

ABERRANT CODEX

ABERRANT ALLIES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



ABERRANT CODEX

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TABLE OF CONTENTS

INTRODUCTION.....	1
ARGOSCHWERE.....	3
FAUCHMAW.....	5
FERROVORE.....	7
FERROVORE NYMPH SWARM.....	8
INKBLOOD.....	9
INKBLOOD ANCIENT.....	10
PERDENTATE SARCOID.....	12
RUIN DRAKE.....	14
SKYSCOURGE.....	16
SONOPHAGE.....	17
SPRINGROOT.....	19
APPENDIX: PLAYER OPTIONS.....	21
DEEP BONDING FEATS.....	21



FROM THE SAGES



Greetings, fellow storyteller!

I am Ryan Dyson, one of the founders of Cobalt Sages Creations.

In this book are fragments of ourselves. Invested with the hope that they will elevate your stories. To allow, if only for a time, you to explore new worlds and new ideas. We seek to foster the growth of unique ideas in our community, and drive our community of fantasy as a whole beyond its roots. We think our work reflects this commitment. Though we are few in number today, we are confident our story will grow.

This community we share has granted us at Cobalt Sages Creations a chance to share with it our vision. With the varied help of some of the best and the newest members of our community, we were able to bring to you, storyteller, our first ever book. For that I thank them.

Further, I thank you, storyteller. You allow us to share more of the story we wish to tell.

Join us, as we share our world.

Dear reader,

My name is Jacob Earl Talley, it's very nice to meet you, and if you come to me in person telling me you've read this message, I'll happily take your hand and say so directly to you! I'm mostly happy to have met you because you enjoy experiencing a story, something that I think we very well may have in common. I'd love to hear about your adventures, and if you give me the honor of ten minutes of your time when we meet, I'd be excited to hear

about it! It doesn't have to be about the contents of this book, any tale will widen my eyes and bring me to rapt attention.

You see, in the end we are all explorers. I, the choreographer of them, and you the great and mighty star of them! It's with you in mind that I petitioned Ryan, my brother, to begin this endeavor. It's with you in mind that we struck out to craft something of a tale even if not in the traditional novel sense. We wanted to make something you could delve into and see something new. While aberrations aren't new, considering them as an ally can be for some people. Hopefully those of you

who already thought of them that way can find some content here to enjoy, and those of you who haven't can consider a new perspective with which to view them.

Whether new to the concept, already interlacing hands and tentacles for an adventure of moderate to epic proportions, or just here to see something else to fight, welcome.

Most of all, thank you for joining us in the tale.



GREETINGS AND SALUTATIONS!

Welcome to the first product from Cobalt Sages Creations! We had a lot of fun putting this book together, so let's talk about it a tad before going further.

This book was designed for GMs and players who want a little more support for the alien and strange in their play style. There is a lot of content out there referring to the undead, demons and devils, fey, and many other monster types and concepts. We were also able to find plenty of aberrations to use as enemies. However, despite a lot of digging, we were hard-pressed to find material that gave the same level of player access for aberrations as some of the others, particularly the undead. This was something we wanted to play - and thus we saw an opportunity to craft the content ourselves. This book makes aberrations into something more than "meat" to be hacked and burned alive, more than experience point or treasure puppets. The aberrations we bring to you are allies and friends to rely on in times of need and despair.

After crafting the critters, we still felt that the book lacked the level of player support we desired. From that came the deep bonding system. Each aberration was given a special effect, taken from the theme of the aberration itself, that could then be imparted to player character allies. With this new type of delving into the weird, we felt that this product became something we were happy presenting to the world. Enjoy!



INTRODUCTION

What is an aberration? There exists many answers to that question, and many people feel different about it even when limiting the scope to a fantasy tabletop role playing game setting. We have identified three primary sources of aberrations; those that evolved into what they are through alien biology, those that warp reality or are the product of reality being warped around them, and those that are “aberrations of natural life” by being a combination of two or more creatures or perhaps a created (i.e. “man” made) creature. To be clear, everything that was still is, and aberrations are just a little more clear on what they are.



For example, we are aware of creatures that eat strange plants, but do we have a creature that subsists on sound alone? Enter the sonophage, a little thing sometimes found in swarms that are more than happy to just be present hovering above a crowd, for the loud bustling and talking is all sustenance for them. The flighty thing consumes sound waves and lives on. This biology, while wholly alien to creatures we are more familiar with, embodies the concept of an aberration in its most basic and barely recognizable form. The visual aspect of an aberration doesn't always have to be alien.

Aberrations are, usually, a threat to the standard adventuring party. They take many forms and have many abilities, but one of the most common things they share is their propensity to be the enemy. Within the pages below you'll find some aberrations that weren't designed to be party-crashers. These monsters and

strange things from elsewhere were designed to be allies and friends to take across the world with you rather than attack on sight. Of course, the GM may decide to make them enemies, but a given player should expect to be able to also make use of these creatures as their companions while these monsters see play.

ABERRANT ALLIES

In the following pages, you will explore new aberrations, each of which is designed to work as an ally in some shape or form. The two most obvious and accessible types of allies are the animal companion (also referred to as the aberrant companion, or just companion) and the familiar (also referred to as the aberrant familiar). While these are what the book was themed on, that doesn't mean you can't treat these aberrations as allies in some other form or by some other method.

ABERRATIONS AS ANIMAL COMPANIONS

Having an aberration be the base creature type comes with certain inherent benefits not seen with animals. For example, all aberrations have some level of darkvision, and many come with special shapes and bearing obvious benefits that a given animal would not have. As a result of this, there is a feat entry requirement to gaining an aberration listed in this book as an animal companion. The feat is listed in Chapter 2: Player Options.

INTELLIGENT ABERRANT COMPANIONS

Some aberrant companions are inherently more intelligent than a common beast, or are able to have their intelligence improved via spells or class features. While the rules state that a creature with an Intelligence score of 3 or higher can take and use any feat they are capable of using, it's worth stressing the importance of those last few words. Just because a fauschmaw has an Intelligence of 5, does not mean it has the opposable thumbs needed to grasp a dagger, nor does it mean he is so inclined to do so. As an intelligent creature, it technically has the free will to choose not to learn something the character wishes it to. It also has the free will to choose not to accept a custom made suit of plate even if the requisite feats are granted it.

This does not mean these things are out of the realm of possibility. The GM may allow this without question, or they may require a special circumstance. Regardless of the situation, a player should consult with the GM if they are interested in trying out new ideas that are not normally supported in normal play.





Below are some things worth noting and some recommendations CSC has for playing with an intelligent aberrant companion:

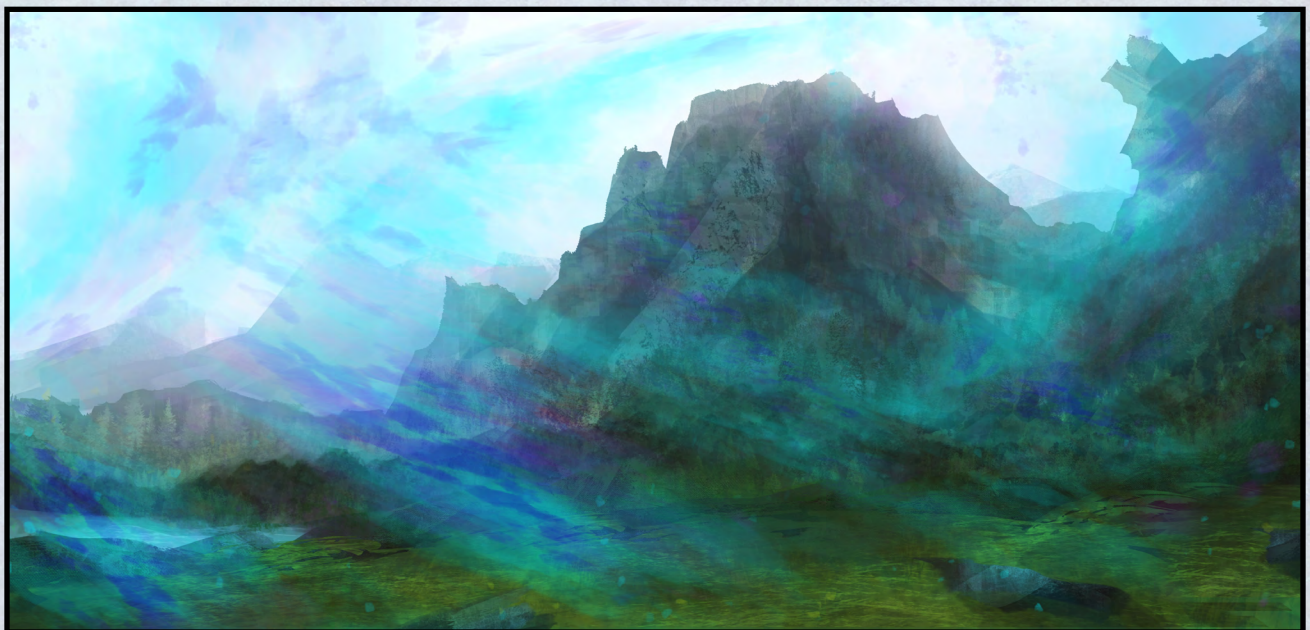
- The aberrant companion gains three additional tricks for each point of Intelligence over 2, yet tricks still require training, by way of Handle Animal skill checks.
- Pathfinder® Roleplaying Game: Ultimate Campaign™ states that sentient companions generally obey your commands, orders, and suggestions to the best of their ability, thus outside of specific tricks a particularly intelligent aberrant companion can often do things beyond the reach of other companions.
- The aberrant companion gains the ability to learn a language, but may not have the capacity to speak it.
- Unless anatomy allows, the companion should not wield a manufactured weapon, a shield, tools, or armor (except barding)— (although shields are worn and not wielded, it's still recommended they not be allowed without appropriate anatomy, and training in the way of feats.
- Allowing a special trick, "Use Magic Item", that grants the ability to train an aberrant companion to use a single magic item, the character should have to expend a trick for each individual magic item the companion would not normally be able to use, and even then, this should be limited by anatomy.

ABERRATIONS AS FAMILIARS

Much like companions, those who manage to secure an aberration as a familiar gain certain benefits. However, they may experience some prejudice. A wizard or sorcerer who shows up with a ferrovore or a sonophage as a familiar rather than the more recognizable cat or fox might well be mistakenly seen as involved in darker magics. (In some worlds, this will be even more the case for sorcerers, who are often mistrusted for their unusual heritage or unexplained mystic powers).

Needless to say this is not always true, and many mages who secure an aberration familiar appreciate their advantages. For example, aberrant familiars all have darkvision to some degree. Inkbloods are particularly popular with spellbook-using wizards, magi, or sorcerers of a more bookish bent, as they can be encouraged to willingly shed their outer membrane for use as stationary.

Calling an aberration as familiar generally requires a certain knowledge of how aberrations work and where to find them. Inkbloods are more likely to be found in cities and urban areas, for example. This specialized knowledge is represented via the improved familiar feat.



Some aberrations originate from magical storms.



ARGOSCHWERE

This strange mollusk floats in the air, a mass of tentacles drooping from the opening of its shell.

ARGOSCHWERE

CR 8

XP 4,800

N Large aberration

Init +3; **Senses** Darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 71 (11d8+22)

Fort +5, **Ref** +6, **Will** +11

DR 5/adamantine; **Defensive Abilities** lightning rod;

Immune electricity

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +14 (2d8+9/19-20), 4 tentacles +13 (gravitic strike)

Space 10 ft.; **Reach** 5 ft. (20 ft. with tentacle)

Special Attacks gravitic strike

STATISTICS

Str 22, **Dex** 16, **Con** 14, **Int** 2, **Wis** 18, **Cha** 20

Base Atk +8; **CMB** +15; **CMD** 28

Feats Improved Critical (Bite), Improved Natural **Attack** (Bite),
Multiattack, Power **Attack**, Vital Strike, Weapon Focus (Tentacles)

Skills Fly +20, Perception +12;

SQ untethered gravity;

ECOLOGY

Environment plains, deserts, high mountains

Organization solitary or pair

Treasure see below

SPECIAL ABILITIES

Gravitic Strike (Su) An argoschwere can alter how gravity affects a creature by striking it using one of its tentacles. On a successful attack, it can choose one of three options:
Hostile Levitation: The struck creature levitates a few inches off the ground for 1 minute. The struck creature has its movement speed halved, and takes a -4 penalty to CMD against bull rush, drag, and reposition attempts. A struck creature that attacks with a melee or ranged weapon finds itself increasingly unstable; each attack imposes a cumulative -1 penalty on subsequent attack rolls, stacking up to -5 (though critical hit confirmation rolls use the same penalty as the attack that scored the corresponding threat, and don't impose a further penalty). A full-round action spent stabilizing allows the creature to reset the penalty to 0. This effect applies no penalties to creatures possessing fly speeds.



Alter Gravity: The struck creature has gravity's pull on it reversed, causing it to fall upwards 40 feet. If a solid object (such as a ceiling) is encountered in this fall, the struck creature strikes it in the same manner as they would during a normal downward fall. If a creature falls upwards 40 feet without striking anything, it remains there, oscillating slightly, until the effect ends. After 1d6 rounds, the affected creature falls downward. Provided it has something to hold onto, a struck creature can attempt a Reflex save (DC 20) to secure itself to the ground or terrain it could climb within 5 feet of its trajectory. Creatures who can fly or levitate can keep themselves from falling, as usual. Multiple applications of this ability overlap, suspending a creature in the air for as long as any use affects it. The save DC is Charisma-based.

Untether Gravity: The struck creature has gravity's hold over it severed, granting it a fly speed of 40 feet, with perfect maneuverability. This effect lasts as long the creature remains within 100 feet of the argoschwere, or until the argoschwere chooses to end the effect as a free action on its turn.

Lightning Rod (Ex) An attack that deals electricity damage heals 1 point of damage for each 3 points of damage the attack would otherwise deal. In addition, the argoschwere can take an additional move action each round on its turn for 1 minute after taking electricity damage. An argoschwere gets no saving throw against electricity effects.



Untethered Gravity (Ex) A argoschwere has perfect control over its own gravity at all times, it has a fly speed of 40 feet (perfect).

Argoschwere, colloquially known as 'Sky Clams' to many, are a fairly docile aberration that roams wide open areas. These strange mollusks have a measure of control over gravity itself, allowing them to drift slowly through the air, and to alter the gravity of their prey. Argoschwere are docile creatures that possess shells that contain large amounts of metallic alloys. These shells attract lightning to the argoschwere, which it can use it feed its body. When there is a lack of natural lightning, argoschwere will hunt other creatures for sustenance.

An argoschwere's shell can be processed and requires a craft check DC 25 and is valued at 500 gp. This processing produces an equivalent amount of valuable metals. The type of metal depends on the region, but its most commonly a mixture of silver, gold, platinum, iron, and adamantine.

Argoschwere Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft., climb 20 ft., fly 20 ft. (perfect); **AC** +5 natural armor, **Attack** bite (1d8); **Ability Scores** Str 14, Dex 16, Con 12, Int 2, Wis 14, Cha 16; **Special Qualities** darkvision 60 ft., untethered gravity.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Speed** fly 40 ft. (perfect); **Attack** bite (2d6); **Ability Scores** Str +22, Dex 12, Con 14, Int 2, Wis 14, Cha 16; **Special**

Attacks gravitic strike

Gravitic Strike (Su) As a standard action an argoschwere can make a melee attack against a creature using its tentacles (treat this as a secondary natural attack with a reach of 20 feet), on a hit the argoschwere can apply one of the of two following effects:

Hostile Levitation: The struck creature levitates a few inches off the ground for 1d6+1 rounds. The struck creature has its movement speed halved, and takes a -4 penalty to CMD against bull rush, drag, and reposition attempts. A struck creature that attacks with a melee or ranged weapon finds itself increasingly unstable; each attack imposes a cumulative -1 penalty on subsequent attack rolls, stacking up to -5 (though critical hit confirmation rolls use the same penalty as the attack that scored the corresponding threat, and don't impose a further penalty). A full-round action spent stabilizing allows the creature to reset the penalty to 0. This effect applies no penalties to creatures possessing fly speeds. The target can resist this effect with a Will save (DC 20). The save DC is Charisma-based.

Untether Gravity: The struck creature has gravity's hold over it severed, granting it a fly speed of 20 feet, with perfect maneuverability. This effect lasts as long the creature remains within 100 feet of the argoschwere, or until the argoschwere chooses to end the effect as a free action on its turn. The argoschwere can only have a single creature under the effects of untether gravity at a time.

Untethered Gravity (Ex) An argoschwere has perfect control over its own gravity at all times, it has a fly speed of 20 feet, with perfect maneuverability. This improves to a fly speed of 40 feet when it gains its 7th-level advancement.



The terrain of an argoschwere is varied.





FAUCHMAW

Thin fog hisses and streams from the countless holes in this feline creature's cone-like head, and the single yellow eye at its point stares wide and unblinking.

FAUCHMAW

CR 4

XP 1,200

CN Medium aberration

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 37 (5d8+15)

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

OFFENSE

Speed 40 ft., climb 20 ft..

Melee bite +7 (1d6+6), 2 claws +7 (1d4+4)

Special Attacks pounce

Spell-Like Abilities (CL 5th; concentration +5)

At will—gaseous form (self only)

STATISTICS

Str 19, **Dex** 18, **Con** 17, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 21

Feats Alertness, Skill Focus (Perception), Skill Focus (Stealth)

Skills Acrobatics +8, Climb +12, Perception +11, Stealth +15
(+19 in fog and mist), Swim +12; Racial Modifiers +4 Stealth
(+8 in fog and mist)

Languages Aklo (can't speak)

SQ fogbreath, mistleap

ECOLOGY

Environment any

Organization solitary, pair, bank (3-10)

Treasure magical light source

SPECIAL ABILITIES

Fogbreath (Ex) A fauchmaw can breathe out a 30 foot cone of stationary fog that obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment, and creatures farther away have total concealment. A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. Effects that deal fire damage in an area, such as fireball or wall of fire, burn away the fog in the effect's area. Otherwise, the fog disperses after 1 minute. A fauchmaw can breathe fog once every 1d4 rounds.

Mistleap (Su) A fauchmaw in an area of fog or mist can immediately transport itself (and only itself) to any other area of fog or mist within 1000 feet. This ability otherwise functions as *dimension door*. This ability functions in fog generated from fogbreath.

According to most monstrology treatises, fauchmaws originate from dream realms, where they hunt anything real enough to support their own reality. This makes dream travelers their favorite prey. In dreams, fauchmaws are typically less static in their appearance, can change shape or assume gaseous form.



Sages speculate that their taste for reality and solid matter is what brought fauchmaws to the material world, locking the aberrations in their current shape.

Fauchmaws are hunters that haunt the mist, preying on anything that trespasses in their territory, whether animal or humanoid. Most fauchmaw make dens near bodies of water such as lakes, rivers, or swamps, and prowl whenever fog spreads from it. Some communities make deals with local fauchmaw, regularly bringing them meat in exchange for safety or even assistance in guarding their homes.

Fauchmaws disdain flame, avoiding even harmless friendly campfires and hissing angrily at their masters using or carrying fire. That said, they show remarkable interest in any cold magical light sources. Fauchmaws tend to become near-fascinated when they see one, approaching and trying to gently grab it and carry away to their lairs. If the shining object is a creature of Small size or larger, a fauchmaw would follow it for some time, making no attempts to attack. Sages speculate this instinctive behavior must be related to some objects or symbiotic light creatures once found in the fauchmaw's native environment of dream realms. Their function was either to drive away dangers threatening the mist predators, or make the fauchmaw feel for real and material while in better illumination. Whatever the truth is, one searching through a fauchmaw's lair can sometimes find everburning magical torches, shining magical weapons and other similar items piled by the beast.

Fauchmaw Companions

Starting Statistics: **Size** Small; **AC** +1 natural armor; **Speed** 30 ft., climb 10 ft., swim 10 ft.; **Attack** bite (1d6+2), 2 claws (1d4+2); **Ability Scores** **Str** 15, **Dex** 14, **Con** 14, **Int** 3, **Wis** 10, **Cha** 8; **Special Attacks** mistbreath, misthop; **Special Qualities** blindsense 10 ft., darkvision 60 ft.

Mistbreath (Ex) A fauchmaw companion can breathe out a 30 foot radius of stationary fog centered on itself when used, that obscures all normal sight, including darkvision, beyond 10 feet. A creature 10 feet away has concealment, and creatures farther away have total concealment. A light wind (5+ mph) disperses the fog in 2 rounds. A moderate wind (11+ mph) disperses the fog

The strange corpse found on the side of a road in Chromnos Province is a fauchmaw/mistfend hybrid, pseudonaturalists at Archen Polytechnic say. The body was discovered by a local 5-year-old and quickly collected and preserved. Rumors swirled around the community and the swift removal fueled conspiracy theories, forcing the local government to deny charges that they had been engaged in experiments to abberate kidnapped members of the minority elf population in the province.

"This is a truly amazing discovery," said Telephochos Pospicopolis, a researcher and graduate student who performed much of the dissection. "It's really not a hybrid we ever expected to find." The two species have similar affinity for fog, but very different xenobiology and behavior. Some pseudonaturalists have questioned the identification. "Mistfends reproduce asexually, but fauchmaw have at least 17 sexes," explained Rhapsides Diophoros, assistant professor at Natoi University. "The idea that the two species might be capable of producing offspring together is so unlikely that even if dissection shows anatomy midway between the two we must be skeptical. It is more likely that this is a particularly deformed fauchmaw."

The Archen Polytechnic team scoffs at this criticism. "I have catalogued more than 73 different deformed mistfends and fauchmaw in my 136 years at Archen (Polytechnic)," said Professor Boucephalon Nokoides, who led the Archen pseudonaturalists. "None had anatomical changes this extreme." Pospicopolis, Professor Nokoides's student, added that, given the two species' strange biology, "hybridization need not have been the result of sex genetic transfer."

None of this, however, seems to have settled concerns among Chromnos residents that the corpse is proof of banned experiments at the Archen War Science Facility. "We fundamentally cannot trust the claims of scientists funded by the imperial government," said Akaniel Tolgos, priest at the Archen Pantheon Grove. "The history of experimentation on the Elf Community is well-known and has never been reckoned with. There is no transparency, no accountability, and no faith in the scientists' intentions. In my mind, and in the minds of many of my parishioners, they are guilty until proven innocent. The body of this alleged monster must be inspected by an independent expert or, at the very least, returned to the Elf Community for proper burial rites."

Nokoides dismissed this criticism, but declined to comment on whether he has ever received funding from the War Cabinet. The War Cabinet and the Archen War Science Facility refused comment, and the Chromnos Provincial Government issued a statement saying only that they "consider the 'mystery' solved."

—"Beast of Chromnos Identified" (734), Archen Times-Picayune

in

1 round. This

otherwise functions as the fogbreath ability of the fauchmaw.

Misthop (Su) A fauchmaw in an area of fog or mist can immediately transport itself (and only itself) to any other area of fog or mist within 50 feet. This ability otherwise functions as dimension door. This ability functions in fog generated from fogbreath.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d8+7), 2 claws (1d6+5); **Ability Scores** **Str** 21, **Dex** 12, **Con** 16, **Int** 3, **Wis** 10, **Cha** 8; **Special Attacks** fogbreath, mistleap; **Special Qualities** blindsense 30 ft., darkvision 60 ft.

7th-Level Advancement: **Size** Medium; **AC** +4 natural armor; **Attack** (1d8+9), 2 claws (1d6+7); **Ability Scores** **Str** 25, **Dex** 12, **Con** 20, **Int** 3, **Wis** 10, **Cha** 8; **Special Attacks** fogbreath, mistleap; **Special Qualities** blindsense 50 ft., blindsight 10 ft., darkvision 120 ft.



FERROVORE

This incredibly small insectile creature darts through the water on four fin-like limbs. Its head is tipped with two feathery antennae, and its body glitters with metallic crystals.

FERROVORE

CR 1/2

XP 100

N Fine aberration (aquatic)

Init +4; **Senses** Darkvision 60ft.; Perception +2

DEFENSE

AC 23, touch 23, flat-footed 18 (+4 Dex, +8 size, +1 dodge)

hp 3 (1d8-1)

Fort -1, **Ref** +4, **Will** +2

Immune acid, disease, poison

OFFENSE

Speed 20 ft., swim 20 ft.

Melee antennae +6 touch (attach)

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

Special Attacks blood filter

STATISTICS

Str 1, **Dex** 18, **Con** 8, **Int** 1, **Wis** 9, **Cha** 11

Base Atk +0; **CMB** -13; **CMD** 2

Feats Dodge, Weapon FinesseB

Skills Perception +2, Stealth +20, Swim +12;

SQ amphibious, filter metal;

ECOLOGY

Environment ponds, underground lakes and streams, sewers

Organization solitary, pair or nest (3-10)

Treasure see below

SPECIAL ABILITIES

Attach (Ex) When a ferrovore hits with a antennae attack, it latches onto its target and automatically grapples. The ferrovore loses its Dexterity and dodge bonuses to its Armor Class and Combat Maneuver Defense, but holds on to the creature using its antennae and slowly begins to filter the metals from its blood. A ferrovore automatically maintains its grapple on the host each turn once it is attached, and can't make further grapple checks until it detaches. An attached ferrovore can be struck with a weapon or grappled itself—if the host manages to succeed on a grapple attempt or Escape Artist check against it, the ferrovore is removed. An attached ferrovore does not cause pain, and subtly numbs the skin of an attached creature. It can make Stealth checks while attached to a creature at a -8 penalty, in which case the host creature does not know the ferrovore is attached unless they win on an opposed Perception check.

Blood Filter (Ex) A ferrovore draws iron and other metals from the blood of a creature it is attached to. After being attached to a creature for 5 rounds, the attached creature takes 1d3-1 points of bleed damage. This repeats for every round the ferrovore is attached. If a creature takes 1/4 their total hit points damage from a ferrovore they are fatigued, if they take half their total hit points they are exhausted. They cannot rest to recover from fatigue or exhaustion until the damage is cured. This ability can never reduce the hit points

of a creature below half their total hit points.



Familiar

The master of a ferrovore familiar gains a +2 bonus on

Swim checks, and a +2 bonus on Fortitude saves against disease and poison.

Filter Metal (Ex) When fully submerged in a liquid that contains dissolved metals. The ferrovore consumes dissolved iron, lead and steel as part of its standard diet, but deposits all other dissolved metals as crystals on its skin. For every 8 hours within a 24 hour period submerged in a sufficient liquid, the ferrovore grows 1 crystal worth 1d6-1 gp. Many spell casters find the crystallized metal on a ferrovore's skin as a valuable material component for spells, as raw materials for crafting magical items, or inscribing spells into a spellbook. The value of a ferrovore's crystals are doubled for these purposes.

Ferrovore are distant cousins of the rust monster, and appear quite similar to the creature save that they are incredibly small in



comparison. A ferrovore lacks the propeller tail of a rust monster, instead having a long, sinuous finned tail that allows it to quickly and easily swim through water. A ferrovore will happily spend its time within a large pool of water, slowly filtering dissolved metals until it has consumed all of the sources of iron, lead, and steel. A ferrovore will generally only attack creatures if its pool of water has run out of edible metals. Adult ferrovore can survive and travel across land indefinitely, but they generally only do so to seek out new sources of water or hunt iron-blooded creatures. Young ferrovore (called nymph ferrovore) are unable to survive outside of a body of water for more than a few minutes. River and pond bottoms where ferrovore live for generations end up full of crystals that have broken off their backs, provided there was enough metals suspended in the water, typically coming from eroding mineral veins.

Commonly, ferrovore are found near the industrial centers of intelligent species. The process of extracting metals in mines or quarries will produce a near perfect environment for ferrovore. Cities with a piped sewer system, a booming blacksmithing quarter, or number of active alchemists will also host a thriving populace of ferrovore. Curiously, there have been instances of ferrovore being bred by some groups in an attempt to purify waters of contamination, or as a supplemental food source. Researchers have attempted to breed ferrovore with the ability to dissolve metal, trying to make these tiny creatures as corrosive as true rust monsters, to no avail. Instead, they discovered a difficult, yet manageable way to tame and train them as pets or familiars. While normally a ferrovore doesn't perceive a medium-sized creature as "creature", only as a source of food, there is an alchemical way to make them more docile and more responsive to sound signals, thus trainable to follow simple orders. Of course, such alchemical methods are redundant to those binding a ferrovore with magic, as a familiar.

Nymph ferrovore are generally as no more dangerous than their adult counterparts but can form into swarms. In warmer weather ferrovore can breed so rapidly that they can quickly remove all of the suspended metals from their water source. Once that happens the nymph ferrovore, unable to leave the body of water, will rapidly attack any iron blooded creature in their water supply.

A 3rd-level spellcaster with the Improved Familiar feat can gain a ferrovore familiar.

FERROVORE NYMPH SWARM

The blood red pond slowly clears to normalcy as the mass of larva covering it swim toward the shore roiling in their hostility.

FERROVORE NYMPH SWARM

CR 3

XP 800

N Fine aberration (aquatic, swarm)

Init +8; **Senses** Darkvision 60ft; Perception +1

DEFENSE

AC 22, touch 22, flat-footed 18 (+8 size, +4 Dex)

hp 24 (3d8+9)

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

Defensive Abilities swarm traits, immune acid, disease, poison

OFFENSE

Speed 20 ft.

Melee Swarm (2d6 plus bleed)

Space 5 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), bleed (1d6)

STATISTICS

Str 1, **Dex** 18, **Con** 14, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +2; **CMB** -10; **CMD** 4

Feats Improved Initiative, Toughness

Skills Stealth +10

SQ amphibious

ECOLOGY

Environment ponds, underground lakes and streams, sewers

Organization solitary, pair, or infestation (3-10 swarms)

Treasure see below

The furious motion and jarring nature of combat results in many crystals that the ferrovore nymphs have grown to fall off. Those that either happen upon a location where a fight with a ferrovore nymph swarm has occurred or those who defeat them can expect to find 5d10 crystals not ground to dust in the fight or destroyed. Each is worth 2 gp, or 4 gp for the purposes of spell components, as raw materials for crafting magical items, or inscribing spells into spellbooks.





INKBLOOD

A chain of long, dry membranes slithers across the ground, its flexible quills twitching and adjusting in ways that cause its folding skin to flutter like moth wings.

INKBLOOD

CR 1/4

XP 135

N Tiny aberration

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 4 (1d8)

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

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d3-1)

Ranged quill +5 (1d3-1)

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

Special Attacks quill

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** -2; **CMD** 10 (can't be tripped)

Feats Dodge, Weapon FinesseB

Skills Climb +11, Stealth +13

SQ assimilate writing

ECOLOGY

Environment urban

Organization solitary or catalogue (2-16)

Treasure triple, see below

SPECIAL ABILITIES

Assimilate Writing (Su) As a full round action, an inkblood can consume two pages worth of writing or images it is touching. Inkbloods can automatically consume most magical writing (such as scrolls, spellbook pages, or spells such as arcane mark, explosive runes, glyph of warding, or sepia snake sigil, but not other magic items or effects such as illusory script) and regain 1d4 hit points when they do so, but can only do so once per day. The content of all consumed works is reproduced in the inkblood's intricately folded membranes.

Familiar The master of an inkblood gains a +3 bonus on Linguistics checks. In addition, the inkblood can read and write one language of its master's choice.

Quill (Ex) An inkblood can fire a single sharp quill per round, with a range increment of 10 feet. Quills deal piercing damage.

Inkbloods are a rare case of aberration whose origins are well-known in details. These creatures were created by a team of research-focused wizards who sought to invent a way for their arcane bond creatures and items to store spells, much like witch's familiars can do. After having little luck with common familiar creatures, they made a few attempts to animate their spellbooks, aiming for a new kind of homunculus construct. Instead, they ended up with the first inkblood on their hands, able to store texts, yet not the spells themselves. While the team leader considered that a failed experiment, a colleague of his chose to keep the aberration, never expecting it to eventually become a fully formed, breeding species.

Inkbloods feed on paper, ink, and the graphics and writing made with them. Furtive but dependent on intelligent habitation, they make their home in urban environments, hiding in nooks within libraries, attics in the houses of aging scholars, and the neglected archives of scribes and officials. Some record-keepers avoid their predation by writing on hide or other mediums, but the snake-like beings can also be tamed and used to store vast amounts of work in their complex skin. Inkbloods do not decompose after they die, which makes them a prized medium for archiving.

When the membranes of an inkblood are full, they begin to grow as they consume more writing. Inkbloods propagate only when fully filled, preferably having some extra pages added to their total length. When time comes, they develop a particular taste for quills, pens and other soft kinds of writing utensils. If the inkblood finds enough of such food, it eventually lays eggs in a specially prepared nest made of fine paper sheets, the best food for its young.

Their tiny sized bodies can hold up to 200 pages of content. Upon consuming more, they grow new membranes at the end of their tailed form, growing slightly in length. While not yet observed, it is assumed there is no physical limitation to how large or long an inkblood can grow.

Originally created as familiars, inkbloods are unsurprisingly easy to tame and train, provided one is good at recognizing their special needs and tending them. All inkbloods hate fire and water, often panicking when faced with a large amounts of either. Adventuring inkblood owners occasionally find it to be a serious disadvantage, since their inkblood familiars just refuse to enter some dangerous areas.

When encountered in a location in which spell casters may spend their time, an inkblood is found with spells of an arcane caster that is common to the local region as would be found in a spellbook for that class or on a scroll created by that class. If in the form of a scroll, there are 1d6 spells of first level or lower. If in the form of spellbook pages, there are 1d4-1 spells of first level or lower. If a 1 is rolled, there is one page for a second level spell.

A 3rd-level spellcaster with the Improved Familiar feat can gain an inkblood as a familiar.

INKBLOOD ANCIENT

The serpentine creature flares the spined membranes all along its body, resembling a cross between a bat and a snake. As the empty book covers and bindings rain from its body, arcane and mundane writing can be discerned on the fibrous membranes as the creature looms up.

INKBLOOD ANCIENT

CR 5

XP 1600

N Large Aberration

Init +4; **Senses** Darkvision 120ft; Perception +1

DEFENSE

AC 19, touch 14, flat-footed 14 (-1 size, +4 Dex, +1 dodge, +5 natural)

hp 35 (7d8+7)

Fort +3, **Ref** +8, **Will** +6

Defensive Abilities Half Damage from Bludgeoning

SR 16

Weaknesses Fire Vulnerability

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +9 (1d8+3 plus grab)

Ranged spike +9 (1d6+3)

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

Special Attacks Grab (bite), Constrict (1d8+3)

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9 (+13 grapple); **CMD** 23

Feats Dodge, Lightning Reflexes, Lunge, Weapon Focus (bite)

Skills Stealth +14

SQ assimilate writing

ECOLOGY

Environment Urban

Organization solitary or volume (2-4)

Treasure

triple, see below

SPECIAL ABILITIES

Constrict (Ex) Inkblood ancient can crush an opponent, dealing 1d8+3 bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Confusing Symbols (Su) The body of an inkblood ancient is covered in arcane symbols. As a standard action the inkblood ancient can send magical energy pulsing through these symbols. Creatures that look at the inkblood ancient are confused (as if by the confusion spell) if they fail a DC 12 will save. The confusion lasts for one round. A inkblood ancient may use its confusing symbols one every 1d4+1 rounds. This is a gaze effect. This save is Charisma based.

When an inkblood finds a large source of written material and is left alone long enough, the inkblood will grow to impressive size and become an inkblood ancient. The libraries of dead civilizations are favored homes of inkblood ancients but those are rare. More commonly they are found in the homes of recently passed mages gorging on the mage's life's work. When inkblood ancient's lairs are intruded upon, they will attempt to ambush a lone individuals, expecting the odd symbols that cover their body to keep the individual's companions at bay.

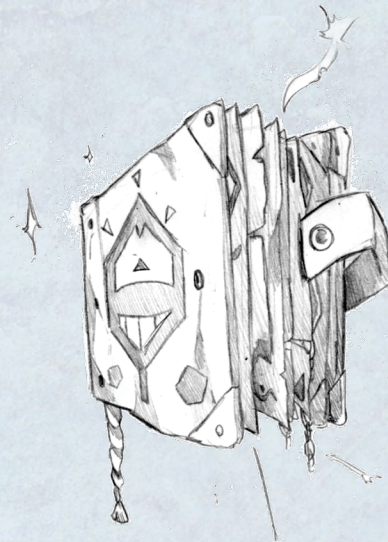
The symbols on inkblood ancients are a bit of curiosity for scholars. In at least one case, an inkblood ancient had been



ABERRANT CODEx

found in a library consuming a number of known manuals. The scholars, using copies of the consumed manuals, were unable to find a source for the symbols on the inkblood ancient. They theorized that the inkblood ancient had created the symbols itself. Though the scholars were unable to explain how the creature knew to create such symbols as only inkbloods bound as familiars have show any form of complex reasoning.

Inkblood ancients are found to have consumed magical scrolls and spellbook pages of varying types equal to about 5000 gp assimilated into their membranes. The remaining membranes, covered in non-magical writing, can be harvested and written over. These have an approximate value of 2000 gp.



Complex Inkblood Treasure and Spell Storage

Inkbloods, as creatures with little intellect, don't pay attention to what they are consuming, they just eat. An alternate idea could be to allow pages of higher level spells to be inscribed on the creature, potentially leading to the player collecting sections of a spell until they have collected all the parts necessary. In this instance, the inkblood should have a random assortment of spell pages from multiple spell levels. The Sages have debated whether a full spell researched from, inscribed on, and prepared from a living inkblood's membranes would function differently from a similar spell prepared from a spellbook. However, such a circumstance has never occurred to allow for such testing.

Combining Spell Pages to Create New Spells

Whether combining spell pages from the same or different authors, it is possible to scrounge together enough information to eventually generate a cohesive spell during research. To do this, the wizard must first determine the details of the partial spell on the page. The DC for this is 25 + the level of the spell, and the character must be able to study the page for a full hour in a calm environment and must have their own spell book available for reference. However, this study does not need to be during downtime. On a failed check, the caster must wait 24 hours to reattempt. Creating a new spell still requires the normal skill checks required to research a new spell (see the "Research and Designing Spells" section in Chapter 5 of the Pathfinder Roleplaying Game: Game Mastery Guide). A successful check will identify the school and level of the spell on the page, which must be either the same school or level of the spell you are researching, ideally both. Spell pages contribute to researching and designing spells in the following ways:

- Spell pages count as additional research materials
- Spell pages of the same level as the spell you are researching reduce the DC of the Knowledge check at the end of each week of work (maximum -5 for five pages)
- Spell pages of the same school as the spell you are researching reduce the DC of the Spellcraft check at the end of each week of work (maximum -5 for five pages)
- *Spell pages of the same school and level as the spell you are researching reduce the time required to research a spell by 1 day per page (maximum -5 days reduced per week of work required)

**Spell pages used in this way are destroyed in the process, due to the notes and snippets removed from them and incorporated into the new spell. Reducing the time to research is generally done by literally taking pieces of the existing research materials and including them in the spellbook in which the new spell is documented.*

Spell pages have a market value of 100 gp per spell level of the page.



PERDENTATE SARCOID

This horror appears to consist of an undifferentiated mass of raw flesh studded with teeth from all manner of sources. It moves disturbingly fast, warping shape and extending pseudopods to carry itself towards its prey.

PERDENTATE SARCOID

CR 5

XP 1600

N Medium aberration

Init +3; **Senses** blindsense 120', blindsight 20', darkvision 60'; Perception +8

DEFENSE

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

hp 57 (5d8+35)

Fort +8, **Ref** +1, **Will** +4

DR 5/bludgeoning

OFFENSE

Speed 40 ft., climb 20 ft.

Melee slam +7 (1d3-2/19-20 plus tooth absorption)

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

Special Attacks tooth absorption

STATISTICS

Str 7, **Dex** 17, **Con** 24, **Int** 4, **Wis** 11, **Cha** 4

Base Atk +3; **CMB** +0; **CMD** 13

Feats Combat Reflexes, Weapon Finesse, Weapon Focus (slam)

Skills Perception +8

SQ denticles

ECOLOGY

Environment Any

Organization Solitary

Treasure None

SPECIAL ABILITIES

Denticles (Ex) The perdentate sarcoid's slam attack deals bludgeoning, piercing, and slashing damage and threatens a critical hit on a 19 or 20.

Tooth Absorption (Ex) A creature struck by the perdentate sarcoid's slam attack suffers 1 point of Constitution damage as the sarcoid absorbs some of its teeth, up to a maximum of 5 points of Constitution damage dealt in this manner, and suffers a cumulative -1 penalty attack rolls made with its bite attack (if any, to a maximum of -5). A creature that has suffered 5 points of Constitution damage through tooth absorption suffers a 20% failure chance on attempts to cast spells with verbal components. Creatures without teeth are immune to this ability. A perdentate sarcoid deals 5 points of

Constitution damage, to the usual maximum of 5 total, to a creature it damages with its slam as part of a coup de grace. The perdentate sarcoid gains a racial bonus on attack and damage rolls equal to the amount of Constitution damage it has dealt via tooth absorption in the last hour, after which the new teeth are fully digested.

No one is certain of the perdentate sarcoid's origins. The leading theories are that it is the result of some horrible arcane experiment, the progeny of a disturbed polymorpher, and a denizen of some hitherto undiscovered "plane of flesh." Whatever the truth, it is a menace to all creatures with teeth. When it detects potential prey, it approaches cautiously, gauging whether it is a threat. If it determines that the prey is something with teeth it wants to eat they will charge at the creature and attempt to slap their mouth. With each slap the victim's teeth dissolve more and more and are incorporated into the sarcoid's fleshy pink body.

Rarely are perdentate sarcoids found in cities, with the exception of in academic institutions as a specimen to be studied. More often perdentate sarcoids are found in the wilds near smaller settlements. Perdentate sarcoids prefer the large teeth common to beast of nature to the smaller teeth found in most humanoids, but will consume what is available.

Perdentate sarcoids are notoriously difficult to tame, being completely asocial creatures, neither intelligent enough nor interested in communication, particularly with potential sources of food. These aberrations have a peculiar instinctive fear of buzzing and drilling sounds, they tend freeze or hide when confronted with the experience, unless they are already feeding.

Those few who are interested in taming and training such a companion typically use some source of such sounds to manipulate the creature, switching them off when the aberration is docile and on again when it misbehaves or wanders off from its would-be master. Typically, perdentate sarcoids' relationships with their masters imply much less friendship and much more fear than it is typical for companion creatures. A few less discerning humanoids have found success in using perdentate sarcoids as attack beasts.



Feeding perdentate sarcoids is sometimes complicated due to their highly specialized diet. Even well-trained specimens tend to behave erratically, wandering away to hunt if unfed. In many cases one can temporarily satisfy a perdentate sarcoid with teeth found on old discarded skeletons. For some obscure reasons, these aberrations can feed on scales of some fish species, such as sharks.

Perdentate Sarcoid Companions

Starting Statistics: **Size** Small; **AC** +1 natural armor; **Speed** 30 ft., climb 10 ft.; **Attack** slam (1d3); **Ability Scores** **Str** 5, **Dex** 15, **Con** 16, **Int** 3, **Wis** 9, **Cha** 9; **Special Attacks** lesser tooth absorption; **Special Qualities** blindsense 30 ft., blindsight 10 ft., darkvision 60 ft.

Lesser Tooth Absorption (Ex) When the perdentate sarcoid successfully hits an opponent that has teeth with its slam attack, it begins absorbing the opponent's teeth. The target takes 3 points of additional damage and a cumulative -1 penalty on attack rolls with its bite attack (if any); both the hit point damage and penalty are doubled on a critical hit. The perdentate gains a bonus on attack and damage

rolls with its slam equal to the number of successful tooth absorptions it performed in the last round. A successful coup de grace deals additional damage totalling 15 minus the additional damage already dealt with this ability, as well as inflicting the maximum penalty, and this otherwise works as the tooth absorption ability of a standard perdentate sarcoid, including the reduction in penalty for healing the additional damage.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Speed** 40 ft., climb 20 ft.; **Attack** slam (1d3-2 plus tooth absorption); **Ability Scores** **Str** 7, **Dex** 15, **Con** 20, **Int** 4, **Wis** 9, **Cha** 9; **Special Attacks** tooth absorption **Special Qualities** blindsense 60 ft., blindsight 15 ft., darkvision 60 ft.

7th-Level Advancement: **Size** Medium; **AC** +3 natural armor; **Speed** 40 ft., climb 20 ft.; **Attack** slam (1d3 plus tooth absorption); **Ability Scores** **Str** 7, **Dex** 15, **Con** 20, **Int** 4, **Wis** 9, **Cha** 9; **Special Attacks** tooth absorption **Special Qualities** blindsense 120 ft., blindsight 20 ft., darkvision 120 ft.



RUIN DRAKE

The draconic being swoops above on tattered wings. Its black scales carry a metallic greenish or yellow shimmer across them. Peculiar lumps cover its form. Sharp teeth seem to have hideous tendrils clinging to them, and the same tendrils drops off of parts of its body.

RUIN DRAKE CR 3

XP 850

N Medium aberration

Init +3; **Senses** Darkvision 60 feet, low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 28 (4 HD; 4d8+8)

Fort +2, **Ref** +4, **Will** +5;

Defensive Abilities None; **Immune** sleep, paralysis

OFFENSE

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

Melee bite +7 (2d4+5, pox aberrantia), 2 claws+2 (1d4+1)

STATISTICS

Str 17, **Dex** 16, **Con** 13, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 19

Feats Acrobatic, Flyby **Attack**

Skills Fly +10, Perception +7, Stealth +10, Survival +7, Acrobatics +6, Intimidate +6

Languages Draconic

ECOLOGY

Environment Plains and mountains.

Organization Solitary but attracted to people afflicted with Pox Aberrantia

Treasure Standard

SPECIAL ABILITIES

Infestation *Pox Aberrantia*: injury; *save* Fort DC 15; *onset* 1 round; *frequency* 1/day; *slot* body; *negative effects* 1d2 Wis and 1d2 Dex damage; *positive effects* natural attacks are treated as magic; *incubate* 2 consecutive saves; *special* Creatures with the dragon type take a -4 penalty to the save. If a creature with the dragon type is rendered immobile or unconscious by the pox aberrantia, the creature metamorphoses into a ruin drake after 24 hours. Creatures without the dragon type rendered immobile or unconscious by the pox aberrantia become a host. When a creature approaches with 10 feet of the host they are attacked by the parasites taking 1d2 of damage at the end of the round. Those damaged this way must save against the pox aberrantia or become infected.

The ruin drake is more than just a draconic being. The creature is in truth, not draconic at all. Ruins drakes are the remains of a dragon controlled by parasites, the pox aberrantia. The parasites form crystal-like blisters to reside in, and extend a tendrils filaments to breath and sense the environment. These tendrils



worm around the body controlling muscles and nerves. The parasites use these tendrils to move the still living body of a draconic creature so they might infect a new host. They can use the tendrils to access some of the memories of the host dragon, giving a ruin drake surprising cleverness.

In times past, a civilization sought a way to turn a war against draconic kind in their favor. Using parasites found in aberrations, they created the pox aberrantia. Though the civilization has passed into history, the ruin drakes (and other infested draconic beings) remain around the aging ruins of their civilization. Ruin drakes are lethargic, the pox aberrantia often only moving their host bodies to keep it fed. Through methods unknown, though perhaps through a newly developed sense, they become more active when draconic creatures are nearby. Once a draconic creature is found, they attack it with the intent to infect it. This exchange is usually ended after the ruin drake draws blood,



Aberrant Parasites

When infesting a host, aberrant parasites are treated like diseases, save that when the creature passes a number of saving throws the parasite instead begins to incubate, rather than being cured. To be cured of a parasite, a creature must gain the benefits of a remove disease spell or undergo surgery (a process that takes 1 hour, requires a Heal check with a DC equal to the parasite's DC, and deals 1d4 Constitution damage to the host whether the check passes or fails).

An aberrant parasite grants positive effects while infesting a creature. Whether a creature passes or fails their saves against the parasite, they gain the positive benefits while they are afflicted and for up to 24 hours after it begins to incubate.

Infestation Affliction

Name: This is the name of the affliction.

Type: As normal, except add infestation.

Save: As normal.

Onset: As normal.

Frequency: As normal.

Negative Effect: This is the penalty a host receives from failing saves while infected with an incubating aberrant parasite.

Positive Effect: This is a benefit the host receives from passing saves while infected with an incubating aberrant parasite.

Incubate: The amount of saves the host must fail for the parasite to begin incubation.

assuming that an infection was successful. Ruin drakes will follow draconic creatures for long periods of time, only attacking further if the prey doesn't show signs of infection after a time. Once the draconic creature is fully infested, they will lead the new ruin drake back to their nest.

Humanoids have found that ruin drakes can be trained and tamed with relative ease. Ruin drakes seem only interested in attacking draconic creatures unless they are provoked. While they are territorial, gifts of meat and strong sweet scents calm them. Larger ruin drakes have been seen, but so far scholars haven't managed to gather much information about them.

Ruin Drake Companions

Starting Statistics: **Size** Medium; **AC** +2 natural armor; **Speed** 30 ft., fly 60 ft. (average); **Attack** bite (2d4+3 plus pox aberrantia), 2 claws (1d4+1); **Ability Scores** **Str** 17, **Dex** 16, **Con** 13, **Int** 7, **Wis** 12, **Cha** 9; **Special Qualities** darkvision 60 ft., low-light vision

7th-Level Advancement: **Size** Large; **AC** +6 natural armor; **Speed** 50 ft., fly 80 ft. (good); **Attack** bite (2d4+5 plus pox aberrantia), 2 claws (1d4+2); **Ability Scores** **Str** 21, **Dex** 16, **Con** 17, **Int** 7, **Wis** 12, **Cha** 9 **Str** +6, **Dex** +8, **Con** +4; **Special Qualities** darkvision 60 ft., low-light vision

To find a ruin drake in the mountains isn't strange, but it's certainly an omen of ill.

SKYSCOURGE

A horrific flying arachnid swoops down from the sky, tentacles on its stomach lunging outwards to grab your arm as it passes by.

SKYSCOURGE

CR 6

XP 2,400

N Large aberration

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

DEFENSE

AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, -1 size)

hp 52 (7d8+21)

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

OFFENSE

Speed 40 ft., climb 40 ft., fly 60 ft. (good)

Melee bite +10 (1d8+6), 4 tentacles +8 (1d6+3 plus grab)

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

Special Attacks feasting grapple, flyby flurry, grasping flight

STATISTICS

Str 22, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 25 (+37 vs trip)

Feats Flyby **Attack**, Multiattack, Dodge, Mobility

Skills Acrobatics +11, Climb +14, Fly +10, Perception +6, Stealth +7 ; Racial Modifiers +4 Acrobatics

ECOLOGY

Environment forests, plains

Organization solitary, pair, or swarm (3 - 12)

Treasure none

SPECIAL ABILITIES

Feasting Grapple (Ex) When the skyscourge maintains a grapple and chooses to deal damage uses its bite, it tears out chunks of the creature's flesh and devours them. The grappled creature must make a DC 16 Reflex saving throw or take 2 points of Dexterity damage, a successful saving throw halves this damage.

Flyby Flurry (Ex) When the skyscourge uses its Flyby Attack feat, it can make each of its tentacle attack at any point during the move, rather than making a standard action during its move.

Grasping Flight (Ex) A skyscourge can grapple a target with its tentacles and carry them into the air. If the skyscourge chooses to only use its tentacles to hold on to the target, rather than conducting the grapple normally, it only takes a -10 penalty to its CMB check to make and maintain the grapple. If it succeeds, it does not gain the grappled condition itself. If the skyscourge maintains a grapple against a creature it is grappling



normally, it can remove the grappled condition from itself in addition to the normal options available after maintaining a grapple, but doing so imposes a -10 to its further CMB checks made to maintain the grapple. A skyscourge can move while grappling a creature in this way, the grappled creature stays in an adjacent square of the skyscourge's choice for as long as it is grappled.

Skyscourge are aerial horrors of the open plains and deep forests. Skyscourge resemble a horrific cross of bat, spider, and tentacled monstrosity, their eight arachnid limbs possessing membraned wings, and their stomachs writhe with four sinuous tentacles which they use to grab and hold prey. All sky scourges are androgynous, and their ability to rapidly grow in numbers is tough to control. Wild populations tend to be devastating for the environment, requiring scrupulous extermination of all specimens and egg-nests, typically located high on the trees or occasionally in overhangs or outcropping in cliffs.

A skyscourge is not malicious, the creatures simply have a voracious hunger. Taming a skyscourge requires a nearly constant supply of food to keep them docile. Tame sky scourges are generally no trouble for their owners as long as they are well-fed. They accept their masters and companions as their "swarm", coordinate with them and protect them.

Skyscourge Companions

Starting Statistics: **Size** Medium; **AC** +4 natural armor; **Speed** 20 ft., climb 20 ft., fly 60 ft.; **Attack** bite (1d6), 2 tentacles (1d4 plus grab, reach 10 ft.); **Ability Scores** **Str** 12, **Dex** 18, **Con** 12, **Int** 2, **Wis** 12, **Cha** 10; **Special Qualities** darkvision 60 ft.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8, reach 5 ft.), 4 tentacles (1d6 plus grab, reach 10 ft.); **Ability Scores** **Str** 20, **Dex** 16, **Con** 16; **Int** 2, **Wis** 12, **Cha** 10



SONOPHAGE

A tiny, mottled black and white blot of a creature darts erratically through the air on transparent, insectile wings, emitting an eclectic song composed of mimicked sounds.

SONOPHAGE

CR 1

XP 400

N Diminutive aberration

Init +3; **Senses** darkvision 60 ft.; Perception +5

Aura dampen sound

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 8 (1d8+4)

Fort +1, **Ref** +3, **Will** +3

Sonic healing

OFFENSE

Speed 5 ft., fly 50 ft. (perfect)

Melee mute +7 (1d6 sonic plus mute)

Space 1 ft.; **Reach** 0 ft.

Special Attacks mute

STATISTICS

Str 1, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 9

Base Atk +0; CMB -1; CMD 8

Feats Toughness, Weapon FinesseB

Skills Fly +17, Perception +5, Stealth +15

SQ sound mimicry (sounds and voices)

ECOLOGY

Environment any temperate or tropical

Organization solitary, murmur (2-6) or chorus (7-16)

Treasure none

SPECIAL ABILITIES

Dampen Sound (Ex) A sonophage muffles sounds within a 20 foot radius around it. Perception checks to hear any sound in the area, or made from within the area, suffer a -8 penalty. The sonophage does not apply this penalty to its own Perception checks, and may choose not to dampen sounds it makes (such as with sound mimicry).

Familiar The master of a sonophage gains immunity to the dampen sound ability of any sonophage.

Mute (Ex) Once per round a sonophage can feed on a single target as part of a melee attack, dealing 1d6 points of sonic damage and stopping all sound from them for one round; they cannot cast spells with verbal components, speak, or make noise by movement, but are still affected by sonic or language-based attacks. A DC 10 Fortitude negates the muting effect, but not the damage. The save DC is Charisma-based.

Sonic Healing (Ex) A magical attack that deals sonic damage heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the sonophage to exceed its full normal hit points, it does not gain any excess as temporary hit points. An sonophage gets no saving throw against sonic effects. Non-damaging effects of sonic spells affect the sonophage as normal.



A sonophage resembles a flying insect from a distance, moving with the same darting movements as a dragonfly on transparent wings with black, swooping edges. However, its body is a gelatinous, mottled black and white ellipse that lacks any limbs or apparent features beyond its wings, using photosensitive gray spots to see and oozing along the ground when it isn't flying.

Sonophages are found around regular sources of sound, whether roaring waterfalls or noisy urban landscapes, but normally spread out rather than clustering. However, extreme noise pollution can attract sonophage swarms and send them into dangerous feeding frenzies. Sonophages ability to mimic and repeat sounds they absorbed once makes them an unusual source of information. It is not uncommon for sonophages to idly reproduce sounds or voices it has heard before.

Sonophages are in some way connected the muttering stones found in some areas. These stone obelisks attract aberrations and new sonophages are always found around the stones. Occasionally sonophages cluster around the stones while they speak. The sonophages repeat words and phrases in Aklo, mimicking the obviously inhuman voices of the muttering stones. The tiny new sonophages are always incapable of flight, but even then use their wings to crawl closer to the obelisks.



Some occult organizations hunt and capture sonophages to study these sounds, filling their research diaries with fragments of Aklo language, sometimes resembling prophecies, curses or parts of powerful spells and rituals. Such researchers regularly slip into insanity while attempting to measure inhuman meanings and implications of these words. Yet others sometimes make striking discoveries bringing them to power.

Those who keep sonophages as familiars typically get used to the creature's noisiness, ignoring most of the stuff it instinctively repeats. However, there is always a chance their sonophage repeats some secret it could overhear once, or some routine-breaking sounds too scary to ignore, becoming a source of and adventure rather than a docile familiar. Lucky for their masters, as the creature's Intelligence improves, the sonophage becomes better at controlling its sonic impulses.

The gelatinous body of a sonophage is a valuable alchemical and magical component, useful in the creation of items dealing with sound, language, and silence. It can be sold for varying amounts depending on quality. Small or damaged ones can be sold are worth 100 gp, normal ones are worth 200 gp, while large or perfect specimens can secure 300 gp.

A 3rd-level spellcaster with the Improved Familiar feat can gain a sonophage as a familiar.



Busy crowds can draw many sonophages.



SPRINGROOT

While at rest, his creature resembles a small non-monstrous puya-like plant, resting amidst tree root. When moving, it reveals the tree roots to be its own long and mighty appendage that the creature compresses and releases to make high and long jumps, thus moving around with impressive speed. While normally not seen from distance, its needles hide multiple eye-like organs clustered in the puya-like head of the creature.

SPRINGROOT

CR 5

XP 1,600

N Medium aberration

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+1 dodge, +3 Dex, +4 natural)

hp 352 (7d8+7)

Fort +5, **Ref** +4, **Will** +6

Immune paralysis, poison, polymorph, sleep, stunning

OFFENSE

Speed 20 ft.

Melee root slam +7 (1d6+1 plus grab)

Ranged needle +9 (1d4+1 plus phantasmal poison)

Special Attacks gaze of the faceless, phantasmal poison, sneak attack+3d6



STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 1, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)

Feats Dodge, Point-Blank Shot, Skill Focus (Perception), Weapon Focus (needle)

Skills Acrobatics +9 (+17 when jumping), Perception +10, Stealth +7 (+15 in undergrowth), Racial modifiers: +8 to Acrobatics checking when jumping, +8 to Stealth in undergrowth

SQ Natural shooter

ECOLOGY

Environment deserts, plains, forests

Organization solitary, or clutch (2-5)

Treasure incidental

SPECIAL ABILITIES

Gaze of the Faceless (Su) A springroot that is in a grapple with another creature can spend a move action to close its needle-studded upper globe to its grappled target's face, revealing eye-like organs hidden deep at the needle's base. This eye contact establishes a temporary empathic link between the springroot and its victim, confronting the latter with the alien emotions and sensations of the aberration. The target must succeed at a Will saving throw DC 14 or be stunned for 1 round. This is a gaze, mind-affecting, emotion effect. The DC is Charisma-based. A springroot that already has an empathic link with any other creature (such as from being an animal companion) cannot use this special attack.

Natural Shooter (Ex) Springroots need not perform any complicated manipulations to shoot their needles. They do not provoke attacks of opportunity when using their needle ranged attacks.

Phantasmal Poison (Su) Springroot needles carry a supernatural poison that temporarily makes its victim to see pleasant phantasms, failing to perceive the horrific reality. A creature hit by a springroot's needle and succumbs to the poison finds itself surrounded by vague yet attractive images of flower, fey and delicate plants. While these visions do not directly interfere with the target's ability to perceive reality, the poison also makes all springroots invisible to the target, as per *greater invisibility* spell.

Poison (Su) *Phantasmal Poison*: injury; save Fort DC 14 onset 1 round.; frequency 3 rounds; effect springroots are invisible to the affected creature; cure 1 save

Springroots are exotic plant-like creatures that move around springing on their strong roots or patiently lie in wait, ready to



shoot their prey with poison needles. While able to fight in melee using their strong roots and grapple opponents, springroots typically do so only to get an opportunity to use their gaze of the faceless ability.

Springroots are close to plants in their ability to feed on light, water and minerals, provided they are left in peace for long enough. This makes them convenient guardians in wilderness, but a springroot cannot last long in a rocky underground complex or a tavern room, unless specifically provided with what it needs. Springroots do not eat meat and never hunt for food, only defending when attacked or attacking when ordered by their master. Neither they are instinctively territorial; in most cases, they need specific orders and details to understand what area needs guarding and who is considered to be intruder. They do not need words for such explanations, relying on empathic link with their masters and following their impulses, remembering their affection or distrust to particular places and items. This puts a limit on what such a companion can understand.

Fey masters typically grow springroots in small clutches which is enough to ensure most trespassers die before they ever see what is attacking them. Originally cultivated by unseelie fey as guardians, these once natural creatures eventually developed aberrant features beyond understanding of their former masters. They still retain the general guardian behavior and attitude, sometimes becoming companions to creatures they believe to

be fey enough. These are typically members of races with tight connections to natural world and plants, or members of religious communities actively testing the limits of which parts of the universe are still natural and which are not. Those who survived after meeting the gaze of the faceless report the experience as full of strange revelations, as if the mind and powers of the creature were coming from the realms far beyond the fey world, or anything unseelie fey could access on their own. Such revelations sometimes awaken oracular powers in the creature, or invoke religious feelings, bringing new cults and exotic beliefs into existence.

Springroot Companions

Starting Statistics

Size Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** root slam (1d4) or needle shot (1d3 plus phantasmal poison); **Ability Scores** Str 10, Dex 18, Con 11, Int 1, Wis 13, Cha 12; **Special Attacks** phantasmal poison; **Special Qualities** darkvision 60 ft.

4th-Level Advancement

Size Medium; **Attack** root slam (1d6) or needle shot (1d4 plus phantasmal poison); **Ability Scores** Str 14, Dex 16, Con 13, Int 1, Wis 13, Cha 12.

A forest doesn't need to have a mystical appearance to harbor springroots, but in such a location they are less easily identified.





APPENDIX: PLAYER OPTIONS

The following feats will increase a character's connection to their animal companion or familiar.

DEEP BONDING FEATS

Bonding is a new type of feat intended to represent a strong connection between the player and their familiar and/or animal companion. If you ever no longer meet the prerequisites for a deep bonding feat, you lose the benefit and gain the Broken Bond feat. While you have the Broken Bond feat, if you qualify for a deep bonding feat again, you can perform a special 24-hour ritual to replace Broken Bond with a deep bonding feat; otherwise, you retain Broken Bond until you lose or replace the deep bonding feat in question.

Some deep bonding feats are selected by an animal companion or familiar rather than their master. Unless otherwise noted, the creatures must be a familiar, animal companion, or both to select a deep bonding feat. Such an animal companion or familiar who ceases to be one (such as through the irreversible death of its master or dismissal by the same) loses their deep bonding feats and gains Broken Bond as a bonus feat.

Aberrant Animal Companion

While the means may be a mystery, you've made a connection with a creature unlike any other.

Prerequisites: Ability to acquire a new animal companion, sufficiently high level (see below).

Benefit: When choosing an animal companion, the creatures listed here are also available to you.

You also gain the Unnatural Aura universal monster feature with a range of 30 feet.

Table 1-1: Animal Companions

Animal Companion	Class Level
Argoschwere	4th
Fauschmaw	1st
Perdentate Sarcoid	1st
Ruin Drake	4th
Skyscourage	1st
Springroot	4th

Aberrant Symbol (Deep Bonding)

Your connection to your master allows you to form and aberrant symbol on your body.

Prerequisites: Must be a familiar, inkblood.

Benefit: As a full round action you can attempt to fascinate a creature adjacent to you. Maintaining the effect on subsequent rounds is a full-round action. The creature receives a Will save (DC = 10 + ½ your HD + your Wisdom modifier) to negate the effect. You can use this ability for a total of 10 rounds per day. This otherwise functions as the bard's fascinate bardic performance.

Special: Feats intended to be taken by familiars can be swapped out for a given familiar's existing feats (those feats listed in the familiar's statistics) if the familiar meets the prerequisites for the new feat. This replacement can only be made when the PC first attains a new familiar.

Acid Armor (Deep Bonding)

You are able to pull dissolved metals from some liquids, like your ferrovore familiar.

Prerequisites: Must have a ferrovore as a familiar.

Benefit: Up to two times per day as a immediate action, during the casting of a spell with the acid descriptor, you may form a metal crust on your skin. You may also form a metal crust if you take 5 or more points acid damage by expending one of your daily uses as an immediate action. The metal skin last 4 hours and offers a +2 alchemical bonus to armor class. This bonus stacks with itself. This is a supernatural ability.

Aggressive Parasites (Deep Bonding)

Using the mystic connection between you and your master a deadlier version of the pox aberrantia becomes available.

Prerequisites: Constitution 13, must be an animal companion, ruin drake.

Benefit: The aberrant parasites, which live within your body, constantly surrounds a you, to a radius of 5 feet. Any hostile creature adjacent to you takes 1d4 points of damage per 3 HD at the end of each round it remains in the area. Those damaged by this way are exposed the pox aberrantia as well. Any area effect attack that deals 10 or more points of damage to you destroys you aberrant parasites, removing



your aura for 3 rounds, after which a new batch of aberrant parasites swarm out of you to replenish the infestation.

Assist Grapple (Deep Bonding)

Watching your skyscrouge grapple foes seemed repetitive, but after a time you learned to read its moves precisely. With just a few quick movements you doom your foes to your companion's tentacles.

Prerequisites: Animal companion class feature, must have a skyscrouge as an animal companion.

Benefit: When your skyscrouge attempts to start a grapple on creature adjacent to you, you may assist as an attack of opportunity. If you succeed in the attack roll, your skyscrouge gains a +4 bonus to their grapple check.

Bloody Mist (Deep Bonding)

Your mistbreath causes living beings to bleed.

Prerequisites: Must be an animal companion, fauchmaw.

Benefit: Living beings damaged while inside the mist created by your mistbreath take 1d4 points of bleed damage each round they remain in the fog. While inside the fog created by mistbreath, magical healing does not stop the bleed damage except with a caster level check (DC 11 + your Hit Dice). This feat cannot deal damage to a creature more than once per round.

Delayed Auditory Feedback (Deep Bonding)

Your sound mimicry ability is used to repeat every word spoken by a foe, but with a delay. This causes the foe to have issues speaking normally and can cause the foe to mis-speak verbal components.

Prerequisites: Must be a familiar, sonophage.

Benefit: As a standard action, you may select a target within 90 feet. The target must make a concentration check to cast spells with verbal components (DC = 10 + ½ your HD + your Charisma modifier + the level of the spell). If they fail the check, they may elect not to expend the spell or slot, merely losing the action. In addition, the target must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failing it means that they cease concentrating on the spell or effect. You

may only have one target selected at a time. This is a mind-affecting sonic effect.

Special: Feats intended to be taken by familiars can be swapped out for a given familiar's existing feats (those feats listed in the familiar's statistics) if the familiar meets the prerequisites for the new feat. This replacement can only be made when the player first attains a new familiar.

Deranged Feeding (Deep Bonding)

Your master has taught you to be particularly savage when feeding in battle. Those who gaze upon you feeding lose their morale.

Prerequisites: Must be an animal companion, skyscrouge.

Benefit: When a grappled creature is damaged by the your bite, you gains the frightful presence ability until the start of your next round. The DC is 10 + 1/2 your HD + your Charisma modifier and affects all enemies within 30ft.

Gravity Assist (Deep Bonding)

Your connection with your master allows you to use your master as point of gravity to increase your speed.

Prerequisites: Must be an animal companion, argoschwere.

Benefit: You use a special charge action. As long as your master is adjacent to a space you would travel through, the you gains a +15 foot enhancement bonus to your speed and a +3 bonus on attack rolls, and can attack as if you had the pounce ability, as long as you move at least 15 feet toward, and 15 feet past a space adjacent to, your master. Upon reaching a square adjacent to your master, you may make a turn up to 90 degrees. You suffers a -6 penalty to your Armor Class during this special charge and for one round after. If you move less than the required distance to and from a space adjacent to your master, your movement, attack bonus, and AC penalty are reduced to those of a normal charge (stopping you in place if you've already moved more than allowed by a charge). After using this special charge attack, your master's speed is reduced by 30 feet until the start of your next turn.



Improved Familiar

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed here are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Table 1-2: Improved Familiars

Familiar	Alignment	Arcane Caster Level
Ferrovore	Neutral	3rd
Inkblod	Neutral	3rd
Sonophage	Neutral	3rd

Mercury-Fed (Deep Bonding)

Your connection to your master allows you to consume mercury. You can can metabolize some of this extra mercury to emit a glow that destroys most infections.

Prerequisites: Must be a familiar, ferrovore.

Benefit: You emit a faint glow around your antenna. As a standard action you can use your antennae to purify diseased food and water as the spell purify food and drink. This has no effect on spoiled, rotten, poisonous, or otherwise contaminated food and water. In addition, you may use your antennae on a willing or helpless creature giving the it a +4 alchemical bonus on save vs disease.

Special: Feats intended to be taken by familiars can be swapped out for a given familiar's existing feats (those feats listed in the familiar's statistics) if the familiar meets the prerequisites for the new feat. This replacement can only be made when the player first attains a new familiar.

Breaking the Bond

The bond represented by the deep bonding feats allows the player and their companion (animal companion or familiar) to grow together in their connection. However, circumstances like the death of a companion or the replacement of a companion could result in the original feat no longer providing a benefit to the player. Players who suffer this circumstance should be allowed to replace the deep bonding feat with the Broken Bond feat. If the player wants the feat for its mechanical benefits but does not wish to go through the process of obtaining a companion and deep bonding feat and subsequently losing them should write the loss into their backstory.

Broken Bond

Your ally has either been lost, betrayed, fallen in combat, or some other fate has severed the bond between you and your ally.

Prerequisites: Must have had an animal companion or familiar.

Benefit: While your bond is now severed, the connection with your companion was extreme. You have a new inner resolve and gain a +1 bonus on Will saves, a +2 bonus on Sense Motive checks against creatures of the same type as your companion, a +2 bonus on Charisma-based skill checks made with creatures of the same type as your companion, and you count as that creature type for the purpose of effects and prerequisites.

Special: You cannot select a deep bonding feat and the Broken Bond feat.

Mistsight (Deep Bonding)

Your connection to the fauchmaw grants you a fraction of its powers.

Prerequisites: Animal companion class feature, must have a fauchmaw as an animal companion.

Benefit: Your vision is not impaired by magical or mundane mist, fog, or smoke, and you ignore the concealment granted by such effects. You still suffer any of their other effects (such as the damage dealt by an acid fog spell).



Muting Spells (Deep Bonding, Metamagic)

Your spells carry the muting effect of a sonophage.

Prerequisites: Must have a sonophage as a familiar.

Benefit: Muting spells causes a single target that fails to save vs the spell to be affected by the mute ability of the sonophage for a number of rounds equal to the spell level. When casting a spell that affects or targets more than one creature, you choose one target or creature within the spell effect to be muted. You must choose which target to mute before casting the spell. Spells without verbal components are not affected by this feat. Muting spells uses up a spell slot two levels higher than the spell's actual level.

Page Eater (Deep Bonding)

You can draw on the power of the written word to fuel your spells.

Prerequisites: Must have an inkblood as a familiar.

Benefit: As a move action, you may swallow one page of written text. While the page is stored, you gain a +2 bonus on Linguistics checks related to all of the languages written on the page, and the ability to speak, read, and write one language selected as you swallow the page. Additionally, while you have a page stored, you increase the DC of any language-dependent spells you cast by 2. You may only have one page stored this way. It remains stored until you cast your next language-dependent spell or for 8 hours, whichever comes first.

Part of the Phantasm (Deep Bonding)

You have improved its phantasmal poison to include your master in the phantasmal nonreality it imposes on its victim.

Prerequisites: Must be an animal companion, springroot; master character level 5th.

Benefit: Your master is considered to be a springroot for the purposes of phantasmal poison effects you impose on any targets. As a result, your master benefits from greater invisibility effect against any targets under the effects of your supernatural poison.



A springrootling.

Pox Aberrantia Carrier (Deep Bonding)

You have become a vector for the pox aberrantia carried by your ruin drake. Creatures infected with pox aberrantia also find it difficult to attack you.

Prerequisites: Animal companion class feature, must have an ruin drake as an animal companion; master character level 3rd.

Benefit: You are immune to the negative effects of pox aberrantia. As a move action, you can apply pox aberrantia to your next natural attack. This lasts up to one hour, or until a successful attack is made. This pox aberrantia has the same save DC and effects as your ruin drake companion's. Creatures infected with pox aberrantia treat you as warded as per the sanctuary spell. The DC for the Will save is the same as the save for your ruin drake's pox aberrantia.

Reactive Denticles (Deep Bonding)

You have learned how to use your quick reflexes against an attacker with extreme effectiveness.

Prerequisites: Must be an animal companion, perdentate sarcoid.

Benefit: Whenever you take damage, you can make an attack of opportunity against the source of the damage if it's within reach.

Tooth Eater (Deep Bonding)

Having deepened your connection to your perdentate sarcoid, you gain the ability to draw power from teeth.

Prerequisites: Animal companion class feature, must have an perdentate sarcoid as an animal companion.

Benefit: You can swallow up to 4 teeth or specially prepared tooth fragments as a move action. For each swallowed, note the type and subtypes of the creature the tooth came from, then choose one of the following::

You gain a +2 circumstance bonus on Knowledge checks against the creature type of the tooth you consumed for 1 hour per tooth consumed.

The bones of the creature type of the tooth



you consumed glow to your eyes if you are within 30 feet. Materials impede this glow as detect spells. If the bones are inside of another creature (where they should be in most cases) you must be within 10 feet to see the glow. This lasts for ten minutes per tooth consumed.

Teeth swallowed in this fashion do not provide this benefit when swallowed a second time. The teeth used for this feat must not be broken or rotten.

Twin Gaze (Deep Bonding)

Your deep connection with your springroot companion allows you two to enforce your strong presence on creatures, stunning them with alien visions reverberating between you and your springroot's eyes.

Prerequisites: Animal companion class feature, must have a springroot as an animal companion.

Benefit: When both you and your springroot companion are both in melee with the same creature, and at least one of you is in a grapple with that creature, you can use a coordinated gaze attack against it. This special attack requires the grappler to activate as a standard action, and the ally must expend an immediate action to assist. The grappling enemy must make a Will save (DC 10+ half your character level + your Charisma modifier) or be stunned for 1d3 rounds. This is a gaze, mind-affecting, emotion effect.

Untethering (Deep Bonding, Tactical)

Your deep connection with the argoschwere allows you to store some of its power in your hand.

Prerequisites: Animal companion class feature, must have an argoschwere as an animal companion.

Benefit: You gain access to the following maneuvers with this feat:

Float Trinket: As a move action you may touch an untended object weighing up to 1 pound per character level and decrease the hold of gravity on it. The object can then be moved and left in the air, where it will remain, unless acted upon by an outside force (another person, wind, etc). This effect lasts 4 rounds, plus one round per level you possess in classes that provide an animal companion.

Deflecting Wave: When using the withdraw action, you gain +5 base move speed and increase your deflection

Tactical Feats

Tactical feats are a subset of feats that provide multiple minor benefits or options that are all usually situational in their use. For example, the untethering feat provides three benefits that could be equated in power to a trait, thus making the feat effectively stronger than normal feats. However, because they are all situational the realistic power is more along the lines of a single feat.

A player that has interesting ideas about other effects a tactical feat could have could potentially exchange one effect for another. The GM should consider the power of the effect from the perspective of a "situational trait". An example of two alternate effects for this feat could be the following:

Hop and Skip: When using the run action or making an athletics check to jump, you may treat the open air as a solid surface once during your movement.

Gravitational Isolation: You can compress the gravity near an object of fine size or smaller causing it to fall outside of time. Time does not pass for the object while under this effect and it appears to be pure black in color. Anything touching this object takes 1 damage per round. This effect remains in place until it is placed on another object and can remain indefinitely, even after you or your argoschwere's death. GMs are recommended to work with their players to create effects that are balanced and fill the thematic ideals of the feat.

bonus to AC against non-magical ranged attacks by +2.

Minor Gravity Reversal: As a standard action, you may make a touch attack against a fine object or smaller. If you succeed, the object's gravity reverses for 5 rounds. If the object is held, worn, or otherwise attached to a creature, they take a -1 penalty to all attack rolls and Reflex saves due to the awkward pull on the object.



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