine lords do not.

Hurl Thorns (Ex) Verdant servitor

tendrill puppets can extrude and hurl a large thorn as a standard action. The thorn has a 30-ft. range increment and deals 1d8 hp piercing damage and then explodes in a 10-ft.-radius burst of splinters dealing 1d4 hp piercing damage (DC 15 Reflex half).

Plant Traits (Ex) Verdant servitor tendrill puppets gain plant traits and immunities and apply their Charisma modifier on Will saves rather than their Wisdom modifier.

Root Mind (Ex) All tendrill puppets have a shared consciousness called the root mind. Within the Living Jungle, they gain blindsense 60 ft. and cannot be flanked, surprised, or caught flat-footed.



Linked to the Green Walker, tendrill puppets mindlessly attack creatures that threaten the Living Jungle of Yawchaka in Kush. They fight to the death.

Tendrill Puppet Template

“Tendrill puppet” is an acquired template that can be added to humanoids, animals, or magical beast (referred to hereafter as the base creature). A tendrill puppet retains the base creature’s ability scores, defensive abilities, speed, melee and ranged attacks and special abilities except as noted below and as modified by its infection stage, as described in Table 3: Tendrill Puppet Infection Progression.



TABLE 3: TENDRIL PUPPET INFECTION PROGRESSION

Infection Stage	CR Adjustment	AC Bonus	Ability Adjustment	Special Ability
The Unaware	+0	0	Str +1, Con +1, Int -1, Wis -2	root mind, fast healing 5
Hungering Pawn	+1	+2	Str +2, Con +2, Int -3, Wis -4	jungle strider, plant traits
Verdant Servitor	+2	+4	Str +3, Con +4, Int -4, Wis -6	hurl thorns, spell resistance

For more information about tendril puppets, see the core Southlands setting book, page 128.

Size and Type: The creature's type changes to plant in the Hungering Pawn stage. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points. Size is unchanged.

Defensive Abilities: As the base creature, modified by its infection progression:

Plant Traits (Ex) Hungering pawn tendril puppets gain plant traits and immunities and apply their Charisma modifier on Will saves rather than their Wisdom modifier.

Root Mind (Ex) All tendril puppets have a shared consciousness called the root mind. Within the Living Jungle, they gain blindsense 60 ft. and cannot be flanked, surprised, or caught flat-footed.

Spell Resistance (Ex) Verdant servitor tendril puppets gain spell resistance equal to their CR + 11 (maximum 25).

Special Attacks: As the base creature, modified by its infection progression (see Table 3: Tendril Puppet Infection Progression above)

Hurl Thorns (Ex) Verdant servitor tendril puppets can extrude and hurl a large thorn as a standard action. The thorn has a 30-ft. range increment and deals 1d8 hp piercing damage and then explodes in a 10-foot-radius burst of splinters dealing 1d4 piercing damage (DC 15 Reflex half).

Special Qualities: As the base creature, modified by its infection progression (see Table 3: Tendril Puppet Infection Progression above)

Jungle Strider (Ex) Hungering pawn tendril puppets can move through natural undergrowth without impairment or damage. Magically manipulated plants can impede and harm them, but those manipulated by vine lords do not.



GREEN SPORE PODS

A single green pod is slightly smaller than a human hand and consists of a mottled-green, bulbous head with tendrils attaching it to any available surface. Green spore pods can lead to the creation of a tendril puppet, as described below.

Spotting one before blundering into it requires a DC 16 Knowledge (nature) or DC 18 Perception check. A living creature within 10 ft. of a green spore pod triggers the pod, and it explodes, dealing 1d6 hp damage to all creatures within a 10-ft. radius (DC 15 Reflex save for half damage). Additionally, the explosion releases a cloud of spores in a 30-ft. radius, exposing all creatures within the area to green spores.

Green Spores

Type infestation; **Save** Fortitude DC 15

Onset 1 day; **Frequency** special (see below)

Effect Become a tendril puppet; **Cure** Special (see below)

When exposed to a green spore pod's cloud, a living creature must succeed at an initial Fortitude save or become infected. No further saves are allowed to resist the infestation, though there are several ways to be cured of the condition. Those who fail their save immediately become infested (see below). Once a pod releases its spores, it becomes dormant for 1 day.

With a standard action, a creature can use fire to destroy all the spores within all 5-ft. squares adjacent to himself. Acid, cold, and fire damage from area effect spells automatically destroy green spores within the spells' effect areas.

A single green spore pod has a CR of 1. However, pods tend to grow in clumps, so for every additional pod the CR and the DC of the save increases by 1. The damage from multiple exploding pods with overlapping areas of effect is cumulative.

For more information about green spore pods, including stages of green spore infestation, see the *Southlands*, page 129.



TITAN, DEGENERATE

This massively powerful-looking giant has a stooped bearing and wears tattered clothing and armor that look slapdash, as if gathered here and there without knowing exactly what they were.

Degenerate Titan

CR 8

XP 3,200

CE Huge humanoid (giant)

Init -2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 22, touch 6, flat-footed 22 (+4 armor, -2 Dex, +12 natural, -2 size)

hp 100 (10d8+40)

Fort +13, **Ref** +1, **Will** +3

Defensive Abilities fortification (25%); **Immune** death effects; **SR** 18

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +17/+12 (3d8+16) or 2 slams +16 (2d6+11)

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

Special Attacks earthstrike, shout of the void

STATISTICS

Str 33, **Dex** 6, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +20; **CMD** 28

Feats Cleave, Great Cleave, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +11, Intimidate +8, Perception +6

Languages Titan

ECOLOGY

Environment warm plains and ruins

Organization solitary or groups (2-15)

Treasure incidental (Huge greatclub, Huge crude armored coat); double in lair

SPECIAL ABILITIES

Earthstrike (Su) As a standard action, a degenerate titan can slam his fists onto the ground creating a magical shockwave in a 120-ft. line that deals 5d6 hp force damage (DC 21 Reflex negates). Creatures failing their save are pushed 1d6 times 5 ft. in a random direction (or until they strike a solid barrier or creature, taking 1d6 hp damage) and then fall prone. The save DC is Constitution-based.

Shout of the Void (Su) As a standard action, a degenerate titan can utter a reality-rending scream that acts as *greater dispel magic* (caster level 11th). If the titan uses an area dispel, it affects a 60-ft. cone-shaped spread.

These degenerate descendants of the once-noble titans continue to haunt the Abandoned Lands. These miserable creatures hunt for any living thing to eat, including each other, in the streets of Gala'ikos and surrounding environs. Prone to insanity and unexpected mood shifts, degenerate titans are fiercely territorial creatures who worship the

still-active magical devices of the city as if they were gods. Their lairs are filled with items scavenged from the city. These collections are a hodge-podge of dross and delight, as the degenerate titans are not intelligent enough to discern treasure from trash. Degenerate titans have lost their ability to command magical words of power, but to survive the dangerous magics in the Abandoned Lands they have tapped into the latent mystic powers that still reside within them to empower unique offensive and defensive abilities. These devolved misfits may have lost most of their former gifts, but what remains are primal powers that tap, without subtlety or skill, into the fundamental building blocks of magic.



TITAN, SOUTHLANDS

Radiating a powerful presence, this towering humanoid has sharp-edged features that seem hewn from ancient stone.

Southlands Titan

CR 15/mr 3

76,800

NG Gargantuan outsider (mythic, native)

Init +2; **Senses** darkvision 120 ft., true seeing; **Perception** +27

DEFENSE

AC 30, touch 8, flat-footed 28 (+6 armor, +2 Dex, +16 natural, -4 size)

hp 272 (19d10+152+30)

Fort +19, **Ref** +8, **Will** +13; +4 vs. mind-affecting

Defensive Abilities fortification (50%); **DR** 10/epic;

Immune aging, death effects; **SR** 25

OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee mwk greatsword +33/+28/+23/+18 (6d6+27/17-20) or 2 slams +28 (2d8+18)

Ranged mwk composite longbow +18/+13/+8/+3 (4d6+18/x3)

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

Special Attacks eldritch singularity, mythic power (3/day, surge +1d6), trample (2d8+27, DC 32)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*true seeing*

At-Will Power Words—*boost* (meta), *burning flash*, *burst* (target), *dash*, *distant* (meta), *inverted* (meta), *Deep Magic*, *selected* (target),

3/day Power Words—*complex order*, *damage*, *frost fingers*, *gradual* (meta), *paralyze humanoid*

1/day Power Words—*force blast*, *unfetter*

1/week Power Words—*horror*

For ease of game play, sample pre-constructed combat utterances can be found in *Deep Magic*.

STATISTICS

Str 47, **Dex** 14, **Con** 27, **Int** 16, **Wis** 20, **Cha** 24

Base Atk +19; **CMB** +41 (+45 sunder);

CMD 53 (55 vs. sunder)

Feats Cleave, Combat Reflexes, Great Cleave, Greater Sunder, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Mythic Cleave, Mythic Power Attack, Power Attack, Vital Strike

Skills Acrobatics +17, Bluff +30, Climb +19, Craft (any one) +13, Intimidate +20, Knowledge (planes) +22, Knowledge (local) +22, Knowledge (history) +22, Perception +27, Perform (sing) +12, Sense Motive +24, Swim +24, Survival +7



Languages Titan, Southern (Common), Giant; telepathy 150 ft.
SQ militant, longevity

ECOLOGY

Environment warm forests, mountains, plains, or hills

Organization solitary

Treasure standard (mwk breastplate, mwk composite longbow [+18 Str bonus] with 20 arrows, mwk greatsword) plus other treasure; double standard

SPECIAL ABILITIES

Eldritch Singularity (Su) As a standard action, a Southlands titan can open a rupture into the eldritch source that fuels its words of power. This rupture appears at a spot designated by the titan within 100 ft., and creatures within 60 ft. take 6d6 hp force damage and must succeed on a DC 26 Reflex save or be pulled 1d6 times 10 ft. toward the eldritch singularity, taking an additional 1d6 hp damage per 10 ft. traveled and falling prone. In addition, the singularity is surrounded by a 60-ft.-radius emanation equal to an *antimagic field* until the end of the titan's next turn. This *antimagic field* does not affect the titan's words of power or spell-like abilities. After using this ability, the titan must wait 1d4 rounds before using it again. The save DC is Charisma-based.

Longevity (Ex) Southlands titans cannot die from old age and do not take penalties to ability scores due to aging.

Militant (Ex) Southlands titans are proficient with all simple and all martial weapons.

Mythic Surge (Su) Three times per day, a Southlands titan can add 1d6 to any d20 roll as an immediate action.



OPTIONAL SPELL-LIKE ABILITIES (CL 15TH)

GMs who do not wish to use the words of power rules can instead use this set of spell-like abilities for the Southlands titan:

At will—*break, command* (DC 18), *dispel magic, slow* (DC 20)

3/day—*heal, polar ray, power word: blind, power word: stun*

1/day—*overwhelming presence* (DC 26), *power word: kill, soulreaver* (mythic, DC 25)

Words of Power (Su) Masters of words of power, Southlands titans have utterances as their spell-like abilities. Word choice varies widely so every titan can have a different collection of utterances at any given time.

Southlands titans are the surviving immortal children of Aurgelmir. Fleeing to the wild Southlands after the Vanir War, they founded the empire of Glorious Umbuso, which lasted thousands of years before plague brought about its collapse. A remnant dwells in the ocean realm of Nethus, spared by the sea god in exchange for eternal servitude. Southlands titans have long, glossy hair that is usually black, red, or silver. They stand 60 ft. tall and weigh over 20 tons.



SLEEPING TITANS AND ISLAND TITANS

Three thousand years ago, the Southlands titans slipped into the oceans to escape a terrible plague called the arcane wasting; for this reason, few titans are typically encountered in the Southlands. There are exceptions, such as Gamka in Omphaya and the degenerate titans, but for the most part, the Southlands titans are creatures of the islands. Several are said to come ashore on the Free Islands of Tethys every few years, and there are some Southlands titans in a few largely forgotten ruins in the Abandoned Lands. In those ruins, they are always found in magical sleep.

The Southlands titans in the Abandoned Lands are all in deep slumber, kept in magical stasis that seems akin to a *time stop* spell. Nothing physical disturbs, harms, or troubles them. They can be contacted by means of a *dream* or *commune* spell, and they are capable of responding to questions posed by magical means. It is also possible to dispel their magical stasis with a *mage's disjunction* against CL 20.

However, waking a Southlands titan is a dangerous idea. They may already be infected with the wasting (and slowly growing into madness), or they may simply demand a cure upon awaking. Their reaction to learning that millennia have passed since their empire fell is also unpredictable. They may be struck with understandable waves of grief, rage, and frustrated fury—which they might well take out on those around them.

Island titans are, of course, well aware of the catastrophe of long ago, and most are more interested in current matters. They serve the sea god, searching for treasures, examining the minds of the wise and seeking some well-hidden key or wisdom. They seem eager to buy scrolls, tomes, and treasures with divinatory powers, though they refuse to share any details of what exactly it is that they hope will unlock the prison that holds their god and liege. They are enemies of slavers and ferocious in the defense of freedom and the divine rights of the sea.



TITANOBOA

A titanic green serpent rises up before you, its enormous head towering high above, as its body extends in endless coils.

Titanoboa

CR 13

XP 25,600

N Colossal animal

Init +9; **Senses** low-light vision, scent; Perception +18

DEFENSE

AC 28, touch 8, flat-footed 22 (+5 Dex, +1 dodge, +20 natural, -8 size)

hp 184 (16d8+112)

Fort +17, **Ref** +15, **Will** +11

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee bite +22 (4d6+25 plus grab)

Space 30 ft.; Reach 20 ft.

Special Attacks constrict (4d6+25), crushing coils, swallow whole (2d8+17, AC 20, 18 hp), trample (4d6+25 plus grab, DC 35)

STATISTICS

Str 45, **Dex** 20, **Con** 25, **Int** 2, **Wis** 19, **Cha** 10

Base Atk +12; **CMB** +37 (+41 grapple); **CMD** 53 (can't be tripped)

Feats Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Climb +29, Perception +18, Stealth +7; **Racial Modifiers** +4 Perception, +4 Stealth

SQ slither, sparkling scales

ECOLOGY

Environment warm forests

Organization solitary or nest (2 adults and 2-11 Huge young)

Treasure none

SPECIAL ABILITIES

Crushing Coils (Ex) When a titanoboa uses its trample ability, it may attempt one or more grapple checks as free actions against creatures that failed their saving throw against its trample. It can make only a single grapple check against a Gargantuan creature, two grapple checks if all targets are Huge or smaller, or three grapple checks if all targets are Large or smaller. It deals constrict damage with each successful grapple check.

Slither (Ex) Although a titanoboa is Colossal, it can fit through an opening as narrow as 10 ft. without squeezing, and as narrow as 5 ft. while squeezing. This ability is suppressed if the titanoboa has swallowed a Huge or larger creature within the last 24 hrs.

Sparkling Scales (Su) In bright light or normal light, a titanoboa's scales refract the light in iridescent cascades that are hypnotic to gaze upon. Creatures within 30 ft. are fascinated for 2d4 rounds (DC 18 Will negates). The

fascinate effect is automatically broken for a creature attacked by a titanoboa. Other fascinated creatures observing the attack gain a new saving throw but do not automatically recover from their fascination. The save DC is Charisma-based.

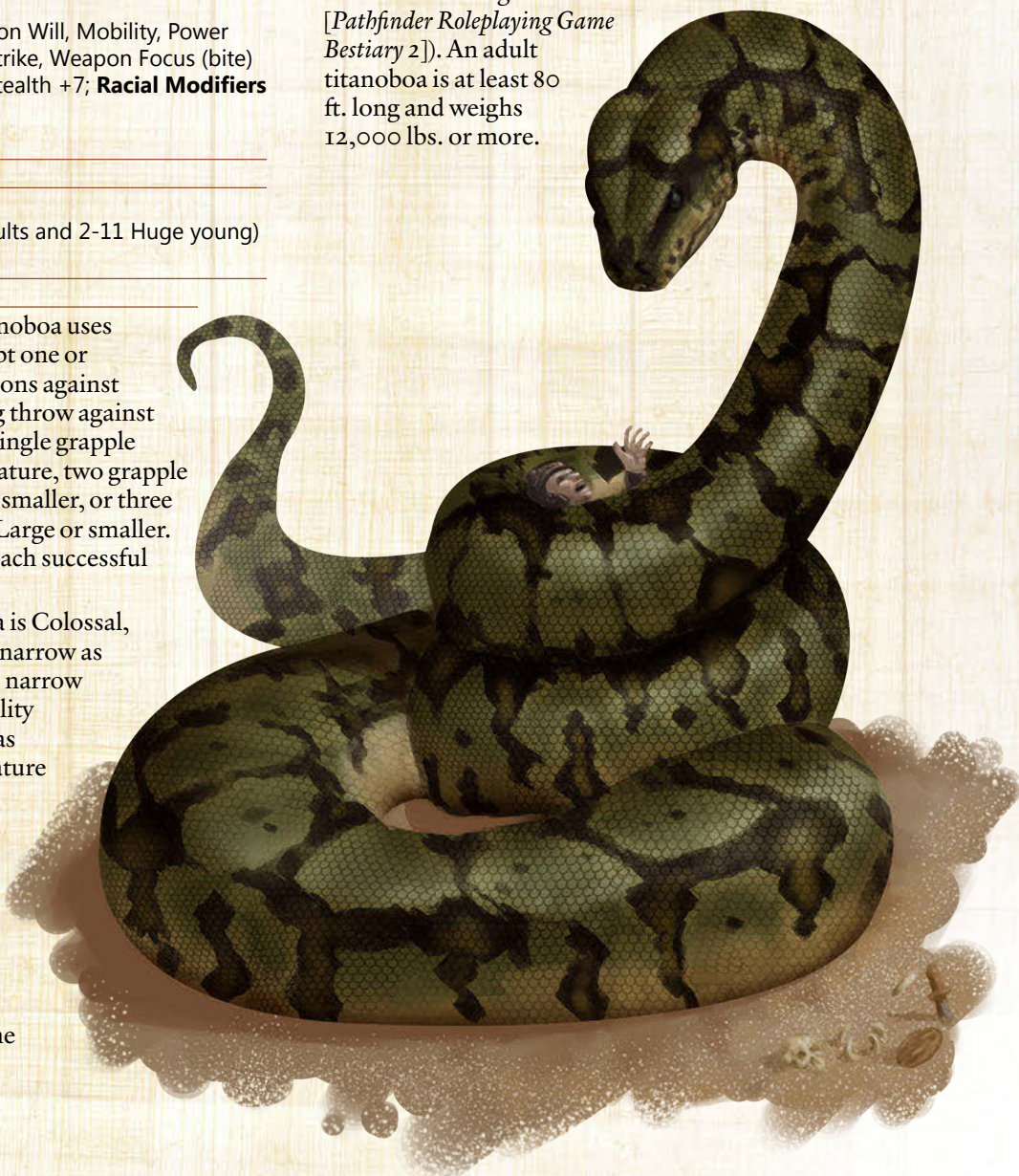
Tenacious Grapple (Ex) As long as all creatures it grapples are Large or smaller, a titanoboa does not gain the grappled condition when grappling.

Territorial and voracious, the rare titanoboa devours all trespassers in its domain. Stronger and faster than the giant anaconda, this true king of the rainforest is also more stubborn, regularly fighting off entire groups of hunters and poachers. When stalking prey, these great serpents strike from ambush, swallowing even many dinosaurs in one bite. Against groups of foes, titanoboas charge through enemy ranks in an avalanche of scaly flesh, grinding enemies into the ground and entwining survivors in its crushing coils.

Titanoboas mate rarely. They live for hundreds of years and never stop growing, which makes the need for propagation less urgent. When two titanoboas nest, the result is a brood of a half-dozen smaller snakes (use the statistics for the giant anaconda

[*Pathfinder Roleplaying Game*

Bestiary 2]). An adult titanoboa is at least 80 ft. long and weighs 12,000 lbs. or more.



TOSCULI

The insectoid tosculi are diverse, verminous creatures that are numerous in the Abandoned Lands and seek to overrun anything in their path. Tosculi usually fall into one of three primary roles: drones, warriors, and queens. The latter are quite rare—there is only one queen per hive-city, although there are many hives scattered through the Southlands.

Occasionally, a tosculi wishes to escape the wretched society into which it is born. Many of these tosculi become adventurers, and they have the traits presented at the end of this entry.

For more information about tosculi society, culture, and PCs, see the core Southlands book, page 24.

TOSCULI, HIVE QUEEN

This vaguely humanoid wasp's gossamer wings beat out a soft droning buzz. Flashing blades sing in each of the creature's four clawed hands, and the air around her crackles with arcane energy.



Tosculi Hive-Queen

CR 14

XP 38,400

Tosculi hive-queen battle scion 10

LE Large monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 32, touch 17, flat-footed 27 (+9 armor, +3 deflection, +5 Dex, +6 natural, -1 Size)

hp 175 (14d10+98)

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

Immune mind-affecting, poison

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 scimitar +21/+16/+11 (1d8+9/15-20), 3 +1 scimitar +21 (1d8+7/15-20), sting +14 (1d6+3 plus poison) or bite +19 (1d8+6), 4 claws +19 (1d6+6), sting +14 (1d6+3 plus poison)

Ranged force blast +21 ranged touch (5d4)

Space 10 ft.; Reach 10 ft.

Special Attacks dismembering strike, force blast*, implant

Spell-Like Abilities (CL 10th; concentration +13)

At will—*soften earth and stone*

Spells Prepared* (CL 7th; concentration +10)

3rd—*displacement, haste*

2nd—*false life, glitterdust* (DC 15)

1st—*magic missile, shield, vanish*^{APG}

0—*mage hand, message, resistance, touch of fatigue* (DC 13)

STATISTICS

Str 22, **Dex** 20, **Con** 24, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 39

Feats Arcane Strike^B, Blind-Fight, Combat Casting^B, Combat Reflexes^B, Critical Focus, Improved Critical (scimitar), Improved Initiative, Power Attack, Sickening Critical, Weapon Focus (scimitar), Weapon Specialization (scimitar)^B

Skills Acrobatics +19, Diplomacy +13, Fly +24, Intimidate +20,

Perception +20, Sense Motive +13, Stealth +18

Languages Aklo, Gnoll, Infernal, Southern, Tosculi

SQ arcane aura*, armor training*, compression, dweomer weapon*, fighter training*, hive mind, multiweapon mastery, spell tactician*

Gear 4 +1 scimitars, +3 mithral breastplate, belt of physical might +2 (Str, Con), headband of vast intelligence +2 (Acrobatics), spellbook

* battle scion class feature

ECOLOGY

Environment warm desert

Organization solitary

Treasure NPC gear

SPECIAL ABILITIES

Dismembering Strike (Ex) A hive-queen's prowess with her flashing blades is deadly. If she confirms two or more critical hits with her scimitars against the same target in the same round, she severs one of the target's limbs of her choice (DC 18 Fortitude negates). A dismembered creature takes 1d3 points of Strength and Dexterity damage and 1d10 hp bleed damage and loses the use of the severed limb. A creature reduced to one-half its normal number of legs (or fewer) has its speed reduced to 5 ft. If all legs are lost, a creature can crawl 5 ft. per round as a full-round action. Severed limbs can be restored only with regenerate. The save DC is Strength-based.





TOSCULI RACIAL NOTES

These traits make tosculi an 11-RP race, equivalent to dhampir and dwarves. Tosculi drones are sterile and asexual. To make them a 10-RP race, replace gliding wings with:

Jumper (Ex): Tosculi are always considered to have a running start when making Acrobatics checks to jump.

Hive Mind (Su) A tosculi hive-queen is the psychic nexus for every tosculi in her hive. She is aware of the direction and distance to all members of the hive. She can telepathically communicate with any or all of them at will with a range of 20 miles, and as a full-round action, she can use the senses of any tosculi in the hive for as long as she concentrates. The queen is unaware of her own surroundings while doing so, though she is immediately aware if she is injured and can cease concentrating as a free action. Tosculi from her hive that travel more than 20 miles away instinctively know the direction and distance to the hive and attempt to return. Hive-queens often dispatch rescue missions to recover separated members of the hive.

Implant (Ex) A tosculi hive-queen must grow her eggs inside a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its paralyzed but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, and the young tosculi consumes most of its host, killing it. An egg can be surgically removed with a DC 25 Heal check (this check deals 1d6 hp damage to the host regardless of success), and the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as *remove paralysis*, *remove disease*, or *heal*) also destroys the egg, but immunity to paralysis or disease does not offer protection.

Multiweapon Mastery (Ex) A hive-queen never takes penalties to her attacks when fighting with multiple weapons. This ability counts as Two-Weapon Fighting for purposes of qualifying for any prerequisites.

Poison (Ex) *Sting*—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d8 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Skittering (Ex) Tosculi live and fight communally with other members of their race. Up to two members of this race can share the same square at the same time. If two tosculi occupying the same square attack the same foe, they gain flanking against that foe.

The hive-queen is the nerve center of a tosculi hive-city, simultaneously one of a hive's greatest strengths and weaknesses. The hive-queen serves as a unifying force. She binds her swarm with an ironclad sense of purpose through



the hive mind, the psychic web that links all tosculi within a hive. A hive-queen often has several immature daughters as her potential heirs at any given time. When she nears the end of her life, the hive-queen

selects the most promising of her heirs and feeds her a special concoction. This speeds the heir's maturation and makes her ready to become a full-fledged hive-queen. Typically the daughter devours her mother at this point and assumes her power and control over the hive-city. If a hive-queen dies with no heir to anchor the hive mind, the city plunges into chaos. Tosculi bereft of the hive mind go berserk, though a few fortunate ones might manage to attain renegade status and flee. Unless another hive-queen steps in to assert control, the hive is doomed.

TOSCULI, WARRIOR

This fierce insectoid fighter descends upon its enemies in a flurry of buzzing shrieks and snapping jaws, its stinger quivering menacingly.

Tosculi Warrior

CR 3

XP 1,600

N Small monstrous humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8



DEFENSE

AC 20, touch 18, flat-footed 14 (+6 Dex, +1 dodge, +2 natural, +1 size)

hp 32 (5d10+5)

Fort +5, **Ref** +10, **Will** +2

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +12 (1d4+1), 2 claws +12 (1d3+1), sting +12 (1d3+1 plus poison)

Special Attacks implant

Spell-Like Abilities (CL 5th; concentration +5)
1/day—*soften earth and stone*

STATISTICS

Str 13, **Dex** 22, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5, **CMB** +5; **CMD** 22

Feats Dodge, Hover, Weapon Finesse

Skills Fly +16, Intimidate +8, Perception +8, Stealth +14

Languages Aklo

ECOLOGY

Environment temperate forests

Organization solitary or brood (2–12)

Treasure none

SPECIAL ABILITIES

Implant (Ex) As tosculi hive-queen (see above).

Poison (Ex) *Sting*—injury; *save* Fort DC 13; frequency 1/minute for 6 min.; effect paralysis for 1 min.; cure 1 save. The save DC is Constitution-based.

Skittering (Ex) As tosculi hive-queen.

Tosculi warriors are overseers of work crews and battle groups of drones, directing their activities and relaying commands from minds higher up in the hive mind. Tosculi are also egg-layers, implanting their brood in paralyzed captives in order to propagate their race.

TOSCULI, DRONE

This worker insectoid goes about its toils diligently, gliding about on stunted wings as needed.

Tosculi Drone**CR 2**

XP 400

Tosculi drone rogue 2

LE Small monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 15 (2d8+6)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.; gliding wings

Melee claws +5 (1d3/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 5th; concentration +6)
1/day—*soften earth and stone*

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 13, **Wis** 12, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point Blank Shot, Weapon Finesse

Skills Acrobatics +8, Climb +5, Craft (any one) +5, Disable Device +8, Escape Artist +8, Knowledge (local) +6, Perception +6, Profession (any one) +5, Stealth +14

Languages Aklo

SQ rogue talents (finesse rogue), skitterer, trapfinding +1

ECOLOGY

Environment temperate forests

Organization solitary or brood (2–12)

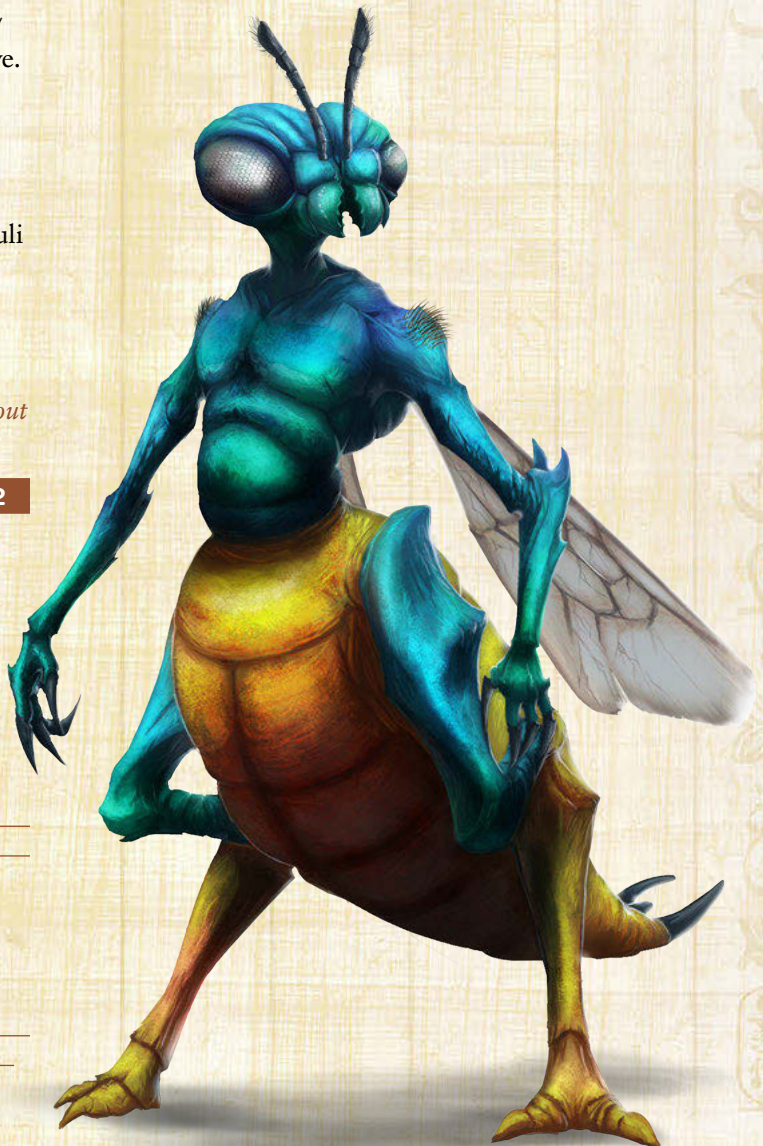
Treasure none

SPECIAL ABILITIES

Gliding Wings (Ex) Tosculi take no damage from falling (as if subject to a constant nonmagical feather fall spell). While in midair, tosculi can move up to 5 ft. in any horizontal direction for every 1 ft. they fall, at a speed of 60 ft. per round. Tosculi cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or lift of any kind, it can use the updraft to glide further.

Skittering (Ex) As tosculi hive-queen.

Tosculi drones have only vestigial wings, able to glide and slow their fall but not truly fly, and are infertile. They are scouts and workers among their kind, often used as





TOSCULI HIVES, RAIDS, AND HIVELESS

The tosculi of the Southlands live in dozens of towering hives such as Snowcap Hive, the Great Hive of Arbeyach, and many others; each queen is certain that her way is best. As a result, the hives are widely separated and rarely cooperate with one another. If the hivefolk ever manage to cooperate in their raiding and wars against humans, dwarves, and lizardfolk, it might go poorly for the less chitinous races.

Tosculi are most often encountered in raiding parties; these vary from small “wings” of three soldiers and a sergeant, to companies of 20 or 22, to entire swarms. Swarms usually number 200 to 400 and include drones, warriors, sergeants, captains, swarm masters, and flights (the tosculi scouts). A wing is usually seeking little more than a warm body to serve

as food or a hatching ground for eggs: any goat, sheep, human, or antelope will do. The flying companies usually include at least one flying drone and several officers charged with a particular task, such as caravan raiding or scouting a village for attack. The larger swarms appear when a village or town is raided and taken wholesale back to a tosculi hive as slaves or food.

While the tosculi are a highly regimented, cooperative species within each hive, they also have among them the “hiveless,” who do not hear the song of the swarm, which all tosculi hear and understand as the voice of their hive and their queen. See *Advanced Races: Tosculi* for more about the hiveless and playing a tosculi PC.

skirmishers and decoys by their warrior overseers to flush out enemies in preparation for a mass attack.

Tosculi Characters

Tosculi adventurers have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Charisma: Tosculi are quick and possess excellent instincts, but almost universally creatures find their verminous appearance repulsive.

Monstrous Humanoids: Tosculi are monstrous humanoids.

Small: Tosculi are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Tosculi have a base speed of 30 ft.

Carapace: Tosculi have a +1 natural armor bonus from their hardened outer shells.

Claws: Tosculi receive two claw attacks as primary natural attacks that deal 1d3 damage.

Stalker (Ex): Perception and Stealth are always class skills for tosculi.

Skittering (Ex): Tosculi are accustomed to living and fighting communally with other members of their race.

Up to two tosculi can share the same square at once. If two tosculi that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite-facing squares.

Gliding Wings (Ex): Tosculi take no damage from falling, as if they are subject to a permanent, nonmagical feather fall spell. While in mid-air, tosculi can move up to 5 ft. in any horizontal direction for every 1 ft. they fall, at a speed of 60 ft. per round. Tosculi with gliding wings cannot gain height with these wings alone; they merely coast in other directions as they fall. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, tosculi can take advantage of the updraft to increase the distance it can glide.

Hive Builder (Sp): Tosculi can use soften earth and stone once per day as a spell-like ability. Their caster level is equal to their character level.

Languages: Tosculi begin play speaking Common. Tosculi with high Intelligence scores can choose from the following: Abyssal, Aklo, Auran, and Goblin.

TABLE 4: TOSCULI AGE, HEIGHT, AND WEIGHT

Adulthood	Intuitive	Self-Taught	Trained
10 years	+1d4	+1d6	+2d6
Middle Age	Old	Venerable	Maximum Age
20	30	40	40+1d10 years
Male Base Height	Male Base Weight	Male Modifier	Male Weight Modifier
2 ft. 6 in.	25 lbs.	+2d4	×1 lbs.
Female Base Height	Female Base Weight	Female Modifier	Female Weight Modifier
2 ft. 4 in.	20 lbs.	+2d4	×1 lbs.



TUSKED SKYFISH

This horrid creature looks like an enormous flying fish, with long, wicked tusks curving from its gaping mouth and tentacle-like whiskers trailing behind it.

Tusked Skyfish

CR 4

XP 1,200

LG Large aberration

Init +4; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 47 (5d8+25)

Fort +6, **Ref** +2, **Will** +6

OFFENSE

Speed 5 ft., fly 20 ft. (perfect)

Melee gore +9 (1d8+6), tentacle +1 (1d8+3 plus acid injection)

Special Attacks powerful charge (gore, 1d8+6), stench spray, tendril curtain (DC 17, acid injection)

STATISTICS

Str 22, **Dex** 12, **Con** 21, **Int** 3, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 21

Feats Alertness, Improved Bull Rush, Power Attack

Skills Fly +7, Intimidate +7, Perception +5, Sense Motive +5; Racial Bonus +8 Fly

ECOLOGY

Environment any land (most common along coastlines)

Organization solitary, pair, or colony (4-16)

Treasure incidental

SPECIAL ABILITIES

Acid Injection (Ex) When a tusked skyfish strikes an opponent with its tentacles, it injects a burning, digestive acid dealing 1d6 hp acid damage immediately and another 1d6 hp acid damage on the round after the attack. The target can end the acid's effects by immersing itself in water for 1 round or with a DC 15 Heal check. A creature grappling a tusked skyfish takes this acid damage automatically every round it maintains this contact with a living tusked skyfish.

Stench Spray (Ex) A tusked skyfish can spray a 20-ft. line of foul-smelling liquid once every 1d4 rounds from a central blowhole. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 17 Fortitude save or be sickened for 2d4 rounds. The save DC is Constitution-based.

Alternatively, a tusked skyfish can shoot a concentrated spray at a single target within 10 ft. as a ranged touch attack (+3 attack bonus). If it hits, the target is nauseated for 2d4 rounds on a failed DC 17 Fortitude save, or sickened for 2d4 rounds on a successful save. The odor from this spray lingers in the area and on all creatures struck for 1d4 hrs., and can be detected at a range of 100 ft. (creatures with the scent ability can smell it at double this range).

Tendrils Curtain (Ex) A flying tusked skyfish can trail its wispy acidic tendrils beneath it as it moves, touching all creatures within 20 ft. directly below its space as it moves. This functions like the trample special attack, but it is the skyfish's acidic tendrils that are moving through



the space of other creatures, not the skyfish itself. Hence, creatures in the path of its movement cannot take attacks of opportunity against it unless they threaten the tusked skyfish; attacking its tendrils does not harm the creature. Creatures failing a DC 17 Reflex save are affected by the skyfish's acid injection. The save DC is Constitution-based.

Floating like thick-membraned balloons suspended by internal alchemical reactions, these aerial jellyfish waft through the air, scavenging, catching slow-moving or inattentive prey, and sometimes fishing in shallow lakes and streams. They can suppress the acid in their tentacles and on their carapace, allowing them to manipulate objects quite dexterously. Tusked skyfish with special saddles may be ridden without their riders being affected by the acid injection ability.



TZIPORI

What appears to be a cross between a Badger and a Dragon surfaces from the now melted sand to bite with its steaming maw.

Tzipori

CR 12

XP 19,200

N Large dragon (fire)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft., blind; Perception +19

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 162 (13d12+78)

Fort +14, **Ref** +9, **Will** +11

Immune fire, paralysis and sleep, dragon traits; **DR** 5/adamantine; **SR** 23

Weaknesses vulnerable to cold, vulnerability to water

OFFENSE

Speed 30 ft., burrow 60 ft.

Melee bite +20 (2d6+8 plus grab), 2 claws +20 (1d8+8/19-20), tail slap +15 (1d8+4)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (120-ft. line, 60-ft. cone, or 30-ft.-radius burst, 5d6 fire and 5d6 nonlethal, Reflex DC 24 for half, usable every 1d4 rounds), rend (2 claws, 1d8+12), vitrific slag

STATISTICS

Str 27, **Dex** 13, **Con** 22, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 33

Feats Ability Focus (breath weapon), Bleeding Critical, Blind-Fight, Cleave, Critical Focus, Improved Critical (claws), Power Attack

Skills Acrobatics +14, Climb +24, Perception +19, Stealth +13, Survival +19

Languages Draconic

SQ body heat, glazing, heat shimmer

ECOLOGY

Environment warm deserts

Organization solitary

Treasure double

SPECIAL ABILITIES

Blind (Ex) Tziporis are blind and immune to all visual effects.

Body Heat (Su) Creatures striking a tzipori with a natural weapon, unarmed strike, or melee touch attack take 1d6 hp fire damage. A manufactured weapon also takes this damage, ignoring hardness 10 or less, unless the wielder succeeds on a DC 22 Reflex save. A creature grappling a tzipori takes 4d6 hp fire damage each round at the end of its turn unless it escapes the grapple. The save DC is Constitution-based.

Glazing Kiln (Su) If a tzipori moves 5 ft. or less during its turn, all sandy surfaces within its space and in adjacent squares dissolve into molten glass, as *obsidian flow*^{UC},

dealing 1d6 hp fire damage and entangling creatures in these squares (DC 16 Reflex partial). A burrowing tzipori can encase itself in a cyst of molten glass just below the surface, intensifying its body heat, by remaining stationary for at least 1 min. This increases its body heat damage by 1d6 and its natural armor bonus to AC by 2 for 1d6 rounds after it emerges.

Heat Shimmer (Su) Attacks against a tzipori from more than 20 ft. away have a 20% miss chance due to the heat shimmer created by the tzipori's scorching body.

Vitrific Slag (Su) When a tzipori uses its breath weapon, it exhales a blast of furnace-hot vapor as a line or cone or as a burst centered on itself. Sand within the area liquefies into molten glass, as *obsidian flow*^{UC}, dealing an additional 1d6 hp fire damage and entangling creatures in the fast-hardening volcanic glass (DC 16 Reflex partial).

Vulnerability to Water (Ex) Tziporis are harmed by water as if it were acid. Splashing water on a tzipori deals 1d6 hp damage from a direct hit or 1 hp from a splash, while total immersion deals 10d6 hp damage per round.

Tziporis (zee-PORE-ees) are ravenous hunters, preferring flesh but able to digest nearly anything, including metal and crystal, due to the extreme heat of their internal furnaces. They often lurk just below the surface in cysts of molten glass, waiting to burst open and splatter their prey with burning sand. Despite their vulnerability to water, tziporis inhabit beaches as often as the deep desert; wherever sand predominates, tziporis can make a home.



VESICULOSA

A glittering pool stands among lush and verdant fruiting plants.

Vesiculosa

CR 9

XP 6,400

N Gargantuan plant

Init +0; **Senses** low-light vision, tremorsense 60 ft.; Perception +2

DEFENSE

AC 18, touch 6, flat-footed 18 (+12 natural, -4 size)

hp 105 (10d8+60)

Fort +13, **Ref** +3, **Will** +5

Immune mind-affecting effects, plant traits; **DR** 10/slashing

OFFENSE

Speed burrow 5 ft.

Melee rootlet swarm (1d6 plus bleed and distraction)

Space 20 ft; Reach 0 ft

Special Attack engulf, entrap (DC 21, 2d4 rounds, hardness 5, hp 20), pull (rootlet swarm, 10 feet)

STATISTICS

Str 26, **Dex** 11, **Con** 23, **Int** —, **Wis** 15, **Cha** 2

Base Atk +7; **CMB** +19; **CMD** 29 (can't be tripped)

SQ camouflage, sweet water, verdant

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard, plus 3d6 goodberries and heartvine

SPECIAL ABILITIES

Camouflage (Ex) Since a vesiculosa looks like a pool of water surrounded by undergrowth when at rest, a DC 20 Perception, Survival, or Knowledge (nature) check is required to notice it before it attacks for the first time.

Pull (Ex) A vesiculosa can use its pull attack against creatures that fail their saves against its entrap attack.

Rootlet Swarms (Ex) A vesiculosa is surrounded at all times by four swarms of fist-sized rootlets that move as the vesiculosa directs. These swarms are identical to spider swarms (*Pathfinder Roleplaying Game Bestiary*) but are not poisonous. However, creatures damaged by a swarm take 1 hp bleed damage. Each swarm acts on the vesiculosa's initiative but takes its own actions. These swarms are linked to the vesiculosa in a hive mind; if it or any of the swarms are aware of a creature, all of them are. The swarms cannot move more than 60 ft. from the vesiculosa. A vesiculosa can regrow one destroyed swarm every 24 hrs. On its turn, a vesiculosa can direct any or all of its swarms to entrap creatures rather than attacking as swarms. This standard action by the swarm uses the vesiculosa's entrap attack. If a creature is entrapped, the rootlets harden into a thick, fibrous tangle and can be harmed by weapon attacks, using the hardness and hit points listed for the entrap attack. If destroyed in this form, the swarm is destroyed.



Sweet Water (Ex) A vesiculosa's pool bears a sweet fragrance that calls creatures to it to drink. This inhaled poison functions like suggestion (DC 11 Will negates) to living creatures within 60 ft., compelling them to approach the vesiculosa and drink. The sweet water is cool and refreshing, curing 1d4 hp nonlethal damage and suppressing fatigue for 1 min. However, it also carries a sleep-inducing toxin similar to drow poison.

Sweet Water—ingested; onset 1 min.; save Fortitude DC 13; frequency 1/min. for 2 min.; effect unconsciousness for 1 min./unconsciousness for 2d4 hrs.; cure 1 save. Creatures put to sleep by this poison are pulled into the vesiculosa's body and drowned and slowly digested in the sweet water. The save DC is Charisma-based.

Verdant (Su) A vesiculosa's sap seeps into the ground around it, promoting lush vegetation nearby, as if *plant growth* (enrichment) had been cast. In addition, at any given time 3d6 *goodberries* (which may be fruits, nuts, or seeds rather than actual berries) can be found with a search of the area within 30 ft. of a vesiculosa. These goodberries lose their potency 1 week after being picked or after a vesiculosa is killed.

A vesiculosa (vess-sih-koo-LOW-sah) is a huge burrowing pitcher plant that dwells in oases, spurring nearby growth as it lures prey in with soporific scents and subdues them with its tainted waters. A vesiculosa's symbiotic rootlets swarm in ropy tangles, dragging meals to it forcibly if victims resist its perfumed allure. A vesiculosa's heartvine resembles a lump of sapphire and is highly prized by alchemists (worth 1,000 gp).



VINE LORD

Covered with dark green bark and twining tendrils, this long-limbed humanoid exudes a palpable aura of horror as it turns burning crimson eyes upon you.

Vine Lord

CR 10

XP 9,600

N Medium plant

Init +9; **Senses** low-light vision; Perception +20 (plus root mind)

Aura frightful presence (30 ft., DC 25)

DEFENSE

AC 23, touch 22, flat-footed 18 (+7 deflection, +5 Dex, +1 natural)

hp 112 (15d8+45); regeneration 10 (acid or fire, only within the Living Jungle)

Fort +13, **Ref** +10, **Will** +8

Defensive Abilities plant traits, regeneration: **Immune** plant traits; **SR** 21

OFFENSE

Speed 20 ft. (40 ft within Living Jungle); climb 20 ft. (within the Living Jungle)

Melee 2 claws +16 (1d6+1) and 4 animated tendrils +16 (1d4 plus poison)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Special Attacks animated tendrils, awaken the jungle, poison cornucopia

Spell-Like Abilities (CL 10th; concentration +16)

Constant—*Speak with animals*, *Speak with plants*

At will—*climbing beanstalk*^{ACG}, *entangle* (DC 17), *plant growth*, *spike growth* (DC 19)

3/day—*crushing despair* (DC 20), *quicken hold person* (DC 18), *empowered spiked pit*^{APG} (DC 19), *tree stride*

1/day—*animate plants*, *heal*, *harm*

ECOLOGY

Environment warm jungles

Organization solitary, pair, or group (3-4)

Treasure double

STATISTICS

Str 12, **Dex** 21, **Con** 14, **Int** 15, **Wis** 16, **Cha** 22

Base Atk +11; **CMB** +12; **CMD** 34

Feats Ability Focus (walker's presence), Empower Spell-like Ability (spiked pit), Great Fortitude, Improved Great Fortitude, Improved Initiative, Intimidate +21, Knowledge (nature) +5, Quicken Spell-Like Ability (hold person), Toughness, Weapon Finesse

Skills Bluff +21, Diplomacy +10, Perception +20, Stealth +17

Languages Southern, Common

SQ jungle strider, root mind, spore sacs

SPECIAL ABILITIES

Animated Tendrils (Ex) As a free action, a vine lord can animate four tendrils wrapped around its body, making one attack with each, though only one tendril can strike within each 90-degree arc around the vine lord. Other tendrils must attack targets in other arcs.

Awaken the Jungle (Sp) A vine lord can animate two trees within 180 ft., controlling them mentally. These trees take 1 round to uproot themselves and thereafter function as treants, though with a speed of 10 and only one slam attack. These trees lack a treant's animation and rockthrowing abilities. If the vine lord that animated it terminates the animation, moves out of range, or is incapacitated, the



tree immediately takes root wherever it is and returns to its normal state. It does not threaten with its tendrils and cannot make attacks of opportunity with them.

Jungle Strider (Ex) A vine lord can move through natural undergrowth without impairment or damage. Magically manipulated plants can impede and harm them, but those manipulated by vine lords do not.

Poison Cornucopia (Ex) As a swift action, vine lords can infuse their tendril attacks with any injury or contact poison with a save DC of 25 or less. The maximum save DC is reduced to 20 when it is injured but above half its maximum hp, and to 15 below half its maximum hp. If damaged and its chosen poison's DC exceeds this maximum, it must select a new poison on its next turn.

Root Mind (Ex) Vine lords are controlled by the Green Walker, having a shared consciousness called the root mind. Within the Living Jungle, they gain blindsense 60 ft. and cannot be flanked, surprised, or caught flat-footed.

Spore Sacs (Ex) Once per week, a vine lord can release spore-seeds from specialized sacs on its tendrils. These affix themselves to nearby objects and grow into 1d4 green spore pods within 1d4 days.

Formed from the union of full-grown tendril puppets and the force-grown descendants of the kijani, the original inhabitants of Kush, vine lords are agents of the Green Walker, working to spread the Living Jungle beyond its current borders. Vine lords marshal jungle denizens to fight for them, using their mystic powers and toxic tendrils from a distance.



WAKANE

A feathered pterosaur with huge bat-like wings, a sharp acicular beak, and a long tail ending in a diamond-shaped vane swoops down to tear apart anything that moves.

Wakane

CR 6

XP 2,400

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)

hp 58 (9d8+18)

Fort +8, **Ref** +10, **Will** +3

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee bite +10 (1d8+5), 2 claws +10 (1d6+5), and tail slap +5 (1d8+2)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)

Special Attacks breaker of boats

STATISTICS

Str 21, **Dex** 19, **Con** 15, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +6; **CMB** +12 (+16 sunder); **CMD** 26

Feats Flyby Attack, Greater Sunder, Improved Sunder, Power Attack, Wingover

Skills Fly +10, Perception +7

ECOLOGY

Environment warm and tropical marshes

Organization solitary, pair, or flock (3–12)

Treasure incidental

SPECIAL ABILITIES

Breaker of Boats (Ex) A wakane destroys and sinks small watercraft with a mad relentlessness well before attacking their crews. A wakane's natural weapons deal double damage against objects with a hardness of 5 or less. It never takes an attack roll penalty or penalty on sunder checks from using its Power Attack feat to attack an object, and if it attacks an object with only its bite, it treats its bite as a two-handed weapon for the purpose of its Strength bonus to damage and from Power Attack.

Snatching Beak (Ex) If a wakane hits with its bite while flying, it can attempt a drag combat maneuver against its target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, the wakane can move with its target after making its attack as far as the drag

maneuver allows, even if its movement for the round would otherwise have been completed. The target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off of a wall, tree, or other high place. If the dragged creature is helpless, the monster does not need to drop it and can carry it away.

The wakane ("breaker of boats") is an evolutionary holdover, a large pterodactyl that has developed many avian traits, such as emergent feathers and long, beak-like jaws. As its name implies, these creatures systematically destroy the small vessels that they encounter, along with those who come too close to their perches. No one knows what motivates this form of attack, although some sages suppose that wakanes mistake canoes for larger prey such as hippopotami or crocodiles.



BRYAN SYME

WANDERING ACACIA

A small copse of trees stands nearby, providing welcome shade from the blistering sun.

Wandering Acacia

CR 7

XP 3,200

N Huge plant

Init -2; **Senses** blind; scent; tremorsense 30 ft.; Perception +10

DEFENSE

AC 20, touch 6, flat-footed 20 (-2 Dex, +14 natural, -2 size)

hp 95 (10d8+50); fast healing 1 (while rooted)

Fort +12, **Ref** +1, **Will** +5

Defensive Abilities thorns; **Immune** plant traits; **DR** 10/slashing

OFFENSE

Speed 20 ft.

Space 15 ft.; Reach 0 ft.

Special Attacks trample (2d6+13, DC 24)

STATISTICS

Str 28, **Dex** 6, **Con** 20, **Int** —, **Wis** 15, **Cha** 8

Base Atk +7; **CMB** +18 (+22 grapple); **CMD** 26

Skills Perception +10; **Racial Modifiers** +8 Perception

SQ camouflage, rooting

ECOLOGY

Environment warm plains

Organization solitary, copse (2-4)

Treasure none

SPECIAL ABILITIES

Blind (Ex) Wandering acacias are blind and immune to all visual effects.

Camouflage (Ex) Since a wandering acacia looks like a normal plant when at rest, a DC 20 Perception, Survival, or Knowledge (nature) check is required to notice it before it attacks for the first time.

Crushing Trample (Ex) When a creature fails its save against a wandering acacia's trample attack, it may attempt a combat maneuver check as a free action to grapple that creature. If the creature hit the wandering acacia with an attack of opportunity provoked by its trample attack, the creature may add one-half the damage dealt to the acacia as a bonus to its CMD against this grapple attempt. If the grapple check succeeds and the acacia ends its movement with the grappled creature within its space, that creature is pinned and takes damage equal to the acacia's trample damage each round at the end of its turn if it does not escape the pin. The wandering acacia does not gain the grappled condition while maintaining the pin and can maintain a pin on multiple Large or smaller creatures simultaneously as long as it does not move away from their space. The acacia must maintain the pin each turn. It can maintain the pin and use its thorn spray in the same round as a full-round action, but a successful grapple check during that round simply maintains the pin without dealing damage.

Poison (Ex) Thorn-injury; save Fort DC 20; frequency 1/round for 4 rounds; effect slowed (as the spell) 1d4 rounds; cure 2 consecutive saves.

Rooting (Ex) As a full-round action, a wandering acacia can bury its roots in the ground gaining fast healing 1 and a +10 racial bonus on its CMD against bull rush, drag, overrun, reposition, and trip combat maneuvers, and on saving throws against effects that would force it to move. Unrooting itself is a full-round action for a wandering acacia.

Thorns (Ex) Creatures that strike a wandering acacia with a natural weapon, unarmed strike, or melee touch attack take 1d6 hp piercing damage and are exposed to the acacia's poison.

Thorn Spray (Ex) As a standard action, a wandering acacia can release a spray of thorns in a 30-ft. line or a 15-ft., cone-shaped burst. Creatures in the area take 4d6 hp piercing damage (DC 20 Reflex half), and creatures failing their saves are exposed to the acacia's poison. After using this ability, the acacia must wait 1d4 rounds before using it again. The save DC is Constitution-based.

Wandering acacias are nocturnal plants, remaining stationary during the day unless disturbed. They root by day near oases or other bodies of water, and those who make camp near shady pools may awaken in the night to stinging darts and strangling roots. Though blind, the trees can track down carrion, campsites, or burrows, paralyzing targets with their toxic thorns and rumbling over them, sending their rootlets to crush, strangle, and drain their prey of nutrients before moving on.



WHITE APE

This enormous primate hulks over others of its kind. Its filthy white fur is matted and yellowed and a deranged look haunts its beady red eyes.

White Ape

CR 7

XP 3,200

N Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

hp 92 (8d10+48)

Fort +12, **Ref** 11, **Will** +7

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +13 (1d8+6), 2 claws +13 (1d6+6 plus disease)

Space 10 ft.; Reach 10 ft.

Special Attacks frenzy

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 8, **Wis** 16, **Cha** 7

Base Atk +8; **CMB** +15; **CMD** 30

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Climb +10, Perception +14, Stealth +14

Languages Southern (can't speak)

ECOLOGY

Environment jungle, warm forests

Organization solitary or tribe (5–8)

Treasure none

SPECIAL ABILITIES

Disease (Su) *Arcane wasting*: Claw—injury; save Fort DC 18; onset 1d6 days; frequency 1/day; effect 1d3 Wis and 1d3 Int; if a creature takes more than 2 damage in either Wis or Int from a single check, the creature must make an additional Fort save or suffer 1d4 Con damage; cure 2 consecutive saves.

Spellcasters infected with arcane wasting can pass it to other spellcasters who are affected by their spells. The DC to avoid contracting the arcane wasting this way is 20.

Frenzy (Ex) When a white ape is flanked, it enters a deadly battle frenzy that heightens its combat abilities. Once per day as a full-round action that does not provoke attacks of opportunity, a flanked white ape can make two full-attack actions. After a white ape frenzies, beginning on its next turn it is fatigued for 1d4 rounds.

White apes were once docile, gentle giants that roamed the lands surrounding Morreg. Two thousand years ago, though, a kingdom of mages near modern-day Morreg struggled with waning numbers. These sorcerers came up with a plan: they *awakened* the apes and employed them as the soldiers and servants while their own people slowly died off. For a while, this strategy worked, but the sorcerers eventually died out and the apes remained.

The enchantments that imbued the apes with intelligence also bleached their fur white, a characteristic the apes have retained to this day. Another trait the apes have kept is more sinister; they are carriers of the arcane wasting, a disease that likely hastened their creators' demise. The apes are immune to the wasting's effects, but they can and do still pass it to others. Among spellcasters, the wasting spreads like a plague. About 100 years ago, the apes were the source of a major outbreak of the arcane wasting in Morreg and Lignas, where this brutal disease claimed hundreds.



XHKARSH

With rows of unblinking eyes, this mantis-like creature strikes with slashing claws and recurved barbs dripping with venom.

Xhkarsh

CR 8

XP 4,800

NE Large aberration

Init +11; **Senses** all-around vision, darkvision 60 ft., tremorsense 120 ft.; Perception +22

DEFENSE

AC 24, touch 16, flat-footed 17 (+7 Dex, +8 natural armor, -1 size)

hp 102 (12d8+60)

Fort +10 **Ref** +11 **Will** +12

Defensive Abilities poisonous blood (ungol dust); **Immune** poison

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 stings +13 (1d6+4 plus fate venom), 2 claws +13 (1d6+4)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 12th, concentration +15)

Constant—*nondetection*

At will—*blur*, *clairaudience/clairvoyance*, *detect scrying*, *invisibility*, *modify memory* (DC 17)

Special Attacks fate venom (DC 21), seize strand (DC 21)

STATISTICS

Str 19, **Dex** 25, **Con** 19, **Int** 17, **Wis** 19, **Cha** 17

Base Atk +9; **CMB** +14 (+17 grapple); **CMD** 31 (39 vs. trip)

Feats Ability Focus (fate venom), Alertness, Improved Initiative, Great Fortitude, Lunge, Weapon Focus (sting)

Skills Acrobatics +15, Bluff +12, Climb +18, Diplomacy +8, Intimidate +15, Knowledge (pick one) +10, Perception +22, Sense Motive +12, Spellcraft +15, Stealth +18, Survival +15

Racial Modifiers +4 Stealth

Languages Common, Aklo, Terran, Undercommon

SQ compression

ECOLOGY

Environment any land

Organization solitary, thread (3-5), unraveling (6-12)

Treasure standard

SPECIAL ABILITIES

Fate Venom (Su) A creature struck by the xhkarsh's stings must succeed on a DC 21 Will save or have its fate corrupted. On a failed save, the target gains an oracle's curse (see the *Advanced Player's Guide*) of the xhkarsh's choice, suffering all of the curse's hindrances and gaining none of the benefits. The target's corrupted fate also results in either a permanent -4 penalty to its Charisma score or its Status; the xhkarsh chooses which effect to apply, and it remains until the curse is removed. A creature can gain only one curse from fate venom, though a creature that already has an oracle's curse can gain an additional curse from this effect. The curse gained from fate venom is always different from the oracle's normal curse (or curses, for a dual-cursed oracle [see *Ultimate Magic*]). This is a necromantic curse effect. The save DC is Charisma-based.

Poisonous Blood (Ex) Any creature that confirms a critical hit against a xhkarsh with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don't endanger their users in this way.)

Ungol dust—inhaled; *save* Fortitude DC 15; *frequency* 1/round for 4 rounds; *effect* 1 Cha drain/1d2 Cha damage; *cure* 1 save.

Seize Strand (Su) As a standard action, a xhkarsh can possess a creature afflicted by fate venom, as a permanent *magic jar* (DC 21 Will negates). It can have multiple creatures possessed simultaneously, up to a total of 12 Hit Dice, implanting a portion of its soul into each without the need for a receptacle. If a creature's curse is removed, its possession is also ended. Since only a portion of xhkarsh's soul inhabits a possessed creature, it merely gains a negative level rather than dying if a body it possesses is killed. While possessing a creature, a xhkarsh gains the benefits of the oracle's curse afflicting it, using its own HD as its oracle level. If a xhkarsh has multiple creatures possessed, it can benefit from multiple curses simultaneously, though it cannot benefit from a single curse more than once. A possessed creature remains aware of its surroundings but otherwise its soul helplessly shares its body with the xhkarsh during the possession. The save DC is Charisma-based and includes a +2 racial modifier.

Beings from another cosmic cycle, the clandestine xhkarsh (sh-CARSH) utilize their fate-altering powers to distort personal histories and manipulate mortal destinies like puppeteers, realigning the universe toward their esoteric ends.



ZIMWI

This swiftly moving, lanky humanoid has overly long arms ending in wicked claws and teeth-filled jaws that open impossibly wide.

Zimwi

CR 4

XP 1,200

CE Medium humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural, +0 size)

hp 51 (6d8+24)

Fort +9, **Ref** +6, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+1), 2 claws +8 (1d4+1)

Space 5 ft.; Reach 5 ft.

Special Attacks gaping jaws, rending grab, swallow whole (1d6+1 bludgeoning plus 1d6+1 acid, AC 12, hp 25)

STATISTICS

Str 13, **Dex** 18, **Con** 19, **Int** 6, **Wis** 9, **Cha** 6;

Base Atk +4; **CMB** +5; **CMD** 19

Feats Iron Will, Skill Focus (Perception), Weapon Finesse

Skills Intimidate +9, Perception +8

Languages Giant

ECOLOGY

Environment temperate and tropical plains, hills, jungles and mountains

Organization solitary or gang (2-4)

Treasure standard, plus extra-dimensional stomach

SPECIAL ABILITIES

Gaping Jaws (Ex) A zimwi may attack two adjacent Medium or smaller creatures with its bite as a standard action. In addition, if it begins its turn with a Medium or smaller creature grappled, it can use its swallow whole attack against that creature. If the creature it has grappled is Small or smaller, it can use its swallow whole attack as a move action rather than a standard action.

Extradimensional Stomach (Su) A zimwi's stomach is larger on the inside than the outside. It can swallow and hold 2 Medium creatures or 4 Small or smaller creatures inside its gut at one time. Cutting out of a zimwi's stomach is more requires dealing at least one-half the zimwi's hp to escape. Damaging the stomach does not harm the zimwi, and creatures cutting their way out of its extradimensional stomach find themselves deposited in a random square adjacent to the zimwi.

Rending Grab (Ex) When a zimwi hits a Medium or smaller creature with both claw attacks in the same round, it deals

an additional 1d4+1 hp damage to the target and can attempt a combat maneuver check with a +4 racial bonus as a free action to grapple that creature.

Distantly related to the trolls in the North, the swift and nimble zimwi are a plague upon the Southlands. Constantly hungry and ill-tempered, with the speed to run down horses, zimwi have been known to attack whole caravans without regard to the likelihood of success. Most of their attacks are driven by hunger. The stomach of a zimwi is impossibly larger than its body should accommodate, extending extra-dimensionally and driving the zimwi nearly insane with the constant sensation of emptiness, as though it is starving to death. Due to their endless hunger and low intelligence, zimwi have little awareness of the course of a battle. Losing means only that they have not eaten, and as long as they continue to feast they fight on feeling victorious, until death comes to them or all of their prey.

The mage-crafters in Kush have discovered the secret to turning zimwi stomachs into extradimensional containers akin to bags of holding. Using a zimwi stomach in the creation of such items reduces their materials cost by 1,000 gp.



TABLE OF MONSTERS BY CR

CR	MONSTER NAME
CR 1/2	Lemurfolk (Kaguani)
CR 1/2	Nkosi
CR 1	Beetle, Bellyborer
CR 1	Gremlin, Azza
CR 2	Snake, Swamp Adder
CR 2	Tosculi Drone
CR 3	Amphiptere
CR 3	Anubian
CR 3	Arboreal Grappler
CR 3	Behtu
CR 3	Clockwork, Imy-Ut Ushabti
CR 3	Gray Thirster
CR 3	Jaculus
CR 3	Scorpion, Night
CR 3	Scorpion, Stygian Fat-Tailed
CR 3	Skin Bat
CR 3	Tendrill Puppet
CR 3	Tosculi Warrior
CR 4	Bastet Temple Cat
CR 4	Bolt of Ekwane
CR 4	Cactid
CR 4	Dipsa
CR 4	J'ba Fofi
CR 4	Pygmy Trumpet Elephant
CR 4	Scorpion, Swarm
CR 4	Skitterhaunt
CR 4	Snake, Zanskaran Viper
CR 4	Tusked Skyfish
CR 4	Zimwi
CR 5	Accursed Defiler
CR 5	Asanbosam
CR 5	Bouda
CR 5	Dau
CR 5	Edimmu
CR 5	Harpy, Owl
CR 5	Mirager
CR 5	Mngwa
CR 5	Mummy, Venomous
CR 5	Nandi Bear
CR 5	Rotting Wind
CR 5	Sand Hag
CR 5	Serpopard
CR 5	Spawn of Arbeyach

CR 6	'Esfwr
CR 6	Devil, Salt
CR 6	Drakon
CR 6	Drought Swallows
CR 6	Manabane Scarab Swarm
CR 6	Mbielu
CR 6	Ostinato
CR 6	Possessed Pillar
CR 6	Sand Silhouette
CR 6	Sarcophagus Slime
CR 6	Wakane
CR 7	Angatra
CR 7	Demon, Apau Perape
CR 7	Devil, Crystalline
CR 7	Elemental, Fire Dancer Swarm
CR 7	Gbahali
CR 7	Ngoubou
CR 7	Nymph, Marsh
CR 7	Prismatic Beetle Swarm
CR 7	Ravenala
CR 7	Sandwyrn
CR 7	Spider, Sand
CR 7	Wandering Acacia
CR 7	White Ape
CR 8	Blemmyes
CR 8	Clockwork, Shabti
CR 8	Emela-Ntouka
CR 8	Genie, Al-Aeshma
CR 8	Idolic Deity
CR 8	Titan, Degenerate
CR 8	Xhkarsh
CR 9	Demon, Kishi
CR 9	Vesiculosa
CR 10	Dingonek
CR 10	Dragon, Flame (young)
CR 10	Dune Mimic
CR 10	Sathaq Worm
CR 10	Vine Lord
CR 11	Buraq
CR 11	Clockwork, Ushabti
CR 11	Oozasis
CR 11	Sphinx, Gypsosphinx
CR 12	Golem, Smaragdine
CR 12	Nguma-Monene



CR 12	Tzipori
CR 13	Titanoboa
CR 14	Dinosaur, Dire Spinosaurus
CR 14	Dragon, Flame (adult)
CR 14	Tosculi Hive Queen
CR 15	Arbeyach's Herald, Ia'Affrat the Insatiable

CR 15	Elemental Loci
CR 15/MR 3	Titan, Southlands
CR 19	Dragon, Flame (ancient)
CR 21	Arbeyach, Prince of Swarms (Arch-Devil)
CR 24	Demon Lord, Camazotz
CR 26	Demon Lord, Mechuiti

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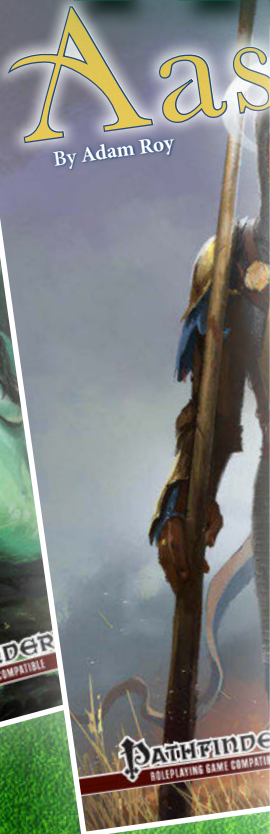
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