# THE COLOSSAL CREATURES BESTIARY

JEFF GOMEZ ZENITH GAMES





# **The Colossal Creatures Bestiary**



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The Colos

Jeff Gomez, Zenith Games



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## Introduction

The best monsters are big: Godzilla, King Kong, Smaug, Shelob, the T-Rex, Tarrasque, Cthulhu, and even the Stay-Puft Marshmallow Man. These creatures are not just bigger than the heroes they face. They dwarf the heroes in scale and power. It is difficult to believe that anybody could overcome such odds. And when the protagonist does defeat his impossible foe, his success is the sweet victory of an underdog.

The Colossal Bestiary contains the work of 18 authors for over 80 creatures in total, all of them of the colossal size. In it, you will find monsters of every type and every CR from 1 to 26 (as well as CR 33 and CR 40 creatures for those seeking the ultimate challenge).

Variety and ease of use are the focuses of this bestiary. You'll find straightforward creatures like the bearhemoth and sharknado that you can easily plug into your campaign. You'll find nuanced monstrosities such as the etherworld fisher and yuggothian shambler. You'll find pushovers like the graveblob and pastorix, as well as megabosses such as the tribunal and harbinger of time. You'll find animals, constructs, dragons, swarms, spellcasters, agents of order, brain eaters, kaiju, dimension hoppers, living siege weapons, and really big raccoons.

Need a colossal creature for an epic battle? You'll find it within.







## Amgohran

Massive jaws sprout two long tusks of ancient ivory on this giant turtle-like biped. Armored plates form a shell across its back.

Amgohran

XP 76,800

CN Colossal magical beast

**Init** –2; **Senses** darkvision 60 ft., low-light vision; Perception +16

#### DEFENSE

**AC** 33, touch 4, flat-footed 18 (-2 Dex, +33 natural, -8 size)

**hp** 214 (13d10+156)

**Fort** +21, **Ref** +3, **Will** +7

**Defensive Abilities** armored shell, collect energy; **DR** 10/silver; **Immune** fire, **Resist** electricity 10; **SR** 27 **OFFENSE** 

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 2 slams +21 (2d8+16 plus push), or bite +21 (4d6+32)

Space 30 ft.; Reach 15 ft.

**Special Attacks** breath weapon (60-ft. line, 10d6 fire (DC 27 for half, usable every 1d4 rounds)), kaiju slam, powerful bite

#### **STATISTICS**

Str 43, Dex 7, Con 32, Int 10, Wis 14, Cha 9
Base Atk +13; CMB +37 (+41 bull rush); CMD 45
Feats Awesome Blow, Cleave, Critical Focus, Hover, Improved Bull Rush, Power Attack, Staggering Critical
Skills Climb +20, Fly +14, Perception +16, Swim +20;
Racial Modifiers +8 Fly

Languages Common (understand only, can't speak) ECOLOGY

**Environment** any warm **Organization** solitary **Treasure** incidental

#### **SPECIAL ABILITIES**

**Armored Shell (Su)** As a standard action, the amgohran may pull its head and legs into its shell, increasing its natural armor bonus by +10. While in its armored shell, the amgohran shoots blue flames from the shell's openings to create a spinning jet and increasing amgohran's fly speed by 60 ft. While in its armored shell, it loses one slam attack and its bite attack, but deals 3d6 fire damage to all within 15 ft. of it at the beginning of each of its turns (DC 27 Reflex for half). Charging while in armored shell deals slam damage plus 6d6 fire damage to the target (DC 27 Reflex for half). The save DCs are Constitution-based. The amgohran can end armored shell as a swift action.

**Collect Energy (Su)** An amgohran harnesses electricity damage prevented by its energy resistance. The

amgohran gains fast healing 5 for one hour after being dealt any electricity damage in excess of its resistance.

Gather Mana (Su) As a full round action the amgohran gathers mana from the life around it. Concentric circles of energy collapse into the amgohran, powering the creature. This mana is channeled into the creature's next breath weapon attack, increasing all variable numeric effects by half and increasing the DC of the save by +2. If not used, the mana dissipates harmlessly after one minute. Kaiju Slam (Ex) Anytime an amgohran misses its target with its slam attack, it may direct the blow into a manmade structure within reach instead, dealing its slam attack damage. An amgohran may also target a structure with the extra attack from Cleave, dealing damage as normal. The amgohran's slam bypasses all hardness when attacking man-made structures, and may make critical hits on objects. Any critical threat against structures automatically confirms.

**Powerful Bite (Ex)** An amgohran's bite applies twice its Strength modifier to bite damage.

In many cultures amgohrans are the children of the turtles that carry the earth on their backs. They have a deep relation to nature and are its protectors. Unfortunately for humanity, this often puts amgohrans at odds with civilization.

Amgohrans do not make a lair, but rather sleep on the deep ocean currents or ride air currents high above the clouds. They sleep for centuries, only awakening when other powers grow great enough to threaten nature.

Amgohrans seem to delight in crushing man-made structures. Every swing and step leaves rubble from the structures they encounter. They see nature as always changing, ever-growing and constantly in flux. Trampling and destroying buildings aids in this process.







## Angel, Celestial

This gigantic seven winged angel shines brighter than the sun itself, seven gleaming eyes radiating holy light through slits in its ornate armor.

#### Angel, Celestial

#### CR 25

#### XP 1,638,400

NG Colossal outsider (angel, extraplanar, good)

Init +8; Senses darkvision 60 ft., low-light vision, detect

evil, detect snares and pits, true seeing; Perception +33 Aura blinding light (60 ft., DC 37), overwhelming presence (120 ft., DC 28) protective aura

#### DEFENSE

**AC** 50, touch 7, flat-footed 45 (+4 Dex, +14 armor, +1 dodge, +29 natural, -8 size +4 deflection vs. evil)

**hp** 495 (22d10+374), regeneration 15 (evil artifacts, effects, and spells)

**Fort** +31, **Ref** +13, **Will** +23; +4 vs. poison, +4 resistance vs. evil

**DR** 15/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 34

#### OFFENSE

**Speed** 50 ft., fly 150 ft. (good) 35 ft., fly 100 ft. (perfect) in armor

**Melee** slam +35 (2d8+21), 7 wings +33 (2d8+10)

**Ranged** 7 holy beams +18 touch (4d8) **Space** 30 ft.; **Reach** 30 ft.

Spell-Like Abilities (CL 20th)

Constant—detect evil, detect snares and pits, discern lies (DC 27), true seeing

At Will—aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite (DC 27), imprisonment (DC 32), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead (DC 26), waves of fatigue

3/day—blade barrier (DC 29), earthquake (DC 31), heal, mass charm monster (DC 31), permanency, resurrection, waves of exhaustion

1/day—greater restoration, power word blind, power word kill, power word stun, prismatic spray (DC 30), wish

## Special Attacks pounce

#### STATISTICS

#### **Str** 52, **Dex** 18, **Con** 42, **Int** 23, **Wis** 27, **Cha** 25 **Base Atk** +22; **CMB** +43; **CMD** 58

**Feats** Cleave, Deadly Aim, Dodge, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Toughness

**Skills** Craft (any one) +31, Diplomacy +32, Fly +23, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +6, Survival +31

Languages Celestial, Draconic, Infernal; truespeech ECOLOGY

**Environment** any good-aligned plane **Organization** solitary or pair **Treasure** double (+5 *full plate*)

#### SPECIAL ABILITIES

**Blinding Light (Su)** The celestial can radiate a 60-footradius aura of blinding light as a swift action. Creatures within the affected area must succeed at a DC 37 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the celestial's blinding light aura for 24 hours. The save is Constitution-based.

Holy Beams (Su) The celestial can emit a volley of seven spear-like beams as a standard action. Make an

attack roll for each beam—all targets must be within 30 feet of each other. The beams are touch attacks have a range increment of 120 ft. Each beam deals an additional 22 damage against outsiders with the evil subtype, evilaligned dragons, undead creatures, antipaladins, and evil-aligned clerics.

**Overwhelming Presence (Ex)** Celestials are overwhelming in their size and majesty. When evil and neutral creatures first see the celestial from a range of 120 ft. or closer, they must make a DC 28 Will save or cower for 1d4 rounds and then become shaken for 2d4 rounds. On a success, they are simply shaken for 1d4 rounds. When good creatures first see the celestial from a range of 120 ft. or closer, they must make a DC

28 Will save or become fascinated for 1d4 rounds. Whether or not an opponent succeeds, the opponent is immune to that same creature's frightful presence for 24 hours. Overwhelming Presence is a mind-affecting fear effect. The save DC is Charisma-based.

Brutal cousins of the solar, celestials are as much war machine as angel. With their immense size and incredible strength, celestials are wielded as the final weapon in the war against evil. Despite their physical power, foes should not underestimate celestials' intelligence and magical prowess.

Seven winged humanoids clad in white armor, celestials shine with unbearably pure light. Underneath the circling halos, a winged helmet reveals seven eye slits which radiate holy wrath and eternal judgment. Celestials need no weapon: they wade through planar battlefields, felling demons with powerful strikes and flurries of armored wings.







## **Apocalypse Man**

Arcane energies swirl into the monstrously distorted giant. His visage is taut with animalistic hunger.

Apocalypse Man

XP 2,400

CN Colossal Humanoid (giant)

**Init** +4; **Senses** Perception +10

#### DEFENSE

**AC** 17, touch 7, flat-footed 12 (+1 dodge, +4 Dex, +10 natural, -8 size)

hp 76 (9d8+36)

**Fort** +7, **Ref** +7, **Will** +7; +3 vs. polymorph spells and effects

**Defensive Abilities** magic absorption; **DR** 5/nonmagical; **SR** 17

#### **OFFENSE**

**Speed** 30 ft. **Melee** unarmed strike +8/+3 (2d6+11)

**Ranged** arcane bullet +3 touch (5d6)

Special Attacks death throes

#### STATISTICS

**Str** 29, **Dex** 19, **Con** 19, **Int** 8, **Wis** 12, **Cha** 9 **Base Atk** +6; **CMB** +23; **CMD** 38

**Feats** Boar Style, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Weapon Focus (unarmed strike)

**Skills** Perception +10, Survival +13 **Languages** Common

**SQ** arcane battery

#### ECOLOGY

**Environment** any land **Organization** solitary

Treasure standard

#### SPECIAL ABILITIES

**Arcane Battery (Su)** The apocalypse man's body radiates raw magical power. Its unarmed strikes deal +2 damage as if a +2 enchanted weapon, and are treated as magic for the purposes of overcoming damage reduction and other effects.

**Arcane Bullet (Su)** An apocalypse man can fire eldritch energy from an outstretched finger as a standard action by shaping part of his stored magical reservoirs into a tightly compressed bullet. This is a ranged touch attack which deals 5d6 damage.

**Death Throes (Su)** When an apocalypse man dies, its remaining arcane energy explodes in a 30-ft. radius dealing 5d6 points of force damage. A successful Reflex save (DC 15) halves this damage. The save DC is Wisdom-based.

**Magic Absorption (Su)** An apocalypse man feeds on spell power; anytime a spell targeting the apocalypse man fails to overcome his spell resistance it gains the effects of

the spell *haste* for a number of rounds equal to the effective spell level.

These corrupted abominations are the results of failed experiments designed to test the limits of transmutation magic on the humanoid form. While the magic expanded the subject's body, the creature quickly grew unstable without the aid of further magics. Apocalypse men now wander the countryside, consuming the raw power of ley-lines and other sources of magical energy.







## Arachnocthonus

Cracks in the stony carapace of this massive arachnid monstrosity reveal fiery magma underneath.

## Arachnocthonus

#### XP 307,200

CN Colossal Magical Beast (earth, fire, kaiju)

**Init** +10; **Senses** darkvision 600 ft., low-light vision, tremorsense 600 ft.; Perception +40

Aura shaking earth (600 ft.)

#### DEFENSE

**AC** 36, touch 8, flat-footed 30 (+6 Dex, +28 natural, -8 size)

hp 372 (24d10+240); fast healing 30

**Fort** +24, **Ref** +22, **Will** +17

**Defensive Abilities** ferocity, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, fire; **Resist** acid 30, electricity 30, negative energy 30, sonic 30

Weakness vulnerability to cold

#### OFFENSE

**Speed** 100 ft.

**Melee** bite +31 (4d6+15), 4 claws +31 (2d8+15, 19-20/x2)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** penetrating claws, scorched trail, tectonic pounce

#### STATISTICS

## **Str** 40, **Dex** 22, **Con** 30, **Int** 3, **Wis** 25, **Cha** 21

**Base Atk** +24; **CMB** +47; **CMD** 63 (75 vs. trip)

**Feats** Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Critical (claw), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Skill Focus (Perception), Staggering Critical, Stunning Critical, Vital Strike

**Skills** Perception +40, Stealth -10 (+30 when pretending to be a stony hill); **Racial Modifiers** +40 Stealth when pretending to be a stony hill

Languages Ignan, Terran (can't speak)

 $\mathbf{SQ}$  massive, no breath

#### ECOLOGY

**Environment** any mountains **Organization** solitary **Treasure** incidental

#### **SPECIAL ABILITIES**

**Penetrating Claws (Ex)** The arachnocthonus' claws are treated as magic and adamantine for purpose of penetrating damage reduction and hardness.

**Scorched Trail (Su)** The arachnocthonus leaves a trail of cooling lava wherever it goes, turning any land which it moves over into a difficult terrain. Any creature that enters the trail or starts its turn within the trail suffers 4d6 points of fire damage. Objects and structures within the

trail suffer 4d6 points of fire damage per round (not halved as is typical for objects). Scorched trail sections cool down and no longer inflict damage when the arachnocthonus moves more than 600 feet away.

**Shaking Earth (Ex)** The arachnocthonus' slightest movement causes immense tremors. All the creatures within 600 ft. suffer -10 penalty to Dexterity and Strength based checks. All brittle unattended objects, structures, and crystalline creatures suffer 2d6 points of damage per round. As a full round action, the arachnocthonus can suppress this aura until the start of his next turn. The aura is also suspended when the arachnocthonus is unconscious, paralyzed, or otherwise unable to take actions.

**Tectonic Pounce (Su)** As a full-round action, the arachnocthonus can make a devastating leap, landing anywhere between 100 and 200 feet away with a great force. Everyone within the landing arachnocthonus' space and reach suffers the arachnocthonus claw damage and is knocked prone. A creature who makes a successful Reflex saving throw (DC 32) takes half damage and is not knocked prone. For one round after making a tectonic pounce, arachnocthonus is unable to make attacks of opportunity, has speed of 0 ft., and can't make another tectonic pounce. The saving throw DC is Constitution-based.

Most of the time, the arachnocthonus dwells in dormant volcanoes which still hold hot magma, but are calm and non-volatile. It can be roused from its slumber when the volcano, especially if the volcano is magically altered. It will also become active when a nearby earthquake shatters the volcano or the volcano goes completely cold, severed from the heat coming from the depths of the earth. The awakened arachnocthonus goes on a long, devastating trek, searching for a new suitable volcano. On its way, it instinctively seeks out tectonic faults, ruptures in the earth's crust, and lines of telluric powers but it can be foiled by deep mines, large scale foundries, and similar industrial sites that produce a lot of heat, deafening noise and vibrations.









## **Azure Worm**

This titanic caterpillar is covered in a thicket of spear-like spikes, almost concealing the vibrant blue flesh beneath.

Azure Worm

XP 3,200

N Colossal vermin

**Init** +0; **Senses** darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 20, touch 2, flat-footed 20 (+18 natural, -8 size) **hp** 88 (7d8+56)

**Fort** +13, **Ref** +2, **Will** +3 **Immune** mind-affecting effects

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +11 (4d6+14)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** pull (web, 20 feet), spines, spine trail, web (+5 ranged, DC 21, 7 hp), web thrower

#### STATISTICS

Str 39, Dex 11, Con 27, Int —, Wis 12, Cha 2 Base Atk +5; CMB +27; CMD 37 (can't be tripped) Skills Climb +22, Perception +1 (+5 in webs); Racial Modifiers +8 Climb

#### ECOLOGY

**Environment** any forest or jungle **Organization** solitary, nest (2-5), or army (6-24) **Treasure** incidental

#### SPECIAL ABILITIES

**Spines (Ex)** An azure worm's body is covered in narrow spikes which break off when the worm is attacked. A creature within 15 ft. of the worm who hits the azure worm with a melee attack is stuck with a number of spikes depending on the creature's size (none for Small or smaller, 1 for Medium, 2 for Large, and 4 for Huge or larger). Each spine deals 1d6 damage. The attacker can attempt a DC 21 Acrobatics check to count as one size smaller for this purpose. The DC is Constitution-based.

**Spine Trail** (**Ex**) Azure worms can shed smaller spines to discourage pursuers, shaking their body as part of a run action. Any square the azure worm moved through as part of that run is filled with spines, as though it were covered in caltrops, except that the spines deal 1d4 damage.

**Web Thrower (Ex)** When an azure worm throws web, it has a maximum range of 200 feet and a range increment of 20 feet. Each round the worm can use its pull special attack against all creatures caught in its thrown webs.

Azure worms are massive caterpillars that leave great swathes of toppled or leafless trees in their wake. Amid the devastation, they build nests from dense tangles of webbing and dead trees. In the lushest jungles, these nests can extend for miles and house dozens of azure worms.

These large nests are a common feature of jungle islands home to more dangerous kaiju. An azure worm depends on its spines to dissuade attacks from those kaiju, but will disable smaller threats with its jaws or thrown lines of webbing.

Outside kaiju-haunted forests, mite tribes and circles of blight druids will sometimes raise azure worms for war, silk, or both. Even the best azure worm silk is coarse, but well-tended worms make up for it with quantity.

The adult form of azure worms are massive moths with no means of natural defense and no purpose in life other than laying azure worm eggs.







## Bearhemoth

This colossal ursine moves awkwardly despite bulging muscles. Its black hair is matted in huge clumps by grease and dirt.

CR 7

Bearhemoth XP 3,200

N Colossal animal

**Init** +0; **Senses** low-light vision, scent; Perception +6

#### DEFENSE

**AC** 20, touch 2, flat-footed 20 (+18 natural, -8 size) **hp** 72 (5d8+50)

#### Fort +14, Ref +4, Will +2

Defensive Abilities matted fur; DR 5/piercing

## OFFENSE

**Speed** 60 ft.

**Melee** bite +12 (2d8+8), 2 claws +12 (2d8+8 plus grab) **Space** 30 ft.; **Reach** 30 ft.

#### **STATISTICS**

**Str** 45, **Dex** 11, **Con** 31, **Int** 2, **Wis** 12, **Cha** 6 **Base Atk** +3; **CMB** +28 (+32 grapple); **CMD** 38 (42 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

**Skills** Perception +6, Survival +5, Swim +20; **Racial Modifiers** +4 Swim

#### SQ overgrown ECOLOGY

**Environment** cold forests

**Organization** solitary or pair

Treasure none

#### SPECIAL ABILITIES

**Matted Fur (Ex)** The bearhemoth is coated in dense, greasy, impossibly coarse fur that grants it DR 5/piercing. However, if it is lit on fire (through burn or a similar ability), the fur and DR are removed until the bearhemoth is returned to maximum hit points.

**Overgrown (Ex)** The bearhemoth is so large that it is unable to effectively use its massive muscles. It only adds half its strength bonus to attack rolls with its claw and bite attacks.

Bearhemoths roam boreal forests in an unending search for food. It is difficult to find enough sustenance to maintain their massive bulk, so the overgrown bears roam for hundreds of miles and eat nearly anything they can stomach. During the search, a bearhemoth's fur becomes incredibly dirty and matted by its body's grease.

Bearhemoths are protective of their young, but have no qualms about eating other bearhemoths. Indeed, it is sometimes the only thing with enough meat to get the creature through the winter.







## Beehemoth

Swarms of bees crawl through the yellow and black fur of this immense bee, and sweet ooze drips from honeycomb embedded in its skin.

#### Beehemoth

#### **XP 4800**

N Colossal vermin

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

**Aura** aura of bees (1d4 plus 1d4 nonlethal, 5 ft.), buzzing (30 ft.)

#### DEFENSE

**AC** 21, touch 1, flat-footed 22 (+20 natural, -8 size, -1 Dex)

**hp** 101 (7d8+70)

**Fort** +15, **Ref** +1, **Will** +3;

**Immune** mind affecting effects

Weaknesses vulnerable to smoke

#### OFFENSE

**Speed** 20 ft., fly 60 ft. (good) **Melee** sting +13 (4d6+18 plus poison) **Space** 30 ft.; **Reach** 25 ft.

#### STATISTICS

**Str** 43, **Dex** 9, **Con** 30, **Int** —, **Wis** 12, **Cha** 13; **Base Atk** +5; **CMB** +29; **CMD** 38 (46 vs. trip) **Skills** Fly -7 **SQ** honey-coated

#### ECOLOGY

**Environment** temperate or warm plains **Organization** solitary) **Treasure** incidental (royal jelly)

#### SPECIAL ABILITIES

**Aura of Bees (Ex)** A beehemoth is surrounded by an ever swarming aura of bees. All creatures within 10 feet take 1d4 piercing damage and 1d4 nonlethal damage of at the beginning of the beehemoth's turn.

**Buzzing (Ex)** A beehemoth emits an overwhelming buzzing noise. All creatures within 5 feet at the beginning of the beehemoth's turn must make a DC 23 Fortitude save or become deafened until they leave the aura, plus 1d4 rounds.

**Poison (Ex)** Sting-injury; save Fort DC 23; frequency 1/round for 4 rounds; effect 1d2 Con; cure 2 consecutive saves.

**Honey-Coated (Ex)** A beehemoth is coated in a thick layer of honey, which it uses to feed its colony. A weapon that strikes a beehemoth is stuck fast unless the wielder succeeds on a DC 19 Reflex save. A successful DC 19 Strength check is needed to pry off a stuck weapon. Universal solvent or copious amounts of water (at the GM's discretion) dissolves the honey, which reforms after 1d4 days. The save DC is Constitution-based, and includes a –4 racial penalty.

**Vulnerable to Smoke (Ex)** Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a beehemoth to become nauseated if it fails a DC 24 Fortitude save. This condition persists as long as the beehemoth remains in the smoke, plus 1d4 rounds. Regardless of whether or not it made its save, as long as a beehemoth remains in the smoke, its aura of bees deals no damage.

The beehemoth is a mobile beehive of epic proportions. In addition to a queen, some beehives produce a beehemoth. This creature grows at staggering speed, reaching his full size of 30 feet from end to end in about 18 months. Once the beehemoth grows larger than the hive, the entire colony migrates onto the beehemoth itself.

The beehemoth secretes yellow honey from its pores, coating its fur and providing sustenance for the swarm.





The Colossal Creatures Bestiary



-8

## Beetlehemoth

This carapace of this massive, twitching beetle refracts the light in hypnotizing rainbows of color.

Beetlehemoth CR
XP 3200
N Colossal vermin
<b>Init</b> –1; Senses darkvision 60 ft.; Perception +0
DEFENSE
AC 21, touch 1, flat-footed 22 (-1 Dex, +20 natural,
size)
<b>hp</b> 87 (7d8+56)
Fort +13, <b>Ref</b> +1, <b>Will</b> +2
Immune mind-affecting effects
OFFENSE
<b>Speed</b> 40 ft., fly 40 ft. (poor)
<b>Melee</b> bite +11 (4d6+22)
<b>Space</b> 30 ft.; Reach 30 ft.
<b>Special Attacks</b> trample (1d6+6, DC 23)
STATISTICS
<b>Str</b> 40, <b>Dex</b> 8, <b>Con</b> 27, <b>Int</b> —, <b>Wis</b> 10, <b>Cha</b> 9
<b>Base Atk</b> +5; <b>CMB</b> +27; <b>CMD</b> 36 (42 vs. trip)
Skills Fly-15
SQ iridescent carapace
ECOLOGY
Environment temperate forests

**Organization** solitary, pair, or cluster (3-6) **Treasure** none

#### SPECIAL ABILITIES

**Iridescent Carapace (Ex)** The beetlehemoth's carapace deflects cones, lines, rays, and magic missile spells, rendering the beetlehemoth immune to such effects. When the beetlehemoth deflects one of these attacks, its carapace shimmers in mesmerizing patterns. All creatures within 60 feet of the beetlehemoth must make a Will save (DC 21) or become fascinated for one round. The save DC is Constitution-based.

There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Beetlehemoths are beetles made immense by arcane tampering or accidents. They hunt a variety of animals, but just as easily consume long dead carrion through their armor proboscises. Beetlehemoths are clad in a fantastic iridescent exoskeleton which protects them from various magical attacks. In response to such spells, the carapace shimmers and refracts into mind-bending patterns.







## **Boarhemoth**

This immense boar sports tusks more than 15 feet long, and nostrils

that could inhale a man whole. Boarhemoth CR 7 XP 2,400 N Colossal animal **Init** –1; **Senses** low-light vision, scent; Perception +12 DEFENSE **AC** 19, touch 1, flat-footed 19 (+18 natural, -8 size, -1 Dex) **hp** 72 (5d8+50) **Fort** +13, **Ref** +3, **Will** +2 **Defensive Abilities** ferocity **OFFENSE** Speed 40 ft. **Melee** gore +8 (2d6+19) **Space** 30 ft.; **Reach** 25 ft. Special Attacks charging trample (2d6+19, DC 19), powerful charge (gore, 2d6 bleed damage) **STATISTICS** Str 37, Dex 8, Con 29, Int 2, Wis 13, Cha 8 Base Atk +3; CMB +24; CMD 34 (38 vs. trip) Feats Impaling Charge, Skill Focus (Perception), Toughness **Skills** Perception +12 **ECOLOGY** 

**Environment** temperate or tropical forests **Organization** solitary, pair, or herd (3-8) Treasure none

SPECIAL ABILITIES

Charging Trample (Ex) This works just like the trample monster ability, except that the boarhemoth may trample any creatures it moves over while making a charge.

Boarhemoths are dumb, savage creatures, easily angered and with little patience for humans. They favor charging their foes, tearing them to bloody shreds, impaling them on their tree-sized tusks, or simply trampling them underfoot. Boarhemoths are plodding, unstoppable beasts. Though primarily herbivores, they take some level of pleasure in grinding smaller animals to a pulp, and even roll around in the mush afterwards.







## Braghummor

This gray-green abomination emits a high-pitched wail, and loathsome tentacles radiating from every inch of its structure.

## Braghummor

XP 409,600 XP

CE Colossal aberration

**Init** +2; **Senses** blindsense 120 ft., thoughtsense 120 ft.; Perception +49

**Aura** enthralling scream (1 mile, DC 33), tentacled mass (30 ft., DC 25), unnatural aura (50 ft., DC 33)

#### DEFENSE

**AC** 38, touch 0, flat-footed 38 (-2 Dex, +38 natural, -8 size)

**hp** 425 (34d8+272); fast healing 10

Fort +20, **Ref** +11, **Will** +25

**Defensive Abilities** psyche empowerment; **DR** 20/magic; **Immune** confusion and madness effects, mental ability score damage and drain; **SR** 32; **Weaknesses** mental overload

#### OFFENSE

#### Speed 5 ft.

Melee 6 tentacles +28 (2d8+10 plus grab)

**Space** 30 ft.; **Reach** 50 ft.

**Special Attacks** constrict (2d8+10 plus 2d6 Int/Cha drain, as per tentacled mass), grab (tentacles), psyche erosion

**Spell-Like Abilities** (CL 18th; concentration +24)

Constant—detect thoughts (DC 20), true seeing

At will—feeblemind (DC 21), greater dispel magic, heroism (thralls only), hold monster (DC 21), instigate psychic duel (DC 20), mindwipe (DC 20)

3/day—quickened *feeblemind* (DC 21), bouncing *hold* monster (DC 21), reach mindwipe (DC 20)

1/day—dominate monster (DC 25)

1/week—commune, contact entity IV(neh-thalggu only)

#### STATISTICS

#### **Str** 30, **Dex** 7, **Con** 25, **Int** 28, **Wis** 19, **Cha** 22 **Base Atk** +25; **CMB** +43 (+51 grapple); **CMD** 51

**Feats** Ability Focus (*detect thoughts, instigate psychic duel*), Alter Binary Mindscape, Bouncing Spell-Like Ability (*hold monster*), Great Fortitude, Greater Grapple<sup>B</sup>, Improved Grapple<sup>B</sup>, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*feeblemind*), Psychic Sensitivity, Psychic Virtuoso, Reach Spell-Like Ability (*mindwipe*), Toughness, Weapon Focus (tentacle)

**Skills** Knowledge (arcana, dungeoneering, engineering, local, nature, planes, religion) +46, Perception +49, Sense Motive +41, Spellcraft +46, Use Magic Device +43; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (1 mile and with all thralls at any range)

SQ psyche empowerment, starflight

#### ECOLOGY

**Environment** any urban

**Organization** solitary/concordance (1 Braghummor plus 20d12 humanoid thralls of varying level) **Treasure** none (NPC gear of thralls)

#### SPECIAL ABILITIES

**Enthralling Scream (Ex)** The Braghummor emits a high-pitched wail that entrances weaker minds within a mile of its location. Any humanoid who begins his turn within this range must make a successful DC 33 Will saving throw, or immediately become fascinated by the noise. Fascinated creatures make their way to the location of the Braghummor, traveling at half their movement speed. Intelligence and Charisma damage caused by tentacled drain do not provide another saving throw, and the fascinated creatures count as willing targets for the purpose of all the Braghummor's abilities that require a saving throw. Creatures who succeed on their saving throw are immune to this effect for 24 hours. This is a mind-affecting enchantment (compulsion) effect, and the save is Charisma-based.

**Mental Overload (Ex)** If the Braghummor fails a saving throw against a mind-affecting effect not originating from itself or any of its thralls, it and its collection thralls go momentarily comatose. All of the Braghummor's thralls become stunned for a number of rounds equal to the effective spell level of the effect (or  $\frac{1}{2}$  the creature's HD if the effect is supernatural), and the Braghummor's fast healing is disabled for an equal number of rounds.

**Psyche Empowerment (Ex)** The Braghummor gains mental fortitude from its collection of minds. For every 1,000 thralls it creates, each of its mental ability scores receive a +1 alchemical bonus, up to a maximum of +10 per ability score. For every 10,000 thralls it creates, its fast healing is increased by 2. For every 100,000 thralls it creates, it can create a copy of itself that is treated as if it had no thralls; it then launches this duplicate into space, for it to subjugate another world.

**Psyche Erosion (Ex)** If a creature is reduced to 0 Intelligence and 0 Charisma by the Braghummor's tentacled drain, its mind is completely consumed by the Braghummor, and it becomes its thrall. All damage, drain, and temporary reductions to its mental ability scores are immediately removed (whether it originated from the Braghummor or not), and it unswervingly follows the Braghummor's telepathic commands. The thrall retains all abilities it had before it became a thrall, including spellcasting (divine spellcasters whose powers originate from a deity, however, may find that their





abilities vanish). Thralls usually are commanded to defend the Braghummor, or acquire new humanoid minds. Additionally, the thrall can telepathically communicate with the Braghummor and any of other thralls at any distance, even across planes. Finally, thralls gain immunity to mind-affecting effects not originating from the Braghummor, as well as immunity to any damage, drain or reduction to their mental ability scores. Only a *wish* or *miracle* spell can revert a thrall back to its original form, and even then, the spells can only recover one humanoid at a time. If the Braghummor is destroyed, all of its thralls instantly die.

**Starflight (Ex)** The Braghummor can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)–provided the Braghummor knows the way to its destination.

**Strange Knowledge (Ex)** All Knowledge skills are class skills for the Braghummor.

**Tentacled Mass (Ex)** The Braghummor is surrounded by a mass of squirming tentacles which seek out mental energy. At the start of the Braghummor's turn, each humanoid within 30 feet must make a Reflex save (DC 25) or suffer 1d4 points of Intelligence and Charisma drain. Fascinated creatures automatically fail this save. The tentacles also transform the area into difficult terrain for all creatures except for the Braghummor's thralls. The save DC is Dexterity-based.

The stars beyond hold horrors beyond mortal comprehension. Some scholars of alien civilizations are familiar with the grotesque neh-thalggu, who devour brains and use them in their vile rituals, as well as to power their spellcasting. However, these abominations are but scouts to a world. Their evolved form (if one can even deem the process evolution) is a creature so massive and so mindbending, that few survive the apotheosis. It is known as the Braghummor.

Braghummors careen through space, and land on humanoid-infested planets – the more densely populated, the better. As soon as the crater from the enormous impact is felt, before the populace has a chance to react, it begins its eerie wail, luring them to its location so it can turn them into slaves awaiting the harvest. Even worse, it can send for more of its lesser brethren to run rampant on the world. The robbing of minds can spawn a new ungodly Braghummor, which continues the never-ending cycle.







## Camelhemoth

This enormous camel is coated with thick, wiry fur, and sports a mouth full of misshapen flat teeth.

Camelhemoth XP 1,200

**N** Colossal animal

**Init** +2; **Senses** low-light vision, scent; Perception +5

#### DEFENSE

**AC** 17, touch 4, flat-footed 15 (+2 Dex, +13 natural, -8 size)

**hp** 35 (2d8+26) **Fort** +16, **Ref** +5, **Will** +0

OFFENSE

#### OFFENSE

**Speed** 50 ft. **Melee** bite +4 (4d6+5) **Space** 30 ft.; **Reach** 30 ft. **Special Attacks** spit +3 touch (2d6 acid)

#### **STATISTICS**

**Str** 32, **Dex** 14, **Con** 36, **Int** 2, **Wis** 11, **Cha** 4; **Base Atk** +1; **CMB** +20; **CMD** 32 (36 vs. trip) **Feats** Endurance **Skills** Perception +5

#### ECOLOGY

**Environment** warm deserts **Organization** solitary, or herd (4-20) **Treasure** none

#### SPECIAL ABILITIES

**Spit (Ex)** Once per hour, a camelhemoth can regurgitate the contents of its stomach, spitting the foul material up to 100 ft. away. This is a ranged touch attack. The target and all creatures within 10 feet of the target must make a DC 19 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

**Weak Jaw (Ex)** A camelhemoth adds half its Strength modifier to its bite attack instead of 1-1/2 his Strength.

Despite their enormous size, camelhemoths are often captured and trained as pack animals by desert-dwelling giants or humanoid nomads. These giant camels provide not only an expansive carrying space, but also mobile water storage. Many camelhemoth owners drill tubes into the beast's water humps and drink the foul but potable liquid directly.







## **Colossal Beheaded**

A severed head the size of an elephant scans the environment with dead eyes. The smell of rotting meat wafts from its decrepit flesh.

Colossal Beheaded XP 1,600

NE Colossal undead

**Init** –1 **Senses** darkvision 60 ft.; Perception –1

#### DEFENSE

AC 14 touch 1, flat-footed 14 (-1 Dex, +13 natural, -8 size)

**hp** 60 (8d8+24) **Fort** +5, **Ref** +1, **Will** +5

**Defensive Abilities** undead traits

#### OFFENSE

**Speed** fly 30 ft. (clumsy) **Melee** slam +8 (4d6+10) **Space** 30 ft.; **Reach** 30 ft.

Special Attacks bad breath (DC 17)

#### STATISTICS

**Str** 30, **Dex** 8, **Con** —, **Int** —, **Wis** 9, **Cha** 17 **Base Atk** +6; **CMB** +24; **CMD** 33 (can't be tripped) **Skills** –17 Fly

#### ECOLOGY

Environment any

**Organization** solitary, pair, or pod (3-9) **Treasure** incidental

#### SPECIAL ABILITIES

**Bad Breath (Ex)** As a standard action a colossal beheaded can emit a torrent of foul breath. All creatures in a 60 foot cone must make a Fortitude save or become nauseated for 1 round and then sickened for 1d4 rounds. This save is Charisma-based.

A colossal beheaded is the severed head of a humanoid of unthinkable proportions, brought to life by necromancy or other dark arts. Their origins are varied, from ancient titans to cruel experiments gone wrong. Like many undead, colossal beheaded are often bound to a dark sorcerer, and take on his tasks with dead eyes the size of a man.

Though ponderous and clumsy, colossal beheaded are dangerous by their sheer mass. Composed of 100 tons of rotting flesh, their scent is overwhelming to all but the most iron gutted heroes.

#### Variants

Colossal beheaded can be created with any of the following special abilities. For every two abilities the beheaded possesses, increase the beheaded's CR by +1.

**Belching (Su)** The beheaded can make a ranged touch attack with a maximum range of 30 feet that deals 4d6

points of energy damage (acid, cold, electricity, or fire, chosen at the time of creation).

**Flaming (Su)** The beheaded gains fire immunity and a +2 bonus to Charisma. Its slam attack also deals 2d6 points of fire damage and might catch the target on fire.

**Grabbing (Ex)** The beheaded has long tendrils of ragged hair or other limblike growths (such as a medusa's snake hair). Its slam attack gains the grab special ability.

**Screaming (Su)** The beheaded can scream out once every 1d4 rounds as a standard action. Every creature within 30 feet must succeed at a Will save or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, any creature in the area can't be affected by that beheaded's scream for the next 24 hours. The save DC is Charisma-based.







<u>CR</u> 18

## Crystalback

Prismatic sparkling crystals jut out from a titanic, earthen, bipedal shape. Its enormous, club-like fists rival the largest of tree trunks.

Crystalback

XP 153,600

CN Colossal magical beast (earth)

**Init** +10; **Senses** darkvision 600, low-light vision, *arcane sight*; Perception +34

Aura dazzling aura (100 ft., DC 22)

#### DEFENSE

**AC** 34, touch 8, flat-footed 28 (+6 Dex, +26 natural, -8 size)

**hp** 337 (25d10+200); fast healing 10

**Fort** +22, **Ref** +20, **Will** +19

**Defensive Abilities** ferocity; **Immune** acid; **Resist** cold 20, fire 20; **SR** 29

#### OFFENSE

**Speed** 250 ft., burrow 250 ft.

**Melee** 2 slams +28 (4d8+11/19-20), gore +23 (4d6+5/19-20)

Ranged 6 crystal burst +23 (4d6 sonic)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** crystal burst, ferocity, resonance overload

#### STATISTICS

**Str** 32, **Dex** 22, **Con** 26, **Int** 4, **Wis** 28, **Cha** 10 **Base Atk** +25; **CMB** +49; **CMD** 65

**Feats** Cleave, Combat Reflexes, Devastating Strike, Great Cleave, Greater Vital Strike, Improved Critical (slam), Improved Critical (Gore), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Standstill, Vital Strike

**Skills** Perception +34

Languages Terran (can't speak)

#### ECOLOGY

**Environment** temperate mountains **Organization** solitary **Treasure** incidental

#### SPECIAL ABILITIES

**Crystal Burst (Su)** As a standard action, a crystalback can cause its crystals to emit six bursts of devastating sound at nearby targets. These bursts are ranged touch attacks with a range of 200 feet. A crystalback may target up to 6 creatures, but only one burst may target a given creature. Creatures hit by a burst take 4d6 points of sonic damage.

**Dazzling Aura (Su)** Any creature within 100 feet which sees a crystalback's scintillating crystals must make a Will save or be dazzled for 1 hour. On the following round, dazzled creatures must make a second Will save or be fascinated for 1 hour. Succeeding on either saving throw

renders a creature immune to the crystalback's dazzling aura for 24 hours. The DC is Charisma-based.

**Resonance Overload (Su)** As a swift action, a crystalback can overload the magical resonances of the crystals on its back, creating a *mage's disjunction* effect in a 250-foot radius (DC 27, Will Negates) for 25 minutes. Magic items that roll a natural 1 are not destroyed. Using this ability disables the crystalback's spell resistance, *arcane sight*, dazzling aura and crystal burst, and reduces its base speeds to 50 ft. After 24 hours, the crystalback's crystals realign, returning it to its full speed and capabilities. This ability cannot be used again until the auras realign. The save DC is based on Constitution.

A crystalback is an immense, rock-like creature born from and drawn to sites of immense geomantic energies. It is named for the enormous row of crystals protruding from its back, which pulsate with magical energies. They allow it to easily sense the presence of magic, and in a dire situation, to massively disrupt it if necessary. A crystalback is a relatively peaceful behemoth, feeding off of leylines and portals, but if provoked it will chase down its attackers with bloody-minded dedication. The impression left by the dazzling aura of its crystals has led people to worship it as a living god.







## **Dark Rover**

A massive, rusted shape reminiscent of a battering ram shifts on tall, arachnid legs, its black frame shrouded in unnatural silence.

Dark Rover **XP 51,200** 

N Colossal construct

**Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +21

Aura silence (25 ft. radius, DC 22)

#### DEFENSE

**AC** 30, touch 8, flat-footed 24 (+6 Dex, +22 natural, -8 size)

**hp** 190 (20d10+80); fast healing 5

**Fort** +6, **Ref** +12, **Will** +7

**Defensive Abilities** fortification (50%), freeze, hardness 10; **Immune** construct traits, electricity **Weaknesses** vulnerability to cold

#### OFFENSE

**Speed** 80 ft., burrow 40 ft., climb 40 ft. **Melee** gore +27 (4d6+15), 4 slam +27 (2d8+15)

**Ranged** 4 tendril +13 touch (reposition)

Space 30 ft.; Reach 30 ft.

**Special Attacks** powerful charge (gore, 8d6+15), tendril, trample (2d8+22, DC 35)

#### STATISTICS

#### **Str** 41, **Dex** 22, **Con** —, **Int** 15, **Wis** 13, **Cha** 2

**Base Atk** +20; **CMB** +43 (+47 overrun, +45 reposition); **CMD** 59 (63 vs. overrun, 61 vs. reposition, 71 vs. trip) **Feats** Blind-Fight, Charge Through, Combat Expertise, Combat Reflexes, Greater Overrun, Improved Overrun, Improved Reposition, Moonlight Stalker, Moonlight Stalker Feint, Power Attack

**Skills** Acrobatics +26 (+46 jump), Bluff +16, Perception +21, Stealth +18; **Racial Modifiers** +8 stealth

Languages Common

**SQ** siege engine

#### ECOLOGY

**Environment** any land **Organization** solitary

Treasure none

#### SPECIAL ABILITIES

**Siege Engine (Ex)** Dark rovers are treated as siege engines for the purposes of attacking objects.

**Silence (Su)** A dark rover may activate an aura of silence as a swift action. This aura functions as the spell *silence* to the limit of the dark rover's reach. When an unwilling creature enters the aura, it can make a DC 22 Will save to resist or remain silenced while within the aura. A successful save renders a creature immune to this ability for 24 hours. The save DC is Intelligence-based.

**Tendril (Ex)** Dark rovers can shoot sticky tendrils up to 100 feet from launchers concealed on their body. The

tendrils do no damage, but allow the dark rover a free reposition combat maneuver attempt on a successful hit. Success knocks flying creatures from the air, and allows the dark rover to pull the attached creature in a straight line towards its body. The dark rover can detach the tendril at any point along this path.

These ancient armored troop transports have long outlived the civilizations of their birth. Designed to ferry specialist troops quickly into and out of combat, the machines double as rams and sapping instruments capable of single-handedly destroying city walls. Now the dark metal beasts rumble on, guided by some unknowable internal logic, massive armored carapace swaying back and forth suspended between great arachnid legs. Dark rovers alternate between long periods of hibernation, appearing as hills amongst the surrounding terrain, and long journeys in which they destroy everything in their path. Their presence prefaced only by a sudden and pronounced silence.





## Demon, Colosogog

Out from a roiling cloud of oily smoke and choking odor, an unseen demon of enormous proportions radiates an aura of power and destruction.

CR 25

#### XP 1,638,400

Demon, Colosogog

CE Colossal outsider (chaotic, demon, evil, extraplanar) **Init** +9; **Senses** darkvision 60 ft., smoke vision; Perception +41 **Aura** aura of smoke (60 ft.), *unholy aura* (DC 33), stench

(20 ft., DC 38, nauseated, 10 rounds)

#### DEFENSE

**AC** 48, touch 16, flat-footed 43 (+5 Dex, +32 natural, -8 size, +9 profane) **hp** 539 (22d10+418) **Fort** +31, **Ref** +14, **Will** +23 **DR** 20/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

#### OFFENSE

**Speed** 80 ft., fly 80 ft. (good)

**Melee** bite +39 (4d6+25), 2 claws +39 (4d6+25), gore +39 (4d6+25)

Space 30 ft.; Reach 30 ft. Spell-Like Abilities (CL 20th)

Constant—unholy aura (DC 33)

#### **STATISTICS**

#### **Str** 61, **Dex** 21, **Con** 46, **Int** 3, **Wis** 26, **Cha** 28 **Base Atk** +22; **CMB** +55; **CMD** 79 (88 vs trip)

**Feats** Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Initiative, Improved Natural Armor, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

**Skills** Perception +41; **Racial Modifiers** +8 Perception

Languages Abyssal

#### ECOLOGY

**Environment** any (Abyss) **Organization** solitary or pair **Treasure** double standard

#### SPECIAL ABILITIES

**Aura of Smoke (Ex)** A colosogog emits an aura of putrid smoke to a range of 60 ft. This smoke obscures all sight as a *fog cloud* does. If the smoke is blown away by wind or a similar effect, it returns at the start of the colosogog's turn. The smoke burns away at mental faculties. A creature that ends its turn in the smoke (excluding the colosogog) must make a DC 39 Fortitude save or suffer 1d4 Intelligence and Wisdom drain. This save is Constitution based.

**Smoke Vision (Ex)** A colosogog can see perfectly in smoky conditions (such as those created by pyrotechnics).

Dumb, brutish, and absurdly powerful, colosogogs are the ultimate weapon in the armies of the abyss. Resembling massive, bat winged six-legged boarcentaurs covered in bony black growths, colosogogs are lobotomized at an early age lest they upset the hierarchy within the lower planes. They are left a squealing, bellowing agent of chaos, a warrior with more destructive power than a hurricane. Few can stand in head-to-head combat with a colosogog. It is far safer to flee, or to turn the colosogog's boundless appetite for death on its masters.







## **Dinosaur**, **Dreadnoughtus**

The size of this green dinosaur defies description, an immense leaf eater with a slow gait and dull eyes.

Dinosaur, Dreadnoughtus

XP 25,600

N Colossal animal

**Init** +5; **Senses** blindsense 60 ft., low-light vision; Perception +25

#### DEFENSE

**AC** 28, touch 3, flat-footed 27 (+1 Dex, +25 natural, -8 size)

**hp** 195 (17d8+119)

Fort +19, Ref +11, Will +7

#### **OFFENSE**

**Speed** 20 ft., swim 20 ft.

**Melee** slam +23 (4d6+19/19-20), tail slap +18 (4d6+11) Space 50 ft.; Reach 50 ft. (100 ft. with tail)

**Special Attacks** capsize, trample (4d6+28, DC 37)

## **STATISTICS**

Str 49, Dex 12, Con 25, Int 2, Wis 11, Cha 6 Base Atk +12; CMB +39; CMD 49

Feats Diehard, Endurance, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +25, Swim +33; Racial Modifiers +4 Perception

SQ hold breath

#### **ECOLOGY**

**Environment** warm aquatic and swamp **Organization** solitary, pair, or herd (5-10) Treasure none

The dreadnoughtus is the largest of all dinosaurs, and perhaps one of the largest creatures ever to live. It is a plodding, dull creature, confident in the defense of its size and interested only in eating plants. It wades in shallow waters to relieve some of its weight, reaching down a neck the size of a man to pluck at aquatic vegetation.

At 50 tons, the dreadnoughtus is an imposing foe. Carnivores and adventurers alike avoid risking its anger, even though the meat would feed an army for days. However, the dinosaur can be approached and even ridden with relative ease. The colossal leaf-eater ignores most creatures scampering around its feet, and doesn't mind the gawking of passersby.





## Doomweb

The animated exoskeleton of some titanic spider rides on a tidal wave of black spider, billions upon billions crawling within its mass.

CR 9

#### Doomweb XP 6400

N Colossal undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +15

**Aura** frightful presence (60 ft., DC 21), infestation (10 ft., 1d6 plus poison)

#### DEFENSE

**AC** 23, touch 3, flat-footed 22 (+1 Dex, +20 natural, -8 size) **hp** 115 (11d8+44) **Fort** +9, **Ref** +4, **Will** +8

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft., **climb** 30 ft. **Melee** bite +20 (8d6+30 plus poison) **Space** 30 ft.; **Reach** 30 ft.

Special Attacks web (+9 ranged, DC 21, 11 hp)

#### STATISTICS

Str 50, Dex 12, Con —, Int 7, Wis 13, Cha 22
Base Atk +8; CMB +36; CMD 47 (59 vs. trip)
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike
Skills Climb +22, Perception +15, Stealth +1; Racial Modifiers +4 Stealth

**SQ** compression

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or nest (3-8) **Treasure** incidental

#### SPECIAL ABILITIES

**Poison (Ex)** Bite and infestation-injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Str damage; cure 2 consecutive saves. The save DC is Charisma-based. Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a doomweb, to a radius of 10 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 21 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a doomweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

A doomweb is the husk of massive spider, reanimated by powerful black magic. To give the exoskeleton form and weight, billions of living spiders are drawn to its mass and form thousands of hives. Together, these spiders mimic some semblance of intelligence and drive the doomweb to kill. Doomwebs are constantly ravenous, and seek living prey at all time to feed their internal horde. While they are patient hunters, and may track and observe large prey for days before attacking, their every thought is overwhelmed by a desire for meat.







## Doomworm

This massive worm is plated in dark, iridescent scales, its gargantuan maw a teeth of teeth and foaming acid.

Doomworm XP 6400

N Colossal magical beast

**Init** +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +11

#### DEFENSE

**AC** 23, touch 2, flat-footed 23 (+21 natural, -8 size) **hp** 116 (8d10+72)

Fort +15, Ref +6, Will +4

**Defensive Abilities** corrosive blood, venomous skin **Immune** acid, electricity, poison

#### OFFENSE

**Speed** 20 ft., **burrow** 40 ft.

Melee bite +16 (6d6+18 plus poison)

**Ranged** electrical jolt +0 ranged touch (12d6 electricity) **Space** 30 ft.; **Reach** 25 ft.

**Special Attacks** breath weapon (30-ft. line, 8d6 acid damage, Reflex DC 23 for half, usable every 1d4 rounds)

#### STATISTICS

**Str** 42, **Dex** 11, **Con** 28, **Int** 3, **Wis** 11, **Cha** 5

**Base Atk** +8; **CMB** +32; **CMD** 42 (can't be tripped) **Feats** Cleave, Improved Overrun, Iron Will, Power Attack

**Skills** Perception +11, Stealth –18; **Racial Modifiers** +16 Stealth in deserts or rocky areas

## Languages Terran

#### ECOLOGY

**Environment** warm deserts, plains, or hills **Organization** solitary

Treasure none

#### SPECIAL ABILITIES

**Corrosive Blood (Ex)** A doomworm's blood can corrode metal on contact. If a creature damages a doomworm with a piercing or slashing weapon made of metal, the creature's blood deals 3d6 points of acid damage to the metal weapon (unlike most forms of energy damage, this damage is not halved when applied to a metal object, although it does still have to penetrate the metal's hardness). The weapon's wielder can halve the damage the weapon takes by making a successful DC 23 Reflex save. Creatures made of metal that deal slashing or piercing damage to a doomworm with a natural attack take 3d6 points of acid damage (a DC 23 Reflex save halves this damage). The corrosive elements of the blood fade 1 round after it leaves the worm's body or the worm dies. The save DC is Constitution-based.

**Electrical Jolt (Su)** A doomworm can fire a jolt of electricity from its mouth as a standard action. The range increment for this ranged touch attack is 60 feet.

**Poison (Ex)** Bite-injury, or skin-contact; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 2 saves.

**Venomous Skin (Ex)** A doomworm's skin secretes a noxious, waxy substance. This venomous sheen poisons any creature that touches a doom worm, either by making a successful attack with an unarmed strike or natural weapon or with a touch attack. A creature that grapples a doom worm is also exposed to the creature's venomous skin.

Doomworms hunt large and dangerous prey, confident in the safety of an underground retreat if things do not go as planned. They are drawn to large mammals and reptiles, such as elephants or dinosaurs, and will harry their prey with acid, electricity and guerrilla attacks. In areas infested by doomworms, it is not uncommon to spot a colossal animal limping across the lands, bleeding and burned but without any obvious pursuer. A doomworm may have injured them hours ago, and waits under the soil for the opportune time to finish the job.

Many doomworms have also developed a taste for iron golems, metal deposits, armor-clad knights and machines of war. Their bile and blood can dissolve such materials into mush suitable for their consumption.







## **Draconic Abomination**

This immense magma creature looks draconic enough, but something is clearly unnatural. It spasms in pain as it struggles to keep its flaming bulk together, leaking molten fire from every splintered scale.

#### Draconic Abomination

#### XP 2,400

LN Colossal dragon

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

#### DEFENSE

**AC** 14, touch 0, flat-footed 14 (+14 natural, -2 Dex, -8 size)

**hp** 101 (7d12+56)

**Fort** +12, **Ref** +5, **Will** +4

**Immune** fire, paralysis, *sleep* 

#### OFFENSE

#### **Speed** 30 ft.

**Melee** bite +7 (4d8+7 plus 1d4 fire), 2 wings +2 (1d6 plus 1d4 fire)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** molten breath (60 foot cone, 3d6 fire, Reflex DC 20, usable every 1d4 rounds)

#### **STATISTICS**

**Str** 24, **Dex** 6, **Con** 25, **Int** 2, **Wis** 8, **Cha** 13 **Base Atk** +7; **CMB** +22; **CMD** 30

**Feats** Toughness, Lightning Reflexes, Weapon Focus (bite), Weapon Focus (wing)

**Skills** +11 Intimidate, +9 Perception

#### Languages none

**SQ** focused cohesion, malformed wings, molten death, unstable flesh

#### ECOLOGY

Environment any Organization solitary Treasure Value standard

SPECIAL ABILITIES

**Focused Cohesion (Ex)** A draconic abomination only keeps itself together through force of will, and it must take a swift action each round to maintain its form. If it is cowering, exhausted, fascinated, staggered, or stunned at the start of its turn, or if it is unable to take a swift action, it is too distracted to maintain cohesion and suffers 1d6 damage.

**Malformed Wings (Ex)** The draconic abomination's wings are large, but awkward and malformed. It cannot use them to fly, and they deal damage as a creature four size categories smaller.

**Molten Breath (Su)** When a draconic abomination uses its breath weapon, it spews some of its molten insides at its enemies and deals itself 3d6 damage. The magma clings to those it damages, dealing half damage at the start of the dragon's next round. After the magma cools, it crumbles to dust.

**Molten Death (Ex)** When a draconic abomination reach 0 or lower hit points, it can no longer keep itself stable. It instantly dies, and melts into a spreading pool of lava. Creatures within 30 feet of the abomination take 2d6 fire damage (Reflex DC 20 for half). This save is Constitution-based.

**Unstable Flesh (Ex)** The flesh of a draconic abomination is unstable, and any wounds ooze magma and are slow to close. When the draconic abomination is dealt slashing damage, creatures within 5 feet of a draconic abomination are dealt 1d6 fire damage. However, at the start of each of its turns, the draconic abomination is dealt damage equal to half of the slashing damage it received since the start of its last turn.

Draconic abominations are the result of cruel, misguided experiments. The objective of such an experiment is a magically constructed or augmented dragon which obeys its master's every command. The result is a molten disaster, a creature so unstable that it must concentrate to keep itself in one piece. Draconic abominations writhe in pain throughout their brief lives, spilling magma with every tortured step.

Draconic abominations are both hated and pitied, dangerous foes who do not deserve their fates. The monsters serve as powerful, cost effective guardians in the short term. On a longer scale, wizards should seek creatures that do not fall apart if distracted.







## Dracozilla

This immense bipedal lizard is armored in dark purple scales, with huge jagged dorsal fins running down its spine. The sheer mass of the creature is staggering.

#### Dracozilla

#### XP 1,638,400

CN Colossal dragon (amphibious, kaiju)

**Init** +2; **Senses** darkvision 600 feet, dragon senses; Perception +38

**Aura** electricity (10 ft., 2d6 electricity), fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 30)

#### DEFENSE

**AC** 43, touch 0, flat-footed 43 (-2 Dex, +43 natural, -8 size)

**hp** 594 (29d12+406); fast healing 30

**Fort** +30, **Ref** +14, **Will** +24

**DR** 20/epic; **Immune** paralysis, sleep; **Resist** acid 30, cold 30, electricity 30, negative energy 30, sonic 30; **SR** 36

SQ Reflective Scales

#### OFFENSE

**Speed** 20 ft. swim 120 ft.

**Melee** bite +38 (4d8+24/19-20), 2 claws +38 (4d6+16), 2 gores +37 (4d6+16), tail slap +36 (4d6+24)

**Space** 50 ft.; **Reach** 40 ft. (50 ft. with bite)

**Special Attacks** breath weapon (300-ft. line, DC 33, 16d10 fire plus 16d10 electricity), crush (Large creatures, DC 33, 4d6+24), ferocity, hurl foe, recovery, tail sweep (Medium creatures, DC 27, 2d8+24)

#### STATISTICS

**Str** 43, **Dex** 6, **Con** 39, **Int** 2, **Wis** 23, **Cha** 22 **Base Atk** +29; **CMB** +53; **CMD** 61 (65 vs. trip)

**Feats** Awesome Blow, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Stunning Critical, Vital Strike, Weapon Focus (bite, claw, tail)

**Skills** Survival +38, Perception +38

#### SQ massive

#### SPECIAL ABILITIES

**Reflective Scales (Ex)** The dracozilla's scales deflect cones, lines, rays, and magic missile spells, rendering the dracozilla immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Dracozilla is one of the three primal kaiju (the other two being the Tarrasque and Kongimus Rex). A dweller of the deep sea, dracozilla was ripped from his homeland, scarred, and brutally mutated by titanic underwater experiments. He rose from the depths to wreak havoc on the civilization that caused such damage, and returned to the ocean when their cities were ash.

Now dracozilla sleeps beneath the waves. He emerges at times of great arcane upheaval, seeks out the cause of such recklessness, then returns to his slumber. Dracozilla has destroyed entire races and is usually seen as a monstrous danger. However, he sometimes fights alongside humanoids against world-ending threats.







## **Dragon Molt**

This enormous dragon has pale scales and roams silently, as if looking for its next prey.

#### Dragon Molt

#### XP 9,600

N Colossal construct

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +3

#### DEFENSE

**AC** 24, touch 3, flat-footed 23 (+1 Dex, +21 natural, -8 size)

**hp** 146 (12d10+80)

**Fort** +4, **Ref** +5, **Will** +7

**Defensive Abilities** protecting scales; **Immune** construct traits; **Resist** Cold 10, Fire 10; **Weakness** empty molt

#### OFFENSE

**Speed** 40 ft., fly 250 ft. (clumsy) **Melee** 2 claws +15 (2d8+11), 2 wings +13 (2d8+5)

**Space** 30 ft.; **Reach** 20 ft.

#### STATISTICS

**Str** 32, **Dex** 13, **Con** —, **Int** 2, **Wis** 17, **Cha** 2 **Base Atk** +12; **CMB** +31; **CMD** 42

**Feats** Cleave, Critical Focus, Improved Initiative, Multiattack, Power Attack, Wingover

**Skills** Disguise -4 (+16 to appear as a dragon), Fly +0; **Racial Modifier** +20 Disguise (to appear as a dragon) **Languages** Draconic (does not speak)

#### ECOLOGY

**Environment** same as the original dragon.

#### **Organization** solitary

**Treasure** none (Keeps no treasure on its own, but often guards the treasure of its creator)

#### SPECIAL ABILITIES

**Dragon Skin (Ex)** A dragon molt appears as a real dragon to most humans. It gains a +20 racial bonus to Disguise checks to appear as a dragon of the species of its creator.

**Empty Molt (Ex)** Powerful dragons can give life to their discarded scale molts, and create dragon molts to act as guardians of their lairs. These molts are infinitely loyal to their creators, with some of their creator's powers and many of their own weaknesses. Due to the dragon molt's hollow shells, it is vulnerable to piercing and slashing attacks, taking an additional 50% damage. In addition, a character attacking the dragon molt gains a +8 circumstance bonus to confirm critical hits with slashing or piercing attacks.

**Protecting Scales (Su)** If it is within 250 ft. of its creator dragon, a dragon molt gains the damage reduction, immunities, resistances and spell resistance of that dragon.

**Basic Casting (Sp)** A dragon molt has the same spelllike abilities as a young adult dragon of the species of its original dragon. Its caster level is 12 and it has a +15 concentration bonus (based on charisma).

Some species of dragons leave molts as they grow, allowing them to show off their new shiny scales. The oldest of dragons like to enchant their old molt to use as a guardian for their lair while they are away, or as a sentinel for its surroundings.

These animated molts are often taken for real dragons. At close range, the emptiness in the construct's eyes or their pale color reveals to the observer that he is not watching a living dragon.

#### Variants

#### Draconic Avatar (CR 13)

For some powerful dragons, animating a molt is not enough. These dragons use their skin as a physical presence manifestation, projecting their own mind into it. The draconic avatar is subject to a permanent *possession* spell by its creator, though it can still act in its own body. That dragon can also cast his spells of 3rd level or lower through the draconic avatar. Both the dragon and the molt spend the casting time for the spell to work, but only the dragon needs to provide the components of the spell.







## **Dreamer's Nightmare**

Roiling coils of psychic energy stream outward from this howling vortex, screaming across the minds of all it encounters to make their fears reality.

#### Dreamer's Nightmare

#### XP 204,800

NE Colossal outsider (incorporeal, extraplanar)

**Init** +18; **Senses** darkvision 120 ft., thoughtsense, *true seeing*; Perception +35

Aura dream fragments (300 ft., DC 30)

#### DEFENSE

**AC** 28, touch 16, flat-footed 22 (+4 armor, +14 Dex, +8 natural, -8 size)

**hp** 378 (28d10+224); regeneration 30 (special, see prime duality)

**Fort** +17, **Ref** +30, **Will** +20

**Defensive Abilities** incorporeal; **DR** 15/-; **Immune** ability damage, death effects, paralysis, sleep, and stunning; **SR** 30

#### OFFENSE

**Speed** 30 ft., fly 250 ft. (poor)

Melee slam +34 (2d8), 6 tentacles +29 (2d8)

**Space** 30 ft.; **Reach** 25 ft.

Spell-Like Abilities (CL 28th; concentration +36)

Constant—true seeing

At will—darkness

3/day—finger of death (DC 25)

**Spells Known** (CL 15<sup>th</sup>; concentration +21)

7<sup>th</sup> (5/day)—hungry darkness (DC 25), greater create mindscape (DC 25)

 $6^{\rm th}$  (7/day)—cloak of dreams (DC 24), mislead, summon monster IV

5<sup>th</sup> (7/day)—greater command (DC 23), hold monster (DC 23), slay living (DC 23), teleport

4<sup>th</sup> (8/day)—enervation (DC 22), fear (DC 22), phantasmal killer (DC 22), summon monster IV

3<sup>rd</sup>(8/day)—*dispel magic, fireball* (DC 21), *lightning bolt* (DC 21), *unadulterated loathing* (DC 21)

2<sup>nd</sup> (8/day)—alter self, blur, fog cloud, glitterdust, invisibility

1<sup>st</sup> (8/day)—grease (DC 19), magic missile, mage armor, shield, shocking grasp

0 (at will)—acid splash, bleed (DC 18), detect magic, disrupt undead (DC 18), ghost sound, mage hand, ray of frost, read magic

#### STATISTICS

#### **Str** —, **Dex** 38, **Con** 26, **Int** 11, **Wis** 18, **Cha** 27 **Base Atk** +28; **CMB** +36; **CMD** 68 (60 corporeal)

**Feats** Arcane Blast, Arcane Strike, Combat Expertise, Devastating Strike, Greater Vital Strike, Flyby Attack, Hover, Improved Vital Strike, Improved Initiative, Intensified Spell, Maximize Spell, Quicken Spell, Vital Strike, Weapon Finesse **Skills** Acrobatics +45, Bluff +39, Intimidate +39, Fly +33, Perception +35, Sense Motive +35

**SQ** prime duality

ECOLOGY

**Environment** Any **Organization** solitary **Treasure** none

#### SPECIAL ABILITIES

**Dream Fragments (Su)** The dreamer's nightmare's body fragments as it interacts with the planes, distorting reality in an aura around itself and pulling the unguarded into a waking dream. When a creature enters this area, it must make a Will save or become affected as though by the spells *nightmare* and *insanity*, pulled into any active *mindscape* spell the dreamer's nightmare has cast. A successful save against this effect renders a creature immune to this ability for 24 hours. The save DC is Charisma-based.

**Prime Duality (Ex)** The dreamer's nightmare is composed of the ectoplasmic secretions from the boundary between the ethereal plane, the prime material plane, and the shadow plane. It exists simultaneously across these three planes, and is capable of physically manifesting in any 2 simultaneously at will as a free action; becoming corporeal (gaining Strength 10) so long as it continues manifesting there. These 3 projections are capable of independent action, and the dreamer's nightmare can transfer its remaining incorporeal projection between planes at as part of any movement. This action is taxing however, and the nightmare must

wait 1d4 rounds before doing so again. Damaging both corporeal manifestations in the same round stops the nightmare's regeneration. While incorporeal, natural replace its



armor with an equivalent deflection bonus. During this time, it has AC 26, 16, 14.

Born of the rare ectoplasm formed where the ethereal, material, and shadow plane merge, the dreamer's nightmare evolved in response to constant trespass between these planes. Scattered slowly as visitors came and went, the ectoplasm became corrupted by the darker portions of the realm of dreams, where casters too often tread. Powerful and deadly, this amalgam creature now roams the planes, corrupting the mental energies of all it meets to pure horror in order to slake its psychic hunger.





## Duster

This aerial, membranous-winged leviathan defies all sense of proportion, its segmented body terminating in an insectoid head bearing a slender proboscis.

#### Duster

XP 4,800

CN Colossal vermin (extraplanar)

**Init** –1; **Senses** darkvision 600 ft.; Perception +4

#### DEFENSE

**AC** 21, touch 1, flat-footed 21 (-1 Dex, +20 natural, -8 size)

hp 114 (12d8+60)

**Fort** +13, **Ref** +3, **Will** +8

Defensive Abilities juke; SR 19

#### OFFENSE

**Speed** 40 ft., fly 300 ft. (poor) **Melee** wings +15 (2d8+6), tail +15 (2d6+3) **Space** 30 ft.; **Reach** 30 ft. (45 with tail) **Special Attacks** desiccating mist, illusory hellscape

#### **STATISTICS**

**Str** 22, **Dex** 8, **Con** 20, **Int** —, **Wis** 18, **Cha** 16 **Base Atk** +9; **CMB** +23; **CMD** 32 **Skills** Fly +7; **Racial Modifiers** Fly +20

#### ECOLOGY

**Environment** any forest or jungle **Organization** solitary **Treasure** incidental

#### **SPECIAL ABILITIES**

**Desiccating Mist (Ex)** As a full round action, a duster may move its fly speed and release desiccating mist, blanketing the area 100 feet beneath its movement path with a potent, water-destroying airborne agent. Creatures in the area suffer 6d6 damage (DC 21 Fort save for half). Plants and creatures with the plant, water, or aquatic subtype take 8d8 instead. Airtight barriers provide complete cover from the mist. The save DC is Constitution-based.

**Illusory Hellscape (Su)** Once per day if it is seriously threatened or its flight is impeded, a duster can turn the battleground into an illusory hellscape as a standard action. Doing this has three effects. First, the duster turns invisible and is replaced by an illusory double (as *mislead*, but the illusory double fights without duster's concentration or direction). Second, the battlefield appears to transform into a blasted, barren wasteland full of rocks, ruins, and rubble in a 500 foot radius (treat as *vision of hell*). Both effects have a duration of 10 minutes, and all associated saving throws are DC 19. This save DC is Charisma-based.

**Juke (Ex)** If a duster moves over 200 feet in one round, it gains a +6 circumstance bonus to its Reflex saving throw until its next round.

Dusters are a form of enormous insect originating from arcane experimentation with infernal specimens from the nine Hells. They have little instinct but to consume and survive. For them, sustenance involves flying over vast tracts of vegetated land, dropping its desiccating mist, and reducing the plant life below to a fine, dry dust. This highly nutritious powder is then easily ingested through their proboscises.

Some ambitious mages who have attempted to use dusters as living weapons, but dusters' mindlessness and prodigious destructive capabilities make them very short-lived tools. They either completely deforest the region and starve, or their vast wake of destruction draws the attention of even more powerful adversaries who would rather the status quo is preserved. Occasionally one of these monstrosities manages to consume enough vegetable matter to lay several eggs before going into dormancy, allowing the region to recover for years before being devoured once again by newly hatched dusters.









## Dypthera

The luster of this butterfly's wings is entrancing, but its awesome size suggests a creature capable of great destruction.

Dypthera

#### XP 38,400

CG Colossal vermin (kaiju)

**Init** +5; **Senses** darkvision 600 ft., scent; Perception +15 **Aura** frightful pattern (300 ft., DC 24)

#### DEFENSE

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

**hp** 210 (20d8+120); fast healing 30

**Fort** +18, **Ref** +10, **Will** +12

**Defensive Abilities** ferocity, poisonous flesh, recovery; **Immune** ability damage, ability drain, death effects, disease, *energy drain*, fear, poison

#### OFFENSE

**Speed** 50 ft., fly 300 ft. (good)

**Melee** 2 claws +23 (2d8+16), 2 wings +18 (2d8+8) **Space** 30 ft.; **Reach** 30 ft.

Space Jo I., Reac

**Special Attacks** confusing pheromones, hurl foe, tornado

#### STATISTICS

**Str** 42, **Dex** 12, **Con** 23, **Int** 4, **Wis** 21, **Cha** 19 **BAB** +15; **CMB** +39; **CMD** 50

**Feats** Alertness, Combat Expertise, Critical Focus, Fly-By Attack, Hover, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Sickening Critical, Wingover

**Skills** Fly +19, Intimidate +11, Perception +15 (+23 to detect a scent); **Racial Bonuses** +12 Fly

 $\textbf{Languages} \ Auran \ (cannot \ speak)$ 

**SQ** massive

#### ECOLOGY

**Environment** tropical jungles or islands **Organization** solitary **Treasure** incidental

SPECIAL ABILITIES

**Confusing Pheromones (Ex)** As a standard action, once per round Dypthera can release pheromones that have a devastating effect on lesser creatures. A creature failing a Will save (DC 24) is confused for 1d4 rounds. This is a poison effect. The save DC is Charisma-based.

**Frightful Pattern (Ex)** The pattern on Dypthera's wings frightens her enemies. This is identical to frightful presence on any creature within 300 feet that sees her open wings for the first time.

**Poisonous Flesh (Ex)** Dypthera's flesh is toxic. A foe that hits her with a bite suffers the poison's effect. Any piercing or slashing weapon used to wound Dypthera remains poisoned for the next round. Dypthera is immune to her own poison.

*Poison (Ex)*— ingested; *save* Fort DC 26, *frequency* 1/round for 6 rounds, *effect* 1 Wis damage, 1 Cha damage, *cure* 2 consecutive saves

**Tornado (Ex)** Once per round as a standard action, Dypthera can raise a mighty wind with her wingbeat in a 300 feet cone. All creatures in the area of effect are affected for 1 round as if caught in tornado-force winds blown away from her.

Dypthera is among the weakest kaiju. According to some, she was formed by Nature itself as a guardian and protector, and now spends her time in peaceful fields and strong sunlight.

Dypthera is hermaphroditic. She lays one egg in her life, which only hatches after its parent's death. The larva becomes a chrysalis after 10 years (in which it eats as much vegetal matter as possible). The chrysalis then takes only a day to metamorphose into a new Dypthera.









## **Dypthera**, Larval Form

This immense pale caterpillar is covered in pointed bristles, and drips thick mucus from its translucent flesh.

Dypthera, Larval Form

**XP 204,800** N Colossal vermin (kaiju)

**Init** –2; **Senses** darkvision 600 ft., Perception +15

#### DEFENSE

**AC** 34, touch 0, flat-footed 34 (-2 Dex, +34 natural, -8 size)

**hp** 345 (30d8+210)

**Fort** +24, **Ref** +8, **Will** +25

**Defensive Abilities** bristles, ferocity, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, *energy drain*, fear, mind-affecting effects; **Resist** acid 30, cold 30, electricity 30, fire 30, negative energy 30, sonic 30

#### OFFENSE

**Speed** 30 ft., burrow 200 ft.

**Melee** bite +29 (4d8+30 plus grab), bristles +24 (3d12+15)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** hurl foe, swallow whole (10d6 acid damage, AC 27, 34 hp)

#### STATISTICS

**Str** 41, **Dex** 6, **Con** 25, **Int** —, **Wis** 40, **Cha** 2 **Base Atk** +22; **CMB** +45; **CMD** 53 (can't be tripped) **SQ** massive

#### ECOLOGY

**Environment** tropical jungles or islands **Organization** solitary **Treasure** incidental

#### SPECIAL ABILITIES

**Bristles (Ex)** A creature that attacks Dypthera's larval form with a natural attack or non-reach melee weapon must succeed at a DC 27 Reflex save or take damage as if it had been his with Dypthera's bristles. The save DC is Dexterity-based and includes a +4 racial bonus.

**Powerful (Ex)** Dypthera's larval form adds double the normal Strength bonus to its attacks.

**Swallow Whole (Ex)** The larval form of Dypthera can swallow any Colossal or smaller creature. Its gastric fluids are especially fit for digesting vegetables, and plant creature take double acid damage after being swallowed.

Dypthera is among the weakest kaiju. According to some, she was formed by Nature itself as a guardian and protector, and now spends her time in peaceful fields and strong sunlight.

Dypthera is hermaphroditic. She lays one egg in her life, which only hatches after its parent's death. The larva becomes a chrysalis after 10 years (in which it eats as much vegetal matter as possible). The chrysalis then takes only a day to metamorphose into a new Dypthera.







## **Earthen Host**

This old dragon's body is covered in acid-scorched rocks and is inhabited by a band of earth elementals.

#### Earthen Host XP 51,200

N Colossal dragon (earth)

**Init** +2; **Senses** all-around vision, darkvision 60 ft., lowlight vision, tremorsense 60 ft.; Perception +22 (host) and Perception +7 (elementals)

Aura acidic vapors (10 ft., 2d6 acid)

#### DEFENSE

**AC** 33, touch 0, flat-footed 33 (-2 Dex, +33 natural, -8 size)

**hp** 245 (14d12+154)

Fort +20, Ref +7, Will +14

DR 15/magic; Immune acid, paralysis, sleep; SR 26

#### OFFENSE

**Speed** 50 ft., burrow 20 ft.

**Melee** bite +19 (4d6+12 plus 2d6 acid, 19-20), 2 claws +19 (2d8+12), tail slap +16 (4d6+6)

**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** breath weapon (100 ft.-line, 16d6 acid damage, DC 28)

**Spell-Like Abilities** (CL 14th; concentration +17) At will—*acid arrow, spike stones* (DC 17), *stone shape, wall of* 

At will—acia arrow, spike stones (DC 17), stone snape, wall of stone

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*invisibility*, *summon monster II* (Earth elemental (small) only)

1st (7/day)—cause fear (DC 14), mage armor, magic missile, true strike (DC 14)

0 (at will)—detect magic, mage hand, message, open/close, read magic, resistance

#### STATISTICS

#### **Str** 35, **Dex** 7, **Con** 32, **Int** 13, **Wis** 20, **Cha** 16 **Base Atk** +14; **CMB** +34; **CMD** 42

**Feats** Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Stealth), Multiattack, Weapon Focus (bite, claws)

**Skills** Climb +29, Intimidate +20, Knowledge (dungeoneering) +18, Knowledge (planes) +11, Perception +22, Sense Motive +22, Stealth +3, Survival +22; **Racial Modifier** +15 Stealth (+18 in a rocky environment)

Languages Draconic, Terran

#### ECOLOGY

**Environment** underground **Organization** solitary **Treasure** triple (particularly gems)

#### **SPECIAL ABILITIES**

Acidic Vapors (Su) The constant squirts of acid vapors from the stony body of the earthen host deal 2d6 acid damage to every creature within 10 ft. at the beginning of the host's turn.

**Acid Metabolism (Su)** The earthen host's bite attack deals 2d6 additional acid damage.

**Earth Elementals (Su)** The body of the earthen host is so large that it reproduces a perfect living environment for earth elementals. They watch all around the dragon, informing him when they see something important. They have a Perception score of +7, and roll separately from the dragon.

The elementals also protect the dragon in melee combat, countering the efforts of enemies trying to take their host by surprise. The dragon gains all-around vision.

The earth elementals on the dragon's body cannot be targeted by an attack nor are they damaged by area attacks. The earthen host's body offers them complete protection. For the same reason, they don't attack separately from the dragon as long as it is fighting.

When the earthen host dies, 2d6 medium earth elementals emerge from its body and to attack the killers.

**Stone Body (Ex)** The rocks on the earthen host's body allow him to hide easily underground and in other environments surrounded by rocks. It gains a +15 racial bonus to Stealth checks in such conditions.

The earthen host is an enormous earth dragon whose body produces a continuous acidic cloud. Its rock body attracts groups of earth elementals that live in harmony with their draconic protector. In exchange, they help the earthen host during hunts and watch its lair while it sleeps.

The earthen host's body is covered in stones instead of scales, which makes it too heavy to actually fly. Its wings are also partially covered in a solid layer of rock: they are only used to show dominance when it encounters another dragon.





## **Etherworld Fisher**

A giant jellyfish creature hovers in the ether, its long tentacles menacingly outstretched.

Etherworld Fisher

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XP 9,600

N Colossal aberration (extraplanar)

**Init** +2; **Senses** blindsense (60 ft.), darkvision 60 ft.; Perception +18

**Aura** ethereal rift (40 ft.)

#### DEFENSE

**AC** 22, touch 0, flat-footed 22 (-2 Dex, +22 natural, -8 size)

**hp** 138 (12d8+84); fast healing 3

**Fort** +11, **Ref** +4, **Will** +13

**Defensive Abilities** shell of spells; **DR** 10/magic; **Immune** polymorph, phantasm; **SR** 21

#### OFFENSE

**Speed** 0 ft., fly 30 ft. (perfect, Ethereal Plane only) **Melee** 4 tentacles +16 (2d6+14 plus grab and paralysis), **Space** 30 ft.; **Reach** 40 ft.

**Special Attacks** manifest tentacles, paralysis (1d4+3 rounds, DC 23).

#### STATISTICS

Str 38, Dex 6, Con 24, Int 1, Wis 16, Cha 4
Base Atk +9; CMB +31; CMD 39 (can't be tripped)
Feats Blind-Fight, Improved Blind-Fight<sup>APG</sup>, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** Perception +18

 $\boldsymbol{SQ} \text{ ethereal}$ 

#### ECOLOGY

**Environment** Ethereal Plane **Organization** solitary **Treasure** incidental

#### SPECIAL ABILITIES

**Ethereal Rift (Su)** As long as at least one etherworld fisher's tentacle is manifested, all creatures within 40 feet of the monster (on both the Ethereal and Material plane)

are affected by the ethereal rift aura. Any material creature affected by ethereal rift can use a move action to shift itself from the Material Plane to the Ethereal Plane, as per *ethereal jaunt* (CL 13). The creature remains in the new plane as long as it remains within the aura. The aura remains for one round after the fisher leaves the Material Plane. If the creature moves out of the aura, or the etherworld fisher is destroyed, the creature is returned to its original plane after 3 rounds. An ethereal creature can make a similar trip from the Ethereal Plane to the Material Plane.



**Manifest Tentacles (Su)** As a move action, an etherworld fisher can manifest the ends of its tentacles in the material world. While the tentacles remain manifested, the aberration can use them to attack and interact with material beings and objects, while its body remains in the Ethereal Plane. The fisher can manifest a total of 4 tentacles in the Material Plane at one time, and make one attack with each tentacle there. During this time fisher's reach and aura is projected into the Material Plane as if it took up space there, though its main body remains in the Ethereal Plane. It can suppress this ability as a move action. If the fisher suppressed this ability while grappling a creature, the creature is dragged into the Ethereal Plane as if it entered through the ethereal rift.

Any creatures in the Material Plane can target the creature's tentacles (but not its main body) with any attacks and spells; resolve all the effects normally, except as follows. Each tentacle uses the fisher's AC and saves (spells and abilities that would affect the entire fisher, such as mind-affecting effect, resolve normally against the fisher). The tentacles are considered to be anywhere within the creature's reach, and can be targeted as such. Any single tentacle can suffer a maximum of 12 hit points, after which it is destroyed; any damage suffered in excess of this number is wasted. Damage dealt to tentacles is also dealt to the fisher.

The fisher has a seemingly endless number of tentacles, but only a maximum of four can be manifested at one time. Manifesting replacement tentacles takes move action as normal.

**Shell of Spells (Su)** Whenever any spell fails to penetrate the etherworld fisher's spell resistance, the fisher absorbs some of the magical energy to temporarily improve its defenses. It gains +4 deflection bonus to AC and a +4 resistance bonus to all saving throws for a number of rounds equal to the absorbed spell level.

This aberration resembles a colossal jellyfish with dozens of tentacles, floating around the Ethereal Plane. While unable enter or survive other planes, the monstrosity can prey on the Material Plane denizens by

> reaching its tentacles into their world. Incredibly picky about kinds of nutritious prey it wants today, it often patiently lies in wait, tips of its tentacles lurking in multiple areas of the same building or dungeon, ready to paralyze their victims and drag them into the Ether. Lacking any teeth or similar organs, it needs helpless victims to devour and always crushes them with its powerful tentacles before bringing the food to its tender digestive system.







## Ettihemoth

This gigantic two-headed giant is covered in mud and filth, and wields a flail in each horse-sized hand.

Ettihemoth

CR 9

#### XP 6400

CE Colossal humanoid (giant)

**Init** +2; Senses low-light vision; Perception +10

#### DEFENSE

**AC** 22, touch 0, flat-footed 23 (+2 armor, -2 Dex, +20 natural, -8 size) **hp** 125 (10d8+80) **F** 4+15 **B** 5+1 **W**(1+2)

**Fort** +15, **Ref** +1, **Will** +3

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 flails +12/+7 (6d6+19)

**Ranged** 2 javelins –3 (4d6+19)

**Space** 30 ft.; **Reach** 30 ft.

Special Attacks superior two-weapon fighting

#### STATISTICS

Str 37, Dex 6, Con 27, Int 6, Wis 7, Cha 11

**Base Atk** +7; **CMB** +28; **CMD** 36

**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

**Skills** Handle Animal +8, Perception +10; **Racial Modifiers** +4 on Perception

Languages pidgin of Giant, Goblin, and Orc

#### ECOLOGY

**Environment** cold hills

**Organization** solitary, pair, gang (3-6), troupe (1-2 plus 1-2 brown bears), band (3-6 plus 1-2 brown bears), or colony (3-6 plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)

**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)

#### SPECIAL ABILITIES

**Superior Two-Weapon Fighting (Ex)** An ettihemoth fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettihemoth does not take a penalty on attack or damage rolls for attacking with two weapons. Ettihemoths, or two-headed giants, are vicious and unpredictable hunters that stalk the night. Their two heads provide them with unparalleled powers of perception, making them excellent guards.

Ettihemoths are gigantic descendants of the ettin, and closely resemble their smaller kin. They look like colossal stone or hill giants, though sport tusks the size of tree-trunks somewhat resembling an orc's. Ettihemoths feel an affection for ettins, and will sometimes attempt to care for the smaller giants as if they were pets. This patronizing is always unwanted, and usually results in disaster. Ettihemoths are dull creatures, and easily confused. Many travelers have avoided fatal confrontation through trickery and lies. A fight with an ettihemoth only ends with the death of one side or another.

Despite their two heads, the ettihemoth only thinks and acts with a single mind. One head (which one depends on the ettihemoth) is significantly larger than the other, and contains the grey matter necessary for both sentience and survival. The other brain only possesses the capacity for survival.









## Fenrin

This enormous grey and white wolf has glowing red eyes, deeply set in the sockets above a slavering mouth. It stinks of fur and blood.

Fenrin

XP 6,400

N Colossal animal (cold)

**Init** +4; **Senses** low-light vision, scent; Perception +14

#### DEFENSE

**AC** 23, touch 7, flat-footed 18 (+5 Dex, +16 natural, -8 size)

**hp** 119 (14d8+56)

**Fort** +13, **Ref** +13, **Will** +5

#### Immune cold

Weaknesses Vulnerability to fire

#### OFFENSE

#### **Speed** 100 ft.

**Melee** bite +18 (4d6+24/19-20 plus 1d6 bleed and trip) **Space** 30 ft.; **Reach** 20 ft.

Special Attacks howl at the moon, pack tactics

#### **STATISTICS**

**Str** 42, **Dex** 19, **Con** 18, **Int** 2, **Wis** 13, **Cha** 11 **Base Atk** +10; **CMB** +42; **CMD** 56

**Feats** Blades Above And Below, Coordinated Charge, Improved Critical (bite), Run, Skill Focus (Perception), Skill Focus (Survival), Snapping Flank **Skills** Perception +14, Survival +13 **Racial Modifiers** 

+4 Survival when tracking via scent **SQ** scent of blood

## ECOLOGY

**Environment** any cold **Organization** solitary or pack (3-20)

#### Treasure none

#### SPECIAL ABILITIES

**Howl at the Moon (Ex)** As a standard action a fenrin can initiate a terrifying howl. Anyone within 60 feet must make a successful DC 17 Will save or be frightened for 1d4 rounds. This is a sonic and mind-affecting fear effect. A successful save means that the creature is immune to that fenrin's howl at the moon ability for 24 hours. The save is Charisma-based.

**Pack Tactics (Ex)** Fenrin prefer travelling and hunting in packs. Fenrin gain a +2 morale bonus to attack and damage rolls against creatures they flank.

**Scent of Blood (Ex)** Once a fenrin has tasted blood, it will seek out its prey as soon as possible. When trying to track a creature that the fenrin has wounded, the fenrin gains a +10 circumstance bonus to Survival checks. This bonus lasts until the creature is fully healed.

A fully adult fenrin appear as massive, gaunt wolves, constantly starved regardless of their recent meals. While most are covered in matted grey or black fur, pack leaders are often white specimens.

Fenrins are very particular with their hunts, generally preferring to hunt giants, young white dragons and kaiju. They typically ignore creatures of medium or smaller sizes (not worth the effort), but when food is scarce they eat any type of meat.

While a single fenrin is a menace to groups of humanoids, a pack is extremely dangerous. Large packs have laid waste to nations when larger prey goes missing.









## Flytraphemoth

A flytrap the size of a tree, this massive plant drips yellow acid from its cavernous maw.

Flytraphemoth

**XP 19200** 

N Colossal plant

**Init** +8; **Senses** low-light vision, tremorsense 60 ft.; Perception +10

#### DEFENSE

**AC** 23, touch 6, flat-footed 19 (+4 Dex, +17 natural, -8 size)

**hp** 201 (13d8+143)

Fort +21, Ref +8, Will +5

**Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stun; **Resist** acid 20

#### OFFENSE

**Speed** 10 ft.

**Melee** 3 bites +17 (2d8+15 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

Special Attacks consume

#### STATISTICS

**Str** 41, **Dex** 18, **Con** 33, **Int** 1, **Wis** 12, **Cha** 6 **Base Atk** +9; **CMB** +32 (+36 grapple); **CMD** 46 (can't be tripped)

**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

**Skills** Perception +10, Stealth -1

#### ECOLOGY

**Environment** temperate swamps and jungles **Organization** solitary, pair, or grove (3-6) **Treasure** incidental

I reasure incidental

#### SPECIAL ABILITIES

**Consume (Ex)** If a flytraphemoth begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prev and inflicts 2d8+16 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as it can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytraphemoth's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A flytraphemoth that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

Flytraphemoths grow in dense jungle and swamps where they can more easily camouflage against the backdrop of undergrowth. Though they can uproot and move about slowly, they prefer to wait for prey to approach. Their favorite diet is monkeys, alligators, and other smaller creatures that can do little but suffer slow digestion once inside the plant's mouth.







## **Furnace Mother**

This towering steel colossus looks like a bald dwarven woman wielding a warhammer and chain, her glowing eyes and smoking frame suggesting intense heat.

#### Furnace Mother

CR 18

#### XP 153,600

N Colossal construct (fire)

**Init** +0; **Senses** darkvision 120 ft., low-light vision; Perception +0

**Aura** fire (5 ft., 2d6 damage)

#### DEFENSE

**AC** 36, touch 2, flat-footed 36 (+34 natural, -8 size)

**hp** 206 (23d10+80), fast healing 30

#### **Fort** +7, **Ref** +7 **Will** +7

**DR** 20/adamantine; **Immune** construct traits, fire, magic

Weaknesses Vulnerable to cold

## OFFENSE

**Speed** 80 ft.

**Melee** +1 *flaming warhammer* +32/+27/+22/+17 (6d6+16+1d6 fire), chain +26 (2d8+16)

Space 30 ft.; Reach 30 ft.

Special Attacks mighty chain, smoking wounds

#### **STATISTICS**

Str 42, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +23; CMB +47; CMD +57

Languages Dwarven (can't speak)

#### ECOLOGY

**Environment** Hills, mountains **Organization** solitary **Treasure** incidental (colossal +4 *flaming warhammer*)

#### SPECIAL ABILITIES

**Immunity to Magic (Ex)** The furnace mother is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against her, as noted below.

- A magical attack that deals cold damage slows furnace mother (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage ends any slow effect on the furnace mother and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause Furnace Mother to exceed her full normal hit points, she gains any excess as temporary hit points.

**Living Furnace (Ex)** The furnace mother's body is hot to the touch, and any creature that comes into contact with her body (but not her weapons) by making an unarmed or natural attack takes 4d6 fire damage.

**Mighty Chain (Ex)** The furnace mother has a chain natural attack (bludgeoning). If she hits a creature of huge size or larger with her chain attack, as a swift action she

may immediately attempt to disarm, grapple, or trip the target. If the furnace mother successfully grapples or trips the target, she may immediately make a melee attack with her hammer as a free action at her full attack bonus.

**Smoking Wounds (Ex)** When the furnace mother is reduced to 50% or less of her total hit points, she emits smoke from ruptured seams and joints. This smoke surrounds her to a range of 40 ft., obscuring vision and granting concealment (20% miss chance) to creatures within it. Any creature which breathes in the area must make a Fortitude save at the start of each round (DC 21) or spend that round choking and coughing. A creature who chokes in this way cannot speak and takes 2d6 points of nonlethal damage. The save DC is Constitution-based.

The furnace mother was built to defend dwarven cities against kaiju. Given that her enemies are rare, she spends most of her time resting in the mountains, often mistaken for a statue. She fights kaiju because she was made to, and doesn't care about collateral damage unless it is dwarven. There is no known way of controlling her, though she has been known to come to the aid of dwarves threatened by kaiju.






## **Grave Blob**

This mass of fused corpses is a large as a house, with a thousand arms, legs, and rotten heads emerging from its oozing bulk.

Grave Blob

**XP** 400

CE Colossal undead

**Init** –3 **Senses** tremorsense 30 ft.; Perception –3

### DEFENSE

**AC** 3, touch -1, flat-footed 3 (-3 Dex, -8 size, +4 natural) **hp** 25 (3d8+12)

### **Fort** +4, **Ref** -2, **Will** +0

**Defensive Abilities** ooze-like **Immune** paralysis, poison, polymorph, sleep effects, stunning, undead traits

### OFFENSE

**Speed** 20 ft.

**Melee** slam –5 (2d8+1)

**Space** 30 ft.; **Reach** 5 ft.

### STATISTICS

Str 12, Dex 5, Con —, Int —, Wis 4, Cha 16 Base Atk +2; CMB +11; CMD 18 (cannot be tripped) Feats Toughness<sup>B</sup>

### ECOLOGY

Environment any

**Organization** solitary

Treasure standard

### **SPECIAL ABILITIES**

**Staggered (Ex)** Grave blobs have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A grave blobs can move up to its speed and attack in the same round as a charge action.

**Ooze-like (Ex)** Grave blobs are ooze-like masses of corpses. They are immune to poison, sleep effects, paralysis, polymorph, and stunning. They are blind (with tremorsense), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. They are not subject to critical hits or flanking, and do not take additional damage from precision-based attacks, such as sneak attack. Grave blobs have no functional legs (though they have hundreds of corpse legs) and cannot be tripped.

Grave blobs form when mass graves absorb necromantic energy. Out lumber congealed heaps of corpses, fused together by decay. These stinking piles of flesh writhe with maggots, and leave putrid slime in their wake. In the tangled mess of arms, bones, and heads, it is impossible to tell where one corpse ends and another begins.

Slow and mindless, grave blobs wander aimlessly from their point of origin and attack any living creature they detect. Despite their immense size and disturbing appearance, they make for relatively easy prey. Ordinary villagers destroy these monstrosities by simply standing back and hurling stones. In many cases, the clean-up is worse than fight itself.







## Greeneater

This immense green cube plods forward, carrying a forest's worth of rapidly dissolving detritus within its bulk.

Greeneater

XP 2,400

N Colossal ooze

**Init** +2; **Senses** blindsense 120 ft.; Perception –1

### DEFENSE

**AC** -2, touch -2, flat-footed -2 (-4 Dex, -8 size) **hp** 93 (11d8+44) **Fort** +7, **Ref** -1, **Will** +2

Immune acid, ooze traits

### OFFENSE

**Speed** 30 ft.

**Space** 30 ft.; **Reach** 0 ft.

**Special Attacks** engulf (DC 16, 6d6 acid plus 1 Dex drain)

### STATISTICS

**Str** 7, **Dex** 2, **Con** 19, **Int** 0, **Wis** 8, **Cha** 2 **Base Atk** +8; **CMB** +14; **CMD** 20

ECOLOGY

**Environment** forest **Organization** solitary

Treasure Value incidental

### SPECIAL ABILITIES

**Engulf (Ex)** A greeneater can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

**Greeneating (Ex)** A greeneater's acid works particularly well against vegetation. The ooze's engulf attack deals 6d8 acid damage against plants instead of 6d6 acid damage.

Greeneaters are colossal green oozes which subsist primarily on plant life. They move slowly through the forest at about a mile a day, consuming everything in their paths. While animals and insects usually get out of the way, vegetation is completely obliterated. Greeneaters leave huge, acid-scarred cross-crosses in the lands they inhabit. When attacked, greeneaters lunge forward with surprising speed, and engulf enemies in their digestive bulk.









# Griffohemoth

This enormous griffon, with the body of a lion and the wings and head of an eagle, would tower over even an elephant.

Griffohemoth XP 3,200

N Colossal magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

### DEFENSE

**AC** 21, touch 3, flat-footed 20 (+1 Dex, +18 natural, -8 size)

**hp** 72 (5d10+45)

**Fort** +13, **Ref** +5, **Will** +4

### OFFENSE

 $\begin{array}{l} \textbf{Speed 30 ft., fly 80 ft. (average)} \\ \textbf{Melee 2 talons +10 } (2d8+6) \end{array}$ 

**Space** 30 ft.; **Reach** 25 ft.

**Special Attacks** pounce, rake (2 talons +10, 2d8+6) **STATISTICS** 

### Str 34, Dex 13, Con 28, Int 5, Wis 13, Cha 8

**Base Atk** +5; **CMB** +25; **CMD** 36 (40 vs. trip)

**Feats** Iron Will, Skill Focus (Perception), Weapon Focus (talon)

**Skills** Acrobatics +7, Fly –6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception **Languages** Common (cannot speak)

**SQ** oversized

### ECOLOGY

**Environment** temperate hills **Organization** solitary, pair, or pride (6-10) **Treasure** incidental

### SPECIAL ABILITIES

**Oversized (Ex)** The griffohemoth is awkwardly oversized, and cannot leverage his full strength. It only adds half his strength modifier to damage rolls with primary natural attacks.



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Jealous of the majestic griffon riders of human civilizations, giants and other large humanoids have bred griffohemoths to take them to the skies. Griffohemoths share many of the qualities of their smaller descendants. They are effective aerial predators of moderate intelligence, easy to train and loyal to their masters. However, griffohemoths are rarely found in the wild. The few feral griffohemoths that stalk the countryside either escaped from captivity or were released willingly by their owners.

Griffohemoths are more docile and subservient than giffons due to years of selective breeding, but their sale and training are seen as slavery by many cultures. Nonetheless in some giant civilizations griffohemoth eggs can be purchased for 6,000 gp and live young for 12,000 gp. Before it can be ridden in combat, a griffohemoth must first be helpful toward its trainer. After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the beast to be comfortable with a rider. Given their intelligence, trained griffons knowing every Handle Animal trick, and may respond to simple requests made in Common.



## Gughemoth

The face of this immense monstrosity is split vertically by a rough mouth, and its muscular arms fork in two at the elbows.

Gughemoth

### XP 384,00

CE Colossal aberration

**Init** +0; **Senses** darkvision 60 ft.; Perception +27

### DEFENSE

**AC** 28, touch 2, flat-footed 28 (+26 natural, -8 size) **hp** 217 (15d8+150) **Fort** +15, **Ref** +5, **Will** +12

**Immune** disease, poison

### OFFENSE

**Speed** 40 ft., climb 20 ft. **Melee** bite +22 (4d6+19), 4 claws +22 (2d8+19) **Space** 30 ft.; **Reach** 35 ft.

**Special Attacks** terrible rending (2 claws, 2d8+19)

### STATISTICS

**Str** 49, **Dex** 10, **Con** 30, **Int** 11, **Wis** 16, **Cha** 11 **Base Atk** +11; **CMB** +38; **CMD** 48

**Feats** Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

**Skills** Climb +21, Escape Artist +10, Knowledge (dungeoneering) +10, Perception +27, Stealth +8, Survival +21; **Racial Modifiers** +4 Escape Artist, +8 Stealth

Languages Undercommon

SQ compression

### ECOLOGY

**Environment** any underground **Organization** solitary, pair, or camp (3-10) **Treasure** standard

### SPECIAL ABILITIES

**Terrible Rending (Ex)** This works just like the rend monster ability, except that the gughemoth deals damage to the target's armor instead of the target. If the target is not wearing armor, or if the armor is already broken, then the gughemoth deals damage to the target.

In the foul depths of the world, gugs sometimes grow into gughemoths. These misshapen colossi roam ancient underground cities and forgotten mines, searching for prey with cold and unblinking eyes. Despite their size, gughemoths move with an eerie grace, each footfall quiet as cloth on stone. They often surprise their prey by moving to within inches before attacking.

Each limb of a gughemoth seems malleable, each socket able to dislocate and distend as needed. The gughemoth can crawl through corridors that should be too tight for such a gigantic creature. In the halls beneath the earth they scavenge for food, including fungi, rotten corpses, and even undead flesh.







## Gurrgg

Large spots within this massive gelatinous creature mimic dead black eyes and betray its malevolence.

Gurrgg

XP 102,400

CE Colossal ooze

**Init** –2; **Senses** blindsight 120 ft., Perception +29

### DEFENSE

**AC** 0, touch 0, flat-footed 0 (-2 Dex, -8 size) **hp** 377 (26d8+260); fast healing 10 **Fort** +20, **Ref** +6, **Will** +15

**Defensive Abilities** split (piercing or slashing; 70 hp); **DR** 15/—; **Immune** acid, ooze traits; **Resist** cold 30, fire 30

### OFFENSE

**Speed** 80 ft., swim 40 ft.

**Melee** 2 slams +27 (3d8+16/19-20 plus 5d6 acid) **Space** 30 ft.; Reach 40 ft.

**Special Attacks** cresting wave, digesting effluvia, engulf (DC 23, 6d6 acid and digesting effluvia), ooze spray

### STATISTICS

Str 42, Dex 7, Con 30, Int 3, Wis 25, Cha 18
Base Atk +19; CMB +43 (+45 bull rush, +47 sunder);
CMD 51 (53 vs. bull rush or sunder, can't be tripped)
Feats Awesome Blow, Critical Focus, Deadly Finish<sup>UC</sup>,
Great Fortitude, Greater Sunder, Improved Bull Rush,
Improved Critical (slam), Improved Great Fortitude,
Improved Sunder, Power Attack, Skill Focus (Perception),
Staggering Critical, Stunning Critical

**Skills** Acrobatics +8 (+28 when jumping), Perception +29, Swim +24; **Racial Modifiers** +20 Acrobatics when jumping

ECOLOGY

**Environment** any **Organization** solitary or pair **Treasure** incidental

### **SPECIAL ABILITIES**

**Cresting Wave (Ex)** Once every 1d6+1 rounds, as a full-round action that does not incur attacks of opportunity, a gurrgg can charge and engulf all creatures in its path and within its reach. Victims that fail a DC 23 Reflex save are carried along with the gurrgg and take 15d6 points of bludgeoning damage and 6d6 points of acid damage; otherwise, they are pushed back or aside (target's choice). The save DC is Dexterity-based and includes a +2 racial bonus.

A split gurrgg cannot use this ability until it is restored to maximum hp.

**Digesting Effluvia (Ex)** A gurrgg forces victims to ingest the acidic material inside it by engulfing them or spraying them with ooze.

Ooze spray or engulf—ingested; *save* Fort DC 33, *frequency* 1/round for 10 rounds; *effect* 3d6 acid and 2d4 Con; *cure* 3 consecutive saves. Creatures killed by digesting effluvia become gray oozes. A gurrgg can absorb a gray ooze as a free action by moving into the gray ooze's space. It heals itself by an amount equal to the gray ooze's hp.

**Engulf (Ex)** A gurrgg's engulf ability works as per the typical engulf ability, but the save DC is Dexterity-based and includes a +2 racial bonus.

**Ooze Spray (Ex)** As a full-round action, a gurrgg ejects a 40-foot cone of its inner material, which deals 20d6 points of acid damage (DC 33 Reflex halves) to all creatures within the cone. Regurgitating this mass deals the gurrgg 20 damage. Creatures that fail their saves are subject to the ooze's digesting effluvia. The save DC is Constitution-based.

**Split (Ex)** Slashing and piercing weapons deal no damage to a gurrgg. Instead, it splits into two identical gurrggs, each with half the original creature's hit points. A gurrgg with 70 hp or less cannot be further split and dies if reduced to 0 hp. A gurrgg's fast healing is halved (minimum 1) each time it is split. If a split gurrgg reaches its maximum hp (typically 377), it regains fast healing 10.

Rumored to have spawned within the foulest recesses of the Abyss, gurrggs live only to consume flesh. They force their corrosive fluid into their victims, allowing the fluid to dissolve victims from the inside.







# Harbinger of Time

The very air around this massive grey cube seems to wilt and die, turned to ash and dust by the rapid passing of millennia.

# Harbinger of Time

**XP 314,572,800** N Colossal Ooze

**Init** +18 **Senses** all-seeing, blindsight, *true-seeing*; **Perception** +45

**Auras** aura of age (1 mile, DC 42), aura of entropy (1 mile, DC 42), aura of frailty (1 mile), aura of senility (1 mile, DC 42)

### DEFENSE

**AC** 60, touch 40, flat-footed 42 (+18 Dex, +20 natural armor, +20 deflection, -8 size)

**hp** 1375hp (50d8+1150); regeneration 50

Fort +39, **Ref** +34, **Will** +36

**DR** 15/epic; **Immune** ability damage, ability drain, bleed, disease, energy drain, mind-affecting effects, ooze-traits, paralysis, petrification, poison, polymorph; **SR** 51

### OFFENSE

**Speed** 30 ft.

**Space** 30 ft., **Reach** 30 ft.

### STATISTICS

**Str** 45, **Dex** 46, **Con** 56, **Int** —, **Wis** 51, **Cha** 24 **Base Atk** +37; **CMB** +62; **CMD** 110

Languages None

 $\boldsymbol{SQ}$  all-seeing, eternal, stare into the abyss, other worldly flesh

### ECOLOGY

**Environment** any **Organization** solitary

Treasure Value none

### SPECIAL ABILITIES

**All-Seeing (Ex)** The Harbinger has a +20 racial bonus to perception checks, and may see ethereal creatures as if they were corporeal.

**Aura of Age (Ex)** A creature within the Harbinger's aura of age must make a Fortitude save at the start of the creature's turn or suffer 10d6 damage and age 1d12 years (DC 42). A successful Fortitude save halves this damage and halves the amount of aging. The save DC is Charisma-based.

Unattended objects and plants within the aura age 10 years every round (100 years every minute, six millennia every hour, and a million years every week). Regardless of the object, everything is ground to dust eventually under the ravages of time.

**Aura of Entropy (Ex)** A creature within the Harbinger's aura of entropy must make a Reflex save at the start of the creature's turn or suffer 10d6 damage, become permanently blind and deaf, and become staggered for 1 round. A successful Reflex save (DC 42) halves this

damage and prevents the blindness, deafness, and staggered effect. The save DC is Charisma-based.

**Aura of Frailty (Ex)** The Harbinger possesses thousands of roaming tentacles which it stores in pocket dimensions. When it makes attacks, it momentarily blinks them into existence and then returns them to storage. The Harbinger adds twice its Strength modifier on each damage roll.

Each creature within the aura of frailty is attacked three times at the start of that creature's turn.

Targets are flatfooted against the first attack, as though attacked unprepared in a surprise round (targets who would not be flatfooted during a surprise round are not flatfooted against this attack): +46 (4d8+34 plus 1d4 Dex drain plus 1d4 Wis drain).

The second attack is made as an incorporeal touch attack: +46 (4d8+34 plus 1d4 Str drain plus 1d4 Cha drain).

The third attack is made against the target's full AC: +46 (4d8+34 plus 1d4 Con drain plus 1d4 Int drain).

**Aura of Senility (Ex)** A creature within the Harbinger's aura of senility must make a Will save at the start of the creature's turn (DC 42). If the creature fails the Will save, it is confused for 1d4 rounds, loses 3d6 spell slots of its choice, and is the target of three targeted *dispel magic* spells (CL 50). The save DC is Charisma-based.

**Eternal (Ex)** The Harbinger's regeneration cannot be suppressed by any means. As long as the creature is at negative hit points its auras are suppressed.

**Natural Teleportation (Ex)** As a move action, the harbinger may teleport to any location in the universe as if using *interplanetary teleport*. It uses this ability sporadically and without warning when not in combat, sometimes remaining sedentary for thousands of years, and other times blinking to hundreds of locations within the course of a few minutes.

In combat, the harbinger will stay its ground as long as all aggressors are within its auras. If an aggressor attacks from outside the aura, the harbinger readjusts to include the aggressor within its auras. This is an extraordinary ability, and is not suppressed by *antimagic field* or similar.

**Otherworldly Flesh (Ex)** The Harbinger gains a deflection bonus to its AC equal to its natural armor bonus.

Stare Into the Abyss (Ex) The closer a creature is to the Harbinger, the more difficult it is to resist inevitable death. Creatures within 500 feet of the harbinger suffer a -2 penalty on saves against the harbinger's auras of age, entropy, and senility. This penalty increases to -4 for creatures within 100 feet, and -6 for creatures within 30 feet.

The Harbinger of Time is perhaps the most terrifying being in all of creation, excluding the gods themselves. Its origins are unknown: perhaps some strange





consequence of the eddies of reality, perhaps a terrible curse by a long forgotten god, perhaps a natural consequence of the laws of the universe as fundamental as gravity. Whatever the case, the Harbinger personifies the most destructive force of nature.

It appears as a massive grey cube, slightly simmering and translucent. It makes no visible moves, does not speak, and does not appear to comprehend its surrounding or its own existence. It simply grinds the world around it to dust under the inevitable weight of time. For a mile in all directions, it ages the world by a hundred years every minute. As a result, the Harbinger is often found standing sentinel in a desolate field of flattened dust, the result of billions of millennia of entropic decay.

The Harbinger's defenses seem more automatic than intentional, and its purpose is completely unknowable. It teleports to seemingly random destinations in the multiverse, sometimes traveling several times a minute (in so far as such measurements can apply), and sometimes only once a millennium.

The gods are known to avoid the Harbinger. With enough time, even the divine can die.





# Hippopotamuhemoth

This bulbous, shiny pink hippo might be funny if it weren't for his overwhelming size and tusks the size of tree trunks.

Hippopotamuhemoth

XP 19200

N Colossal animal

**Init** +3; Senses low-light vision; Perception +12

### DEFENSE

**AC** 26, touch 1, flat-footed 26 (-1 Dex, +25 natural, -8 size)

hp 189 (14d8+126)

**Fort** +18 (+20 vs. nonmagical diseases), **Ref** +8, **Will** +7 **Defensive Abilities** sweat

### OFFENSE

**Speed** 50 ft., swim 30 ft.

**Melee** bite +19 (4d8+21/19-20 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** capsize, trample (4d8+21, DC 30)

### STATISTICS

**Str** 45, **Dex** 8, **Con** 28, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +10; **CMB** +35 (+39 grapple); **CMD** 44 (48 vs. trip)

**Feats** Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +12, Stealth –8 (+2 underwater), Swim +17; **Racial Modifiers** +10 Stealth underwater

SQ hold breath ECOLOGY

**Environment** warm rivers **Organization** solitary or bloat (2-8)

Treasure none

### SPECIAL ABILITIES

**Sweat (Ex)** A hippopotamuhemoth's reddish sweat protects it from nonlethal damage from hot environments, and grants it a +2 racial bonus on saving throws against nonmagical disease.

Hippopotamuhemoths wade in warm, deep rivers, and are often mistaken for sand bars or sunken ships. While those who have never seen the beasts might think them cute and innocuous, merchants and sailors know better. Hippopotamuhemoths are incredibly bad tempered, shockingly fast on land, and one of the main causes of shipwrecks and death on highly trafficked tropical rivers.

The creatures go out of their way to utterly obliterate any vessel which even thinks about bothering them. Given their preferred relaxation spots deep in muddy waters, they are extremely difficult to spot ahead of time. As a result, it is almost impossible to give them a wide berth. A bloat of hippopotamuhemoths may take up a tight bend in a river, destroy dozens of cargo vessels, and then block the trade route for weeks until they move on.







# Hokkamus, Patriarch of Waterfowl

Collages of mismatching feathers, splotches of refuse, and a jagged, fierce-looking beak are the most distinctive features of this foul beast.

Hokkamus, Patriarch of Waterfowl

XP 19,200

N Colossal animal

**Init** +7; **Senses** low-light vision, scent; Perception +13 **Aura** stench (50 feet, DC 24, 10 rounds)

### DEFENSE

**AC** 26, touch 6, flat-footed 22 (+3 Dex, +1 dodge, +30 natural, -8 size)

**hp** 175 (14d8+112)

Fort +16, **Ref** +12, **Will** +7

**Defensive Abilities** putrid plumage (DC 24)

### OFFENSE

**Speed** 70 ft., fly 120 ft. (poor), swim 100 ft.

**Melee** bite +20 (4d6+18 plus grab), 2 wings +18 (2d8+9) **Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** swallow whole (8d6 acid damage, AC 25, 18 hp)

### STATISTICS

Str 46, Dex 17, Con 24, Int 2, Wis 15, Cha 7 Base Atk +10; CMB +36 (+40 grapple); CMD 50 Feats Endurance, Dodge, Improved Initiative, Multiattack, Run, Skill Focus (Fly), Toughness Skills Fly +0, Perception +13, Swim +24 SQ aquatic cleansing

### ECOLOGY

**Environment** temperate forest/jungle **Organization** solitary

## Treasure none

### SPECIAL ABILITIES

**Aquatic Cleansing (Ex)** Whenever Hokkamus entirely immerses himself in a body of water (or is subject to a fitting amount of attacks with the water descriptor, at the GM's discretion), his filth washes away. Hokkamus loses his stench and putrid plumage abilities, and his flight maneuverability increases to average. This increases his Fly skill bonus to +4. These changes last for 24 hours. However, the body of water becomes contaminated, and all creatures who drink from it within the next 1d3 months are subjected to the modified strain of filth fever described in Hokkamus' putrid plumage ability.

**Putrid Plumage (Ex)** Hokkamus' plumage is so covered in filth and waste that even to touch it is to become overcome with disease. Any creature who strikes Hokkamus with a natural attack or unarmed strike must make a successful DC 24 Fortitude save or contract filth fever. This functions as the disease, but the DC on saving throws against it is 24. Putrid plumage can only be triggered once per round, and a creature who has already contracted Hokkamus' variant filth fever need make no

more Fortitude saving throws. The save DC is Constitution-based.

Some waterfowl are cute creatures. Some are sweet and kind towards those that show them affection. Some are smart, and can even be trained like a pet. The majority, however, are not. They are rude, crude, and overall mean creatures. They peck, they bully, they kill and they maim. There is a rare breed of waterfowl that embodies these hateful qualities. Only one has been recorded in the wild, and this one is known to sages as Hokkamus, Patriarch of Waterfowl.

Hokkamus cares nothing for kindness and affection he is a wild beast, one that refuses to be tamed by any sort of master. He wrecks villages simply because they are in his way, and poisons water supplies because he feels he needs a bath. He often bathes as well, as he gathers his own refuse across his plumage to warn other creatures that he approaches. The so-called Patriarch is rarely accosted by any other sort of animal - he is feared and respected in whatever is his territory at the time.

Strangely, only one of Hokkamus' kind has been recorded in the wild. This puzzles researchers, as if he is any indicator, then it would not be hard to find another of his kind based on the path of destruction in his wake. In any case, he has been alive for hundreds of years at least - and while he is a curious creature to study, any who attempt to do so up close should exercise extreme caution.







# **Hungry Cloud**

An immense green cloud boils forward, the fleeting images of corpses and decay implied with every bizarre eddy.

### Hungry Cloud XP 2,400

N Colossal ooze

**Init** -3; **Senses** Perception -5

Aura bewitching brume (10 ft., DC 8)

### DEFENSE

**AC** -1, touch -1, flat-footed -1 (-3 Dex, -8 size) **hp** 59 (7d8+28)

**Fort** +6, **Ref** -1, **Will** -3

**Defensive Abilities** gaseous, negative energy affinity; DR 10/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10 **Weaknesses** vulnerable to wind

### OFFENSE

**Speed** fly 15 ft. (perfect)

**Melee** –3 touch (6d6 negative energy)

**Space** 30 ft.; **Reach** 15 ft.

**Special Attacks** enveloping mists (DC 17, 3d6 negative energy and staggered)

### STATISTICS

**Str** —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1 **Base Atk** +5; **CMB** +13; **CMD** 20 (can't be tripped)

### ECOLOGY

**Environment** any temperate

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

### Treasure none

### SPECIAL ABILITIES

**Bewitching Brume (Su)** Any creature within 10 feet of a hungry cloud or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Enveloping Mists (Ex)** A hungry cloud can engulf foes. A creature engulfed by a hungry cloud does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

**Gaseous (Ex)** A hungry cloud has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

**Vulnerable to Wind (Ex)** A hungry cloud is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Hungry clouds form at the confluence of many hungry fogs. These sentient mists are infused with negative energy, and drawn to areas of negative energy often visited by the living (such as graveyards). Hungry clouds have been seen floating across oceans near great battles or shipwrecks. However, they are blown about with the wind and often find themselves lost far from their intended destination.









# Hydrahemoth (5-Headed)

This immense golden hydra struggles to lift five overgrown heads, and its bulky body seems poorly proportioned.

#### Hydrahemoth (5-Headed)

### **XP 2400**

N Colossal magical beast

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

#### DEFENSE

**AC** 18, touch 3, flat-footed 17 (+1 Dex, +15 natural, -8 size)

 ${\bf hp}$  67 (5d10+40) fast healing 5

**Fort** +12, **Ref** +7, **Will** +3

### OFFENSE

**Speed** 20 ft., swim 20 ft. **Melee** 5 bites +6 (1d8+5)

Space 30 ft.; Reach 30 ft.

Special Attacks pounce

### STATISTICS

## $\textbf{Str}\ 30, \textbf{Dex}\ 12, \textbf{Con}\ 26, \textbf{Int}\ 2, \textbf{Wis}\ 11, \textbf{Cha}\ 9$

**Base Atk** +5; **CMB** +23; **CMD** 34 (can't be tripped) **Feats** Combat Reflexes, Iron Will, Lightning Reflexes **Skills** Perception +10, Swim +13; **Racial Modifiers** +2 Perception

**SQ** hydra traits, regenerate head, weak neck

### ECOLOGY

**Environment** temperate marshes **Organization** solitary

Treasure standard

### SPECIAL ABILITIES

**Fast Healing (Ex)** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

**Hydra Traits (Ex)** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

**Regenerate Head (Ex)** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the

stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

**Weak Necks (Ex)** The immense weight of the hydrahemoth's head prevents effective attacks. The hydrahemoth only adds half his attack modifier on damage rolls, and his bite attacks deal damage as if they belonged to a creature two sizes smaller.

The hydrahemoth is a massively overgrown hydra, a creature in which the regenerative properties of the heads have extended to its entire bulk. Despite their similarities to dragons, hydrahemoths are no more intelligent than a bear or wolf. They are dull predators, and wander swamps are marshes in search of prey.

Unfortunately, hydrahemoths are badly proportioned, and have a difficult time maneuvering their gigantic heads and bodies. Unable to chase large prey or effectively attack, many hydrahemoths simply die of starvation after their gigantism has taken root.





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# **Ironbark Tree**

The grating of iron plates can be heard as this colossal tree moves. Knotted roots as thick as a man split its base.

Ironbark Tree

XP 3,200

N Large plant

**Init** -1; **Senses** low-light vision; Perception +11

### DEFENSE

**AC** 11, touch 1, flat-footed 11 (-1 Dex, -8 size, +10 natural)

**hp** 95 (10d8+50); fast healing 5

**Fort** +12, **Ref** +2, **Will** +6

**DR** 10/adamantine; **Immune** plant traits **Resist** electricity 5, fire 5

Resist electric

## OFFENSE

**Speed** 10 ft. **Melee** 2 slams +9 (2d8+10) **Ranged** rock throwing -1 (2d8+10)

Space 30 ft.; Reach 30 ft.

Special Attacks rock throwing (60 ft.), toss

### STATISTICS

**Str** 30, **Dex** 8, **Con** 20, **Int** 8, **Wis** 16, **Cha** 10 **Base Atk** +7; **CMB** +25; **CMD** +34

**Feats** Greater Sunder, Improved Sunder, Power Attack, Skill Focus (Knowledge [nature]), Throw Anything **Skills** Knowledge (nature) +7, Perception +11

## Languages Sylvan

### ECOLOGY

**Environment** any forest

Organization solitary or pair

**Treasure** standard (collection of metal ores and gems)

### SPECIAL ABILITIES

**Rooted (Ex)** Over the course of a minute, an ironbark tree may root itself to the ground. During this process it cannot take another action except to stop the process and uproot itself. While rooted the tree, gains tremorsense 100 ft., but is immobile. It cannot be tripped and gains a +8 to its CMD against bull rush or reposition attempts. It may uproot itself as a full round action.

**Toss (Ex)** As a standard action, an ironbark tree may toss a Large or smaller creature within reach with a combat maneuver check. If the maneuver is successful, the ironbark tree throws the creature as through the rock throwing special ability. If the thrown creature strikes another creature or object, both the thrown creature and the target take damage. On a miss the thrown creature takes half damage. The thrown creature lands prone in the closest empty space to the target.

Ironbark trees wander, constantly seeking the iron deposits which they use to defend themselves. They can sometimes be found rooted on ancient battlegrounds, harvesting iron from the long buried weapons and armor of the dead.

It is possibly to barter with ironbark trees, gaining their services through payments of ore. Many druids will tend ironbark trees to defend ancient groves and places of import to the forest.

An ironbark tree is the most common variety of metal bark trees, primarily because it is the least hunted for the metal that plates its bark.

### Variants

### Gold Leaf Tree (CR +1)

This tree forgoes plating its bark and instead plates its leaves in gold. It loses its hardness and resistances. It gains the gold leaf defensive ability and the sun shaping special ability.

**Gold Leaf (Ex)** The first time each round a gold leaf tree is dealt bludgeoning damage, gold leaves are shaken from the canopy of the tree. As these leaves fall they glitter and shine in the light, distracting nearby enemies. All creatures within 30 ft. of the tree must make a DC 20 Will save or be fascinated for 1d4 rounds. On a successful save, the creatures are dazzled for 1 round. A gold leaf tree may use this ability as a move action, but only if it has not had its leaves shaken from it this round. The save DC is Constitution-based.

**Sun Shaping (Ex)** A gold leaf tree may focus sunlight through its leaves. As a standard action a gold leaf tree fires 2 rays of searing light at any creature within 100 ft. Both rays must be aimed at targets within 30 feet of each other. These are ranged touch attacks. If a ray hits, it explodes into powerful motes of light which deal 5d4 fire damage. Targets struck by a ray must make a DC 20 Reflex save or become blinded for 1 round. A dazzled creature suffers a -4 penalty on this Reflex save. The save DC is Constitution-based. This ability only functions in bright and normal light.

### Mithral Rooted Tree (CR +2)

The mithral rooted tree is an ambush predator variant of the iron bark tree, preferring to actively acquire its fertilizer in the form of adventurer's armor.

This tree plates the exposed, lower section, of its trunk and roots in mithral. Its hardness changes to 5/adamantine. It also gains the nimble roots ability, and its base movement speed changes to 20 ft.

**Nimble Roots (Ex)** The ground within 30 ft. of a mithral root tree is blanketed in thick metallic roots that seem to writhe beneath the feet of those who step on them. While the mithral root tree is rooted, all ground within 30 ft. of the tree is considered difficult terrain. A mithral rooted tree may make a grapple check against any creature that moves over its roots as an immediate action.





**Wooden Suffocation (Ex)** A rooted mithral tree gains swallow whole (1d8 +5 bludgeoning, AC 15, 10 HP). This health pool has DR 5/adamantine. When a mithral rooted tree grapples a foe with its vines, the tree does not gain the grappled condition. A mithral rooted tree that uses swallow whole transfers a grappled creature to within its root system. Each swallowed creature encounters a different swallow whole health pool.

#### Adamantine Bark Tree (CR +1)

This extremely rare variant of the ironbark tree is not found in nature, but is cultivated over hundreds of years by druidic enclaves. It gains hardness 15/- and fast healing 10. Its attacks count as adamantine for the purpose of bypassing damage reduction.

### Withered Ironbark Tree (CR +1)

This twisted tree grows on blighted land and became infused with the negative energies found there. Instead of looking for iron deposits this tree harvests iron from the blood of those it kills. A withered ironbark tree is Neutral Evil, and loses its fast healing ability. It also gains the splinter and blood drinking special ability.

**Blood Drinking (Ex)** The roots of a withered ironbark tree quickly absorb any blood spilled nearby, invigorating the tree. While the withered ironbark tree is rooted, any bleed damage dealt within 30 ft. of the tree heals the ironbark for the same amount. Any creature with blood that dies within 30 ft. of the tree heals the tree for 1d6 hp per HD of the dead creature.

**Splinter (Ex)** The wood of the withered ironbark is decomposing and desiccated. Any creature that attacks a withered ironbark tree with natural or unarmed attacks, or that is hit by the trees slam attacks, takes an additional 1d4 points of slashing damage and 1d4 bleed damage.





# Jellyhemoth

A gigantic milky jellyfish floats in the water, its sprawling tendrils spreading for almost a hundred feet from end to end.

CR 10

Jellyhemoth XP 9,600

N Colossal vermin (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +0

**Aura** cloud of tentacles (40 ft.)

### DEFENSE

**AC** 15, touch 3, flat-footed 14 (+1 Dex, -8 size, +12 natural)

**hp** 148 (9d8+108) **Fort** +18 **Dof** +4 Will

**Fort** +18, **Ref** +4, **Will** +3

**Defensive Abilities** amorphous; **DR** 10/piercing or slashing; **Immune** mind-affecting effects

### OFFENSE

Speed swim 20 ft.

**Melee** 4 tentacles +14 (2d8+16 plus poison and grab) **Space** 30 ft.; **Reach** 40 ft.

### **STATISTICS**

**Str** 42, **Dex** 13, **Con** 34, **Int** —, **Wis** 11, **Cha** 1 **Base Atk** +6; **CMB** +30; **CMD** 41 (can't be tripped) **Skills** Swim +18

**SQ** compression, waterbound

### ECOLOGY

**Environment** any oceans

**Organization** solitary, pack (2-5), or bloom (6-12)

Treasure None

### SPECIAL ABILITIES

**Cloud of Tentacles (Ex)** A jellyhemoth is surrounded by a cloud of floating tentacles. It does not make attacks of opportunity. If a creature ends its round within the cloud of tentacles, the jellyhemoth makes a single tentacles attack against it.

**Poison (Ex)** Tentacles-injury; save Fort DC 24; frequency 1/round for 6 rounds; effect staggered 1 round and 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution based and includes a -4 racial penalty. **Waterbound (Ex)** A jellyhemoth lacks the strength to move its tendrils above the waterline. It can only make attacks below water, and its aura only extends below water.

The jellyhemoth is a massive jellyfish with tentacles that spread almost a hundred feet from end to end. It is slow and mindless, but capable of consuming whales whole should the creatures be foolish enough to get caught in the translucent tendrils.







# Jotnar

This massive troll grimaces through a painful limp, his gigantic body covered in cancerous tumors.

Jotnar

### XP 4,800

CE Colossal humanoid (giant)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

### DEFENSE

**AC** 20, touch 3, flat-footed 19 (+1 Dex, +17 natural, -8 size)

**hp** 99 (6d8+72); regeneration 5 (acid or fire)

## **Fort** +17, **Ref** +3, **Will** +3

### OFFENSE

**Speed** 30 ft.

**Melee** bite +13 (4d6+17), 2 claws +13 (2d8+17)

# **Space** 30 ft.; **Reach** 30 ft.

### STATISTICS

#### **Str** 45, **Dex** 12, **Con** 35, **Int** 6, **Wis** 9, **Cha** 6 **Base Atk** +4; **CMB** +29; **CMD** 40

**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +15, Perception +8

## Languages Giant

## ECOLOGY

Environment cold mountains

Organization solitary or gang (2-4)

Treasure standard

### SPECIAL ABILITIES

**Staggered (Ex)** Jotnar have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A jotnar can move up to its speed and attack in the same round as a charge action.

**Fear of Death (Ex)** Jotnars' lives are filled with pain, but they fear death all the same. Using fire or acid grants a +5 bonus on Intimidate checks against jotnar. If a jotnar is aware of an open flame or acid within 30 feet at the start of his turn, it must make a successful DC 18 Will save or become shaken until the flame or acid is removed.

Jotnar are trolls made immense by overactive regeneration. Unable to suppress their own healing, they grow huge, misshapen, and cancerous. A jotnar's body is covered in leaking tumors and malformed growths. Its limbs are often uneven, and its flesh is a patchwork of bulging masses. A jotnar only stops growing when the pressure of gravity is enough to counteract its rampant enlargement.

These malformations cause the jotnar significant pain. Tumors and other malignancies pull at the jotnar's skin, or rip off to leave corrupted scars. Within its body, growths push against vital organs and nerve columns. A jotnar's face is one of agony, and it moves slowly to minimize the discomfort.

Jotnar retain all of the violence of their smaller kin, but are usually driven off by civilized folk or other trolls. They roam the wilderness in pain, eating what they can and driven by a primal fear of death, even if it would end their suffering.







# **Kongimus Rex**

This enormous ape beats his chest in rage, his bloodshot eyes and jagged teeth protruding from a thick coat of black hair.

Kongimus Rex

**XP 1,638,400** N Colossal Animal

**Init** +13; **Senses** Low-light vision, scent; Perception +42

### DEFENSE

**AC** 43, touch 11, flat-footed 34 (+9 Dex, +32 natural, -8 size)

**hp** 612 (35d8+455)

**Fort** +34, **Ref** +30, **Will** +15

#### OFFENSE

**Speed** 80 ft., **Climb** 60 ft.

**Melee** bite +36 (2d8+27/19-20), 4 slams +36 (2d8+27/19-20 plus grab)

Ranged rock +27 (4d8+27)

**Space** 50 ft.; Reach 50 ft.

**Special Attacks** constrict (2d8+27), ferocity, hurl foe, pounce, push (slam 60 feet), rock catching, rock throwing (120 ft.), trample (2d8+27, DC 45)

#### STATISTICS

**Str** 46, **Dex** 28, **Con** 36, **Int** 2, **Wis** 14, **Cha** 22 **Base Atk** +26; **CMB** +52 (+56 grab); **CMD** 71

**Feats** Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite, slam, stomp), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Run, Staggering Critical

**Skills** Acrobatics +50, Climb +66, Perception +42, Stealth +13, Swim +38; **Racial Modifiers** Acrobatics +20, Climb +20, Perception +40, Stealth +20, Swim +20 **SQ** legendary grappler, massive, muscular control, recovery,

#### ECOLOGY

**Environment** jungle **Organization** solitary **Treasure** none

### SPECIAL ABILITIES

**Legendary Grappler (Ex)** Kongimus rex adroitly uses his massive hands to grasp and hold enemies. He may grapple two foes simultaneously. Kongimus rex may forgo a single slam attack to make a grapple check to maintain a grapple. When he grapples foes which are gargantuan or smaller, he does not gain the grappled condition. Creatures grappled by kongimus rex cannot breathe, speak, or cast spells with verbal components

**Muscular Control (Ex)** Kongimus rex has total control over his muscles, and understands how to perfectly leverage his awesome strength. He adds 1-1/2 times his Strength modifier to all damage rolls with natural attacks.

**Throw Enemy (Ex)** When kongimus makes a successful grapple check against a huge or smaller enemy, he may choose to throw the enemy. The enemy is thrown up to 120 feet and takes 2d8+27 damage. The enemy must make a DC 45 Reflex save or fall prone. This save is Strength-based.

Kongimus rex is one of the three primal kaiju, along with the Tarrasque and dracozilla. Last of his species, this gigantic ape towers over all he surveys. He lives deep within the jungle, master of the realm and content to hunt and forage without thought of greater goals. However, he is sometimes captured by powerful spellcasters with a deep understanding of the beast's many weaknesses.

Kongimus makes up for his lack of arcane power with an impressive array of physical feats. He is not resistant to flame or ice, but his thick fur and dense skeleton protect him harm. He cannot shoot fireballs, but he does hurl boulders and foes alike. He cannot summon demons to his aid, such tiny creatures would only be trampled underfoot. His pure strength and agility are unparalleled.

Despite his power and animal cunning, kongimus rex is susceptible to a range of spells and effects. These weaknesses are unusual for a creature of his strength. Easily confused, dominated, or enthralled, and without any real defense against many arcane attacks, kongimus has been wielded as a weapons by sorcerers who have no business meddling with such might.







# Lurker in the Depths

Cold, yellow eyes shine from the horrid face of a deep-sea predator above a cavernous maw. Around the creature, the water shimmers as if filled with slime.

#### Lurker in the Depths

#### **XP** 25,600

CE Colossal magical beast (aquatic, cold, deep one)

**Init** +4; **Senses** darkvision 200 ft., low-light vision; Perception +3

Aura aura of transformation (30 ft., DC 21)

#### DEFENSE

**AC** 24, touch 2, flat-footed 20 (+4 Dex, +18 natural, -8 size)

**hp** 225 (18d10+126)

Fort +20, Ref +15, Will +11

**Defensive Abilities** deep dweller, immortal; **Immune** cold

Weaknesses fire

#### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +28 (6d6+16/19-20), 2 claws +23 (2d8+5/19-20)

**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** constrict (2d8+5), lurker's lure, swallow whole (6d6 acid damage, AC 19, 22 hp)

### STATISTICS

**Str** 42, **Dex** 18, **Con** 26, **Int** 11, **Wis** 17, **Cha** 14 **Base Atk** +18; **CMB** +42; **CMD** 46

**Feats** Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Iron Will, Iron Will, Power Attack, Snatch **Skills** Stealth +9, Swim +39; **Racial Modifiers** +8 Swim

Languages Aklo

 $\mathbf{SQ}$  amphibious

#### ECOLOGY

**Environment** any cold water **Organization** solitary **Treasure** none

### SPECIAL ABILITIES

**Aura of Transformation (Su)** While underwater, the lurker exudes a cloud of slime. Any living, humanoid creature that is not a deep one within the aura, must make a DC 21 Fortitude save at the start of the lurker's turn. On a failure, the creature contracts the aura of transformation curse, and starts experiencing twisted visions of fallen civilizations and underwater monstrosities.

Any creature reduces to 0 Wisdom while under the effects of the curse falls into a coma for 6 days. At the end of those 6 days, the creature re-awakens, transformed into a deep one (Pathfinder RPG Bestiary 5) as if through the spell reincarnation. This transformation only be undone using *heal* or *miracle*. The save DC is Charisma-based.

Aura (curse); *save* Fort DC 21; *effect* 1d4 wisdom damage per round (see below); *cure* 3 consecutive saves. The save is Charisma based.

**Deep Dweller (Ex)** The lurker in the depths is immune to damage from water pressure.

**Immortal (Ex)** The lurker in the depths does not age. Barring death from violence, disease, or misadventure, it can live forever. It is immune to effects that cause magical aging.

**Lurker's Lure (Su)** As a standard action, the lurker in the depths can cause the lure in front of its face to pulse hypnotically. Any living creature within 60 feet must make a successful DC 21 Will save or be *fascinated* for 2d6 minutes. Fascinated creatures willfully submit to the lurker's aura of transformation. Deep ones are immune to this effect. The save is Charisma-based.

The lurker in the depths is a massive, unknowable sea creature not unlike an angler fish with arms. It weighs 50 ton, and is covered in armored scales that enable it to survive the crushing depths where it dwells.

The lurker in the depths is several millennia old. Favored by a dark power, it is the primogenitor of the deep ones. While not as powerful as the elder deep ones, it is nonetheless revered and respected by them as an honored ancestor. It, on the other hand, cares nothing for them.







# Manolinaw, The Lake of Teeth

Ahead is a placid lake with clear water, and an island in the middle. The trees on the island sway in the air, but not in accordance with any breeze. An eerie silence lies over the area.

#### Manolinaw, The Lake of Teeth

#### XP 19,200

CE Colossal aberration

**Init** –4; **Senses** lifesense, tremorsense 120 ft.; Perception +24

#### DEFENSE

AC 23, touch 1, flat-footed 23 (-4 Dex, +25 natural, -8 size)

**hp** 212 (17d8+136)

**Fort** +14, **Ref** +0, **Will** +14

DR 10/adamantine; Immune acid, fire

### OFFENSE

**Speed** 0 ft.

Melee pseudopods + 17 (2d8+8)

### **Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** constrict (2d8+8), digestive acid (6d6 acid, DC 26 Fort for half), pseudopods

**Spell-Like Abilities** (CL 17th; concentration +19) At will—detect thoughts (DC 14), silent image (DC 14) 5/day—minor image (DC 15) 3/day—major image (DC 16)

1/decade—*teleport without error* (self plus 100 lbs. of objects only)

#### **STATISTICS**

#### **Str** 42, **Dex** 2, **Con** 26, **Int** 21, **Wis** 19, **Cha** 15 **Base Atk** +12; **CMB** +36; **CMD** 32

**Feats** Antagonize, Combat Expertise, Great Fortitude, Improved Great Fortitude, Improved Trip, Iron Will, Power Attack, Snatch, Spell Focus (illusion)

**Skills** Diplomacy +19, Intimidate +19, Knowledge (arcana) +22, Knowledge (dungeoneering) +25, Knowledge (nature) +22, Perception +24, Spellcraft +25, Stealth +16, Use Magic Device +19

**Languages** Aklo, Aquan, Common, Draconic, Undercommon, Terran; telepathy 100 ft.

**SQ** freeze, submerged body

### ECOLOGY

**Environment** any **Organization** solitary

Treasure double

### SPECIAL ABILITIES

**Digestive Acids (Su)** The acid surrounding a manolinaw is in fact its digestive juices. Anyone grappled by a manolinaw is automatically thrown into the lake and released from the grapple. Being dropped into the acid causes 6d6 points of acid damage each round (Fortitude DC 26 for half). Any creature wishing to escape must make a DC 15 Swim check to escape. A swimmer who

makes the check emerges in a square of their choice, adjacent to the manolinaw. The save DC for the acid damage is Constitution-based.

**Pseudopods (Ex)** Manolinaw are capable of spawning almost infinite numbers of pseudopods. As a standard action, the manolinaw can attack all creatures within reach with 3 pseudopods. A manolinaw may make a grapple attempt in place of an attack. Grappling a creature does not give the manolinaw the grappled condition, and a manolinaw can grapple any number of creatures simultaneously.

**Submerged Body (Ex)** Manolinaw's body is submerged in the ground and all its sensitive organs are protected. As such it is immune to critical hits and precision-based damage, unless the attacker is burrowing.

Manolinaws are ancient beings which mimic innocuous lakes. It is not known how the species procreate, but some sages suspect that it is through mitosis.

Manolinaw are endlessly patient, lying in wait for prey and using their illusion abilities to lure the unwary into diving into the crystal clear waters. They use images of treasure to lure intelligent creatures, but they will always try to assess the most likely method of catching prey, using *detect thoughts*.

Every decade the manolinaw moves on, using *teleport without error* ability to find a new location. Here it lies in wait, luring a new ecosystem of creatures to a swift and unexpected demise.







# Manticorehemoth

With a giant's head, lion body, dragon wings, and barbed tail, this immense manticore menacingly surveys its surroundings.

CR 8

#### XP 4800

NE Colossal magical beast

Manticorehemoth

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

### DEFENSE

**AC** 21, touch 3, flat-footed 20 (+1 Dex, +18 natural, -8 size)

**hp** 93 (6d10+60)

Fort +15, Ref +6, Will +3

### OFFENSE

**Speed** 30 ft., fly 50 ft. (clumsy) **Melee** bite +15 (4d6+17) **Ranged** 3 spikes +15 (2d8+5) **Space** 30 ft.; **Reach** 25 ft.

### STATISTICS

Str 44, Dex 13, Con 30, Int 7, Wis 12, Cha 9
Base Atk +6; CMB +31; CMD 42 (46 vs. trip)
Feats Flyby Attack, Hover, Weapon Focus (spikes)
Skills Fly -12, Perception +9, Survival +4 (+8 tracking);
Racial Modifiers +4 Perception, +4 Survival when tracking

Languages Common

### ECOLOGY

**Environment** warm hills and marshes **Organization** solitary, pair, or pride (3-6)

Treasure standard

### SPECIAL ABILITIES

**Spikes (Ex)** With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period. The manticorehemoth uses Strength instead of Dexterity when calculating the attack rolls of these spikes, as if using a thrown weapon.

Manticores are fierce, winged hunters, and their gigantic brothers are no difference. Manticorehemoths aggressively patrol swaths of land up to 100 miles across, and feed on any prey large enough to be considered a meal (typically creatures large and bigger). They are extremely territorial, and fight any threat to the death. Despite their bestial appearance, manticorehemoths possess a reasonable intelligence. If a foe is too small for a good meal, the manticorehemoth may strike some twisted bargain for its own amusement. These deals usually end with the manticorehemoth breaking its word, and the creature riddled with spikes.







## Megarex

This enormous tyrannosaurus rex is armored in crimson scales the size of shields; its colossal jaws could swallow a horse without needing to chew.

#### Megarex

XP 12,800

N Colossal animal

**Init** +7; **Senses** low-light vision, scent; Perception +39 **DEFENSE** 

**AC** 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, -8 size)

hp 279 (18d8+162)

Fort +19, Ref +14, Will +10

### OFFENSE

#### Speed 40 ft.

**Melee** bite +22 (6d6+28 plus grab and 1d6 bleed) **Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** swallow whole (2d8+11, AC 17, hp 15) **STATISTICS** 

### **Str** 44, **Dex** 17, **Con** 27, **Int** 2, **Wis** 19, **Cha** 14 **Base Atk** +13; **CMB** +38; **CMD** 51

**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Initiative, Improved Natural Armor, Run, Skill Focus (Perception), Toughness

**Skills** Perception +39; **Racial Modifiers** +8 Perception

**SQ** powerful bite

### ECOLOGY

**Environment** jungle **Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Powerful Bite (Ex)** A megarex applies twice its Strength modifier to bite damage.

Megarexes are an uncommon, sterile mutation of the tyrannosaurus rex. They stand ten feet taller than their smaller cousins, and are clad in pointed crimson scales which seem permanently stained in blood. A megarex is always ravenous, but are usually gaunt and malnourished despite daily feedings. Rare is the megarex who can eat his fill.

When megarexes are born to t-rexes, they typically wreak havoc on the population. As soon as the megarex exceeds his parents' height, it usually kills them and any other nearby dinosaurs (they seem to prefer carnivorous prey). When the food in its home environment runs out, megarexes have been known to travel vast distances, decimating entire ecosystems in the search for meals.

The megarex may be found on level 9 of Jacob's Tower from Zenith Games.







# **Mindmother Aboleth**

The pulsing green brain of this colossal aboleth is visible through the creature's translucent skull, its three orange eyes radiating arcane power.

### Mindmother Aboleth

### **XP 9600**

LE Colossal aberration (aquatic) **Init** +7; **Senses** darkvision 60 ft.; Perception +16

#### Aura mucus cloud (30 feet)

### DEFENSE

**AC** 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, -8 size) **hp** 132 (8d8+96)

**Fort** +14, **Ref** +7, **Will** +13

### OFFENSE

**Speed** 10 ft., **swim** 60 ft.

**Melee** 4 tentacles +12 (2d6+13 plus slime) **Space** 30 ft.; **Reach** 30 ft.

### Spell-Like Abilities (CL 16th)

At will-hypnotic pattern (DC 17), illusory wall (DC 19), mirage arcana (DC 20), persistent image (DC 20), programmed image (DC 21), project image (DC 22), veil (DC 19) 3/day-dominate monster (DC 24)

### **STATISTICS**

Str 36, Dex 16, Con 34, Int 19, Wis 21, Cha 21 Base Atk +6; CMB +27; CMD 37 (can't be tripped) Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** Bluff +13, Intimidate +16, Knowledge (any one) +15, Perception +16, Spellcraft +15, Swim +32; **Racial Modifiers** +8 Swim

Languages Aboleth, Aklo, Aquan, Undercommon ECOLOGY

**Environment** any aquatic **Organization** solitary **Treasure** double

### SPECIAL ABILITIES

**Mucus Cloud (Ex)** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 26 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

**Slime (Ex)** A creature hit by an aboleth's tentacle must succeed on a DC 26 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitutionbased.

Mindmothers are born of arcane aboleth lineages, typically destined to great clout within aboleth societies. Though they do not often rise to true political leadership, these colossal aboleths are important figures in their civilizations. Mindmothers are seen as wise and calculating, and are visited for guidance and counsel. They often misuse this power for their own personal gains, heading up grand families and taking more than their fair share of slaves.







# **Monkey Mob**

Over a thousand monkeys screech and jabber in an immense mob, flailing limbs and chattering teeth in an unbearably chaotic scene.

Monkey Mob

XP 1,200

CN Tiny animal (swarm)

**Init** +3 **Senses** low-light vision; Perception +7

### DEFENSE

**AC** 15 touch 15, flat-footed 12 (+3 Dex, +2 size) **hp** 37 (5d8+15)

**Fort** +7, **Ref** +9, **Will** +2

Defensive Abilities half damage from weapons, swarm

## traits

OFFENSE Speed 30 ft., Climb 20 ft.

**Melee** swarm (3d6 plus distraction) **Space** 30 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 15)

### **STATISTICS**

Str 7, Dex 16, Con 17, Int 2, Wis 12, Cha 11 Base Atk +3 CMB —; CMD — Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11, Climb +10, Perception +7; Racial Modifiers +4 Acrobatics

SQ coordinated swarm

### ECOLOGY

Environment warm forest or jungle

**Organization** solitary, pair, mission (3-6 mobs), or tribe (7-12 mobs plus 1-4 gorillas)

Treasure none

### SPECIAL ABILITIES

**Coordinated Swarm (Ex)** A monkey mob coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

Monkey mobs form when multiple tribes of monkeys mount a coordinated offensive or defensive. They pour out of the trees, flinging feces and pummeling anything within arms' reach. Monkey mobs tend to be rather short lived. They are easily frightened, and scatter if faced with any real threat. Unfortunately, the disparate monkeys are just as likely to re-coagulate at opportune moments, such as the dead of night or when their prey is distracted.







# Nannuraluk

This creature looks like a snow-capped mountain in the form of a polar bear; ice, rocks, and even small trees cling to its hide.

Nannuraluk

XP 409,600

N Colossal animal

**Init** +5; **Senses** low-light vision; Perception +31

### DEFENSE

**AC** 37, touch 3, flat-footed 36 (+1 Dex, +34 natural, -8 size)

**hp** 391 (34d8+238)

Fort +26, Ref +22, Will +19

**Defensive Abilities** dense hide; **DR** 10/—; **Immune** cold

### OFFENSE

**Speed** 60 ft., climb 30 ft., swim 40 ft.

**Melee** bite +32 (8d6+22/19–20 plus grab), 2 claws +32 (4d6+22/19–20 plus grab)

### **Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** overwhelming roar, powerful strikes, rend (2 claws, 4d6+22), shard shower, swallow whole (AC 27, 39 hp)

### STATISTICS

**Str** 40, **Dex** 12, **Con** 25, **Int** 2, **Wis** 22, **Cha** 11

**Base Atk** +25; **CMB** +48 (+50 bull rush, +52 grapple); **CMD** 59 (61 vs. bull rush, 63 vs. trip)

**Feats** Awesome Blow, Crippling Critical<sup>APG</sup>, Critical Focus, Deadly Finish<sup>UC</sup>, Diehard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Run, Skill Focus (Intimidate), Skill Focus (Perception)

**Skills** Climb +23, Intimidate +20, Perception +31, Stealth +4 (+20 Stealth in ice and snow), Swim +23; **Racial Modifiers** +16 Stealth in ice and snow

### ECOLOGY

**Environment** cold mountains **Organization** solitary or pair **Treasure** none

### SPECIAL ABILITIES

**Dense Hide (Ex)** A nannuraluk's fur is so thick, it grants the creature DR 10/—. Additionally, it has a 50% chance to ignore additional damage caused by critical hits and sneak attacks.

**Overwhelming Roar (Ex)** Once per day as a standard action, a nannuraluk can unleash a terrifying roar that deals 20d6 points of sonic damage to all creatures in a 60-foot cone (DC 27 Fortitude halves); creatures failing the save are deafened for 1 hour. The nannuraluk also makes an Intimidate check to demoralize all foes within a 200-foot radius. The save DC is Charisma-based.

**Powerful Strikes (Ex)** All of a nannuraluk's attacks apply 1–1/2 times its Strength modifier.

**Shard Shower (Ex)** Three times per day as a full-round action, a nannuraluk can violently shake off rocks and ice it has accumulated in its fur. This deals 10d6 bludgeoning and 10d6 cold damage to all creatures within a 40-foot radius (DC 28 Reflex halves). The near-avalanche created by this ability also gains a free combat maneuver check (CMB +48, roll once and apply the result against all creatures taking damage); if it succeeds, it knocks them prone. The save DC is Dexterity-based.

Nannuraluks are the cold, harsh mountains of the north made manifest. When they wake from their 20-year hibernations, usually during the dead of winter, they deplete the area in a five-mile radius of food. Their hunger unsated, they travel to nearby settlements to fill their stomachs with the inhabitants. After a month-long rampage, they return to the inhospitable mountains they call home and slumber again. While in this state, they are almost indistinguishable from the surrounding land. Many local legends have sprung up about "the mountain that hungers." Occasionally, hunting parties attempt to slay nannuraluks while they sleep, only to rouse the beasts early and unleash devastation anew. Nannuraluks live for more than 500 years.







# **Obsidian Gargoyle**

The face of this immense demonic statue is etched in an obsidian scowl. Each of the figure's black wings spread larger than an elephant.

### Obsidian Gargoyle

#### XP 12,800

LE Colossal monstrous humanoid

**Init** –2; **Senses** darkvision 60 ft.; Perception +19

#### DEFENSE

**AC** 24, touch 0, flat-footed 24 (–2 Dex, +24 natural, –8 size)

**hp** 147hp (14d10+70)

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

DR 10/magic, Immune fire

### OFFENSE

**Speed** 40 ft., fly 60 ft. (average) **Melee** bite +16 (2d8+10/19-20), 2 claws (2d8+10/19-

20), gore +15 (2d6+10/19-20)

**Space** 30 ft.; **Reach** 25 ft.

## Special Attacks snatch

### STATISTICS

**Str** 30, **Dex** 7, **Con** 21, **Int** 8, **Wis** 15, **Cha** 11 **Base Atk** +14; **CMB** +32; **CMD** 40

Feats Great Fortitude, Hover, Improved Critical (bite, claws, gore), Power Attack, Skill Focus (Fly)
Skills +8 Fly, +19 Perception, +19 Survival
Languages Common, Terran
SQ freeze, obsidian hide

ECOLOGY

### Environment any

**Organization** solitary, pair, or wing (3-12)

Treasure Value standard

### SPECIAL ABILITIES

**Freeze (Ex)** An obsidian gargoyle can hold itself so still that it appears to be a statue. An obsidian gargoyle that uses freeze can take 20 on Stealth checks to hide in plain sight as a stone statue.

**Obsidian Hide (Ex)** The obsidian flesh of a gargoyle is brittle and fragments easily. When an obsidian gargoyle is dealt bludgeoning, piercing, or slashing damage, all creatures within 10 feet must make a DC 22 Reflex save or suffer 1d6 slashing damage and 1d6 bleed damage. This save is Constitution-based.

**Snatch (Ex)** A obsidian gargoyle can start a grapple when it hits with both claw attacks, as though it had the grab ability. If it grapples a creature of size gargantuan or smaller, it squeezes each round for automatic claw damage with a successful grapple check. An obsidian gargoyle can fly while holding a creature that weighs 3,500 pounds or less. It cannot throw creatures it is carrying, but can drop them as a free action.

Obsidian gargoyles are monolithic, demonic statues which tower over their surroundings. Despite their appearance, they are living flesh and blood instead of constructs. They make their homes in ancient ruins and great castles, preferring the structures of giant races to match their own immense sizes. Other breeds of gargoyles revere their massive kin, sometimes treating them as feudal overlords of great domains.

Obsidian gargoyles are cruel and vindictive, but relatively trustworthy. If they have not established tribute systems from lesser gargoyles, they strike deals with powerful wizards to protect arcane goods in exchange for gemstones. If they observe an impressive interloper, they often negotiate instead of immediately attacking. If no agreement can be reached, the gargoyle pounces if it believes it can win.

Obsidian gargoyles decorate their homes with stolen goods, particularly shiny metals and black crystals. It is possible to arrange safe passage or acquire lost information through a trade of these materials.







# **Ocean Elemental**

A twisting storm cloud surrounds this massive waterspout, its crackling electricity and foam vaguely reminiscent of a face.

# Ocean Elemental **XP 6400**

N Colossal outsider (elemental, extraplanar, water) Init +4; Senses darkvision 60 ft., watersight; Perception +13

Aura storm aura (30 ft., 1d6 electricity)

### DEFENSE

**AC** 20, touch 7, flat-footed 15 (+4 Dex, +1 dodge, +13 natural, -8 size)

**hp** 135 (10d10+80)

**Fort** +15, **Ref** +11, **Will** +3

DR 5/-; Immune elemental traits

### OFFENSE

**Speed** 20 ft., **swim** 90 ft.

**Melee** slams +17 (4d6+19)

Space 30 ft.; Reach 30 ft.

**Special Attacks** capsize, drench, vortex (DC 26), water mastery

### **STATISTICS**

#### **Str** 40, **Dex** 18, **Con** 27, **Int** 6, **Wis** 11, **Cha** 11 **Base Atk** +10; **CMB** +33; **CMD** 48

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

**Skills** Acrobatics +9, Escape Artist +13, Knowledge (planes) +7, Perception +13, Stealth -7, Swim +30 **Languages** Aquan

**SO** waterwalk

### ECOLOGY

**Environment** any (Plane of Water), oceans **Organization** solitary, pair, or gang (3-8) **Treasure** none

### **SPECIAL ABILITIES**

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (Caster Level 10).

**Rusting (Ex)** The salt water of an ocean elemental's body is extremely corrosive. A non-magical metal object or weapon which lands a successful attack on the ocean elemental takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item.

**Storm Aura (Ex)** An ocean elemental is surrounded by a turbulent storm. The storm obscures vision as *obscuring mist*, but it cannot be blown away by wind. The area within the storm acts as a permanent *gust of wind* spell blowing over small creatures and imposing penalties on ranged attacks. All creatures within the aura feet take 1d6 points of electricity damage at the beginning of the ocean elemental's turn. An ocean elemental may dismiss or activate this aura as a swift action.

**Vortex (Su)** An ocean elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

**Waterwalk (Ex)** An ocean elemental may move across water as if it were solid land.

**Water Sight (Ex)** An ocean elemental may see through fog, smoke, and other obscuring vapors as if they did not exist (this ability functions underwater as well, allowing the ocean elemental to see through thick silt and other aquatic precipitates).

Ocean elementals are brooding, angry creatures made from salt water and storms. They are formed at the edges of the planes of water, earth, and air, and they are enriched by the runoff of all three. However, ocean elementals find each of these planes tedious, preferring instead to make their way to Material Planes containing rich, vast oceans.

Ocean elementals are highly territorial, and attempt to destroy anything that does not belong. Unfortunately for trespassers, this usually includes sailing vessels and flying creatures such as dragons or migrating birds.







# Octohemoth

This gargantuan tentacled sea creature is no dull kraken, but a chameleon octopus the size of a ship.

Octohemoth

XP 12,800

N Colossal animal (aquatic)

**Init** +5; Senses low-light vision; Perception +8

### DEFENSE

**AC** 22, touch 3, flat-footed 21 (+1 Dex, +19 natural, -8 size)

**hp** 162 (12d8+108)

**Fort** +17, **Ref** +11, **Will** +7

**Defensive Abilities** ink cloud (30-foot-radius sphere) **OFFENSE** 

**Speed** 20 ft., swim 30 ft., jet 200 ft. **Melee** bite +14 (2d6+13 plus poison), 8 tentacles +12

(2d6+6 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (20 ft. with bite)

**Special Attacks** constrict (tentacle, 1d4+2)

**STATISTICS** 

**Str** 36, **Dex** 13, **Con** 29, **Int** 2, **Wis** 12, **Cha** 3

**Base Atk** +9; **CMB** 30 (+34 grapple); **CMD** 41 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Skill Focus (Stealth), Stealthy

**Skills** Escape Artist +15, Perception +8, Stealth +15, Swim +15; **Racial Modifiers** +10 Escape Artist, +20 Stealth

### ECOLOGY

**Environment** any ocean **Organization** solitary **Treasure** incidental

### SPECIAL ABILITIES

**Poison (Ex)** Bite-injury; save Fort DC 25; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.

Octohemoths are often confused for kraken, but the two creatures lead vastly different lives. These massive octopi are relatively intelligent, and prefer to spend their lives in shallow bays hunting after easy prey. They use chameleon pigments to hide in wait for small sharks, large fish, or occasionally aquatic mammals, then lash out with twisting tentacles to snag their meals.

Octohemoths rarely attack fishing vessels and quickly retreat from losing fights. They are calculating creatures, and know that survival is paramount over territorial feuds.







# Owlbearhemoth

At 30 feet tall, this bizarre half owl, half bear goliath is clearly the result of arcane tampering.

Owlbearhemoth

#### **XP** 3200

N Colossal magical beast

**Init** +4; Senses darkvision 60 ft., low-light vision, scent; Perception +12

### DEFENSE

**AC** 19, touch 2, flat-footed 19 (+17 natural, -8 size) **hp** 77 (5d10+50)

**Fort** +16, **Ref** +4, **Will** +2

## OFFENSE

**Speed** 30 ft. **Melee** 2 claws +11 (2d8+14 plus grab) **Space** 30 ft.; **Reach** 25 ft.

### **STATISTICS**

**Str** 39, **Dex** 10, **Con** 30, **Int** 2, **Wis** 12, **Cha** 10 **Base Atk** +5; **CMB** +27 (+31 grapple); **CMD** 37 (41 vs. trip)

**Feats** Improved Initiative, Great Fortitude, Skill Focus (Perception)

**Skills** Perception +12

### **SQ** arcane rage

#### ECOLOGY

**Environment** temperate forests, savannah **Organization** solitary, pair, or herd (3-8)

Treasure incidental

### SPECIAL ABILITIES

Arcane Rage (Ex) The owlbear has had enough of arcane experiments. If it succeeds on a save against an arcane spell, it flies into a rage for 1 minute. During this time, if gains a +4 morale bonus to Strength and Constitution, as well as a +2 morale bonus on Will saves.

Some wizards just don't know when to stop. Not content with the freakish owlbear, some arcane prankster decided to increase the size of the thing to elephantine proportions. Now, small herds of owlbearhemoths roam the forests and savannahs, eating gazelle, hyenas, and entire orchards worth of fruit. If they can be caught and tamed, the territorial creatures can make for excellent protectors. However, they are as quick to anger as their smaller cousins.

Owlbearhemoths have a particular dislike for wizards and hate spellcasting. After origins shrouded in magical experimentation, this congenital dislike should come as no surprise.







# Owlhemoth

The eyes of this owl seem disproportionately large compared to its already massive body.

Owlhemoth

XP 3,200

LN Colossal magical beast

**Init** +5; **Senses** low-light vision; Perception +22

### DEFENSE

**AC** 21, touch 4, flat-footed 19 (+2 Dex, +17 natural, -8 size)

**hp** 81 (6d10+48)

**Fort** +13, **Ref** +7, **Will** +12

### OFFENSE

**Speed** 10 ft., fly 60 ft. (average) **Melee** bite +11 (4d6+17) **Space** 30 ft.; **Reach** 20 ft.

### **STATISTICS**

**Str** 36, **Dex** 15, **Con** 26, **Int** 14, **Wis** 27, **Cha** 9 **Base Atk** +6; **CMB** +27; **CMD** 37

Feats Alertness, Improved Iron Will, Iron Will

**Skills** Fly +5, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nature) +10, Perception +22, Sense Motive +19, Stealth -1; **Racial Modifiers** +4 Fly, +4 on all Knowledge skills, +4 Perception, +8 Stealth **Languages** Sylvan (cannot speak); animal telepathy (30 ft.)

SQ insightful senses, piercing stare

### ECOLOGY

**Environment** temperate forests **Organization** solitary **Treasure** none

### **SPECIAL ABILITIES**

**Animal Telepathy (Su)** An owlhemoth can telepathically communicate with other animals as if under the effects of *speak with animals*.

**Insightful Senses (Su)** An owlhemoth's senses are particularly well honed to sensing danger or locating prey. It adds its Wisdom modifier as an insight bonus (+3 for most owlhemoths) on its initiative checks.

**Piercing Stare (Su)** Up to three times per day as a swift action, an owlhemoth can gain the effects of *true seeing* (as the spell) for 6 rounds.

Owlhemoths typify wisdom and enlightenment in a large package. Though considered omens of truth or revelation, owlhemoths care little for civilized humanoids. They prefer to live as hermits in the center of deep forests, eating small animals and meditating on the nature of the universe. Owlhemoths enjoy resting at the top of the food chain. Should another, stronger threat appear, these gigantic owls flee their homes in search of somewhere safer. Owlhemoths are sometimes sought by wanderers or yogi in search of enlightenment. While owlhemoths typically view these visitors as pests, they answer their questions quickly and let them leave unharmed.









## Pastorix

Many species of vibrant flowers cover this hillock; when the hillock shifts to a standing position, it takes on a vaguely humanoid shape, with a ring of daisies forming its "eyes."

### Pastorix

#### **XP 600**

CN Colossal fey

**Init** +0; **Senses** low-light vision, tremorsense 120 ft.; Perception +8

#### DEFENSE

**AC** 14, touch 2, flat-footed 14 (+12 natural, -8 size) **hp** 22 (4d6+8)

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

### Immune plant traits

### OFFENSE

**Speed** 40 ft.

**Melee** vine +3 (1d4+8 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** blood drain (1d2 Constitution), soporific pollen, weak vines

### STATISTICS

**Str** 26, **Dex** 11, **Con** 15, **Int** 13, **Wis** 12, **Cha** 16 **Base Atk** +2; **CMB** +18 (+22 grapple); **CMD** 28

Feats Deceitful, Weapon Focus (vine)

**Skills** Bluff +12, Disguise +12, Knowledge (geography) +8, Knowledge (nature) +12, Perception +8, Perform (sing) +10, Stealth -9 (+7 Stealth in grasslands); **Racial Modifiers** +4 Knowledge (nature), +16 Stealth in grasslands

Languages Sylvan

#### ECOLOGY

**Environment** temperate and warm forests, hills, and plains

**Organization** solitary, pair, or roll (3–6)

Treasure incidental

### SPECIAL ABILITIES

**Blood Drain (Ex)** On each round a pastorix drains blood, it gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

**Plant Traits (Ex)** While a pastorix is not a plant creature, it enjoys the same immunities as plants.

**Soporific Pollen (Ex)** As a full-round action that does not provoke attacks of opportunity, a pastorix can spray pollen from its many flowers. All humanoid creatures within 60 feet of the pastorix must succeed at a DC 14 Fortitude save or fall asleep for 2d6 minutes. Any attempt to wake a sleeping victim (by slapping as a standard action or wounding him) does not automatically wake the victim. Instead, the victim may attempt another Fortitude save to awaken. Damage done by the pastorix does not allow a new save. The pastorix can only spray pollen once per minute. The save DC is Constitution-based.

**Weak Vine (Ex)** Despite its size, a pastorix deals damage with its vine as if it were a medium creature. It adds its Strength modifier to damage rolls instead of 1-1/2 its Strength modifier.

Pastorixes are normally passive fey creatures who play host to a riot of flowers, some species of which do not exist elsewhere in the region pastorixes inhabit. They view themselves as arks for endangered flower species, and live to see their bounty spread throughout the lands they call home. They accommodate animals and insects responsible for pollinating their flowers, and augment gentle breezes with their own voices to soothe the creatures resting on their ample forms.

Pastorixes only run afoul of humanoids when intruders destroy their flowers or kill the animals under their protection, or in conditions of extreme drought when they must supplement dwindling water supplies with blood. When pastorixes are peaceful, they enjoy conversing about their flowers and may even offer up cultivars to friendly creatures promising to plant them in far off lands.







# Procyon

A massive, four-legged creature covered in wiry gray bristles stares with bright green eyes beaming past a mask of black fur.

Procyon

### XP 9,600

N Colossal magical beast

**Init** +9; **Senses** low-light vision, darkvision 120 ft., scent, blindsense 60 ft.; Perception +10

### DEFENSE

**AC** 24, touch 8, flat-footed 18 (+5 Dex, +1 dodge, +16 natural, -8 size) **hp** 123 (13d10+52)

**Fort** +12, **Ref** +13, **Will** +8

### OFFENSE

**Speed** 60 ft., climb 30ft.

**Melee** bite +17 (2d8+11 plus disease), 2 claws +17 (1d8+11 plus grab)

**Space** 30 ft.; **Reach** 20 ft.

Special Attacks iridescent gaze

### STATISTICS

**Str** 32, **Dex** 21, **Con** 19, **Int** 11, **Wis** 18, **Cha** 4 **Base Atk** +13; **CMB** +32 (+4 to grapple); **CMD** 47 **Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Snatch, Weapon Focus (bite), Weapon Focus (claws)

**Skills** Acrobatics +14, Climb +29, Perception +14, Sleight of Hand +11; **Racial Modifiers** +8 Climb **Languages** Sylvan (can't speak)

**SQ** cover of darkness

### ECOLOGY

**Environment** temperate forest **Organization** solitary

Treasure none

### SPECIAL ABILITIES

**Cover of Darkness (Sp)** As a standard action, a procyon can plunge the area within a 60-foot radius into mute blackness, as if it was under the effect of both *darkness* and *silence* spells. The area is centered on the procyon and moves with it. This effect lasts 2d6 minutes.

**Iridescent Gaze (Su)** Creatures within 60 feet that sees the procyon must succeed on a DC 13 Will save or become frightened for 1d4 rounds. This is a mindaffecting fear effect. Whether or not the save is successful, a creature cannot be affected by the same procyon's iridescent gaze howl for one day. The save DC is Charisma-based.

**Lyssavirus (Ex)** Bite—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1 day; *effect* 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); *cure* 2 consecutive saves. The save DC is Constitution-based.

As cities grow and encroach upon ancient forests, waste and garbage sites can attract a procyon who relies on them for sustenance. This nocturnal beast peels apart buildings on the outskirts of town with its dexterous forepaws to sift through the rubble for refuse and scrap. If it attracts attention while searching, it will cast silence and darkness to prevent the rest of the city from learning of what's happening until after it has finished its grisly work. Devastated cities may draw a procyon after suffering from calamity, such as another kaiju's rampage. The destruction and refuse serves as a beacon to the procyon, calling it over vast distances.







# Puddinghemoth

This immense quivering blob bubbles and churns like a cauldron of foul oil, and gives off the sharp scent of stomach acid.

XP 6400

N Colossal ooze

Puddinghemoth

Init -5; Senses blindsight 60 ft.; Perception -5

### DEFENSE

**AC** 6, touch -3, flat-footed 6 (-8 size, -5 Dex, +9 natural) **hp** 145 (10d8+100)

**Fort** +13, **Ref** -2, **Will** -2

Defensive Abilities split, ooze traits

### OFFENSE

 $\begin{array}{l} \textbf{Speed $20$ ft., climb $20$ ft.} \\ \textbf{Melee } slam +10 \; (4d6 + 12 \; plus \; 2d6 \; acid \; plus \; grab) \end{array}$ 

**Space** 30 ft.; **Reach** 25 ft.

**Special Attacks** constrict (4d6+12 plus 2d6 acid), corrosion

### STATISTICS

**Str** 32, **Dex** 1, **Con** 30, **Int** —, **Wis** 1, **Cha** 1 **Base Atk** +7; **CMB** +26 (+30 grapple); **CMD** 31 (can't be tripped) **Skills** Climb +15 **SQ** ooze traits, suction

### ECOLOGY

Environment any underground

Organization solitary

Treasure none

### SPECIAL ABILITIES

Acid (Ex) A puddinghemoth secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a puddinghemoth's acid, its clothing and armor take the same amount of damage from the acid. A DC 25 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a puddinghemoth takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 25 Reflex save. If a puddinghemoth remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Corrosion (Ex)** An opponent that is being constricted by a puddinghemoth suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Split (Ex)** Slashing and piercing weapons deal no damage to a puddinghemoth. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 14 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The puddinghemoth can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A puddinghemoth can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a puddinghemoth's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Though many black puddings reproduce when they grow large enough, others refuse to be so divided. These selfish oozes are capable of incredible sizes given a constant stream of organic matter. Puddinghemoths generally wander lush underground wonderlands, consuming fungi, giant insects, dwarves, and anything else that gets in their way. Should their food become scarce, they split into two and head opposite directions, or simply shrink over time to a more reasonable girth.







# Pyrelight

This massive pale orb emits a ghostly light and an aura of overwhelming fear.

Pyrelight

XP 12,800

CE Colossal aberration

Init +8; Senses darkvision 60 ft.; Perception +26

### DEFENSE

**AC** 15 touch 15, flat-footed 10 (+8 deflection, +4 Dex, +1 dodge, -8 size)

**hp** 97 (15d8+30)

Fort +7, Ref +9, Will +13

**Defensive Abilities** natural invisibility; **Immune** magic

**OFFENSE** 

**Speed** 50 ft. (perfect)

**Space** 30 ft.

**Ranged** 3 soul shocks +8 touch (4d6 electricity plus soul shock (DC 22))

### **STATISTICS**

### **Str** 8, **Dex** 19, **Con** 14, **Int** 21, **Wis** 15, **Cha** 14

Base Atk +11; CMB +18; CMD 40 (can't be tripped)
Feats Blind-Fight, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (soul shock)

**Skills** Acrobatics +22, Escape Artist+22, Fly +22, Intimidate+20, Knowledge (arcana) +23, Perception+26, Spellcraft+23, Stealth+17, Survival +20

**Languages** Aklo, Boggard, Common, Grippli, Protean, Sphinx

**SQ** feed on fear, wisp mother

### ECOLOGY

**Environment** any swamp **Organization** solitary, or web (1 plus 3-6 will-o'-wisps) **Treasure Value** incidental

### **SPECIAL ABILITIES**

**Feed on Fear (Su)** A pyrelight gains fast healing 5 for every dying creature or creature subject to a fear effect within 60 feet.

**Immunity to Magic (Ex)** Pyrelights are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

**Natural Invisibility (Ex)** Pyrelights have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

**Soul Shock (Su)** As a standard action, a pyrelight may emit three electric shocks. These are touch attacks with a range of 30 feet which deal 4d6 electricity damage. A creature struck by a soul shock must make a Will save or suffer from overwhelming primal fear. The creature cowers for one round and then is shaken for an additional round. This is a mind-affecting fear effect. The save DC is Intelligence based.

**Wisp Mother (Ex)** When a pyrelight is brought to 0 hit points or lower, it is immediately destroyed and dissolves into 1d3+1 will-o'-wisps.

Pyrelights, or wisp mothers, appear in areas overwhelmed by dark fey magic and will-o'-wisps. Just like their "children" pyrelights seem to take joy in luring travelers to their deaths. They dance out of reach, beckoning wanders into quick sand and over cliffs. Despite their ability to quickly dispose of prey, pyrelights feed off the panic that a slow, painful death brings.

Pyrelights are alien in their logic, guided by some strange and unknowable reasoning. While it is postulated that they communicate with each other to some purpose, and that they are somehow formed from groups of wisps, none know for sure.







# Pyrrhan, The Living Conflagration

What appears to be a raging spread of wildfire moves of its own accord, a vague intelligence permeating through the incredible heat.

Pyrrhan, The Living Conflagration

### XP 819,200

CN Colossal outsider (elemental, fire, native) **Init** +15; **Senses** darkvision 60 ft.; Perception +53 **Aura** intense heat (4d6 fire, DC 36)

### DEFENSE

AC 42, touch 14, flat-footed 30 (+11 Dex, +1 dodge, +28 natural, -8 size) hp 361 (38d10+152); regeneration 20 (cold) Fort +20, Ref +25, Will +25 Defensive Abilities cold counterspell; DR 20/—; Immune elemental traits, fire

Weaknesses vulnerable to cold

### OFFENSE

**Speed** fly 120 ft. (perfect) **Melee** 2 slams +39 (2d8+9/19-20 plus 8d6 fire)

Space 30 ft.; Reach 30 ft.

Special Attacks fiery motes, nova

### STATISTICS

Str 28, Dex 33, Con17, Int 8, Wis 18, Cha 17 Base Atk +38; CMB +55; CMD 77 (can't be tripped) Feats Blind-Fight, Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Exhausting Critical, Flyby Attack, Greater Blind-Fight<sup>APG</sup>, Improved Blind-Fight<sup>APG</sup>, Improved Critical (slam), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Intimidate), Skill Focus (Perception), Stand Still, Tiring Critical, Toughness, Wind Stance

**Skills** Acrobatics +52, Fly +52, Intimidate +50, Perception +51, Spellcraft +40

### ECOLOGY

**Environment** temperate or warm forests or mountains **Organization** solitary

Treasure none

### SPECIAL ABILITIES

**Cold Counterspell (Su)** If a pyrrhan succeeds at a Spellcraft check to identify a spell with the cold descriptor that targets it or includes it in an area of effect, and it has at least two attacks of opportunity remaining, it can attempt to counter the spell (as per *dispel magic*, CL 20th). This consumes two of the pyrrhan's attacks of opportunity.

**Fiery Motes (Sp)** Motes of fire surrounding a pyrrhan coalesce into balls of flame. Every 1d4+1 rounds, it can spend a standard action to target creatures as per *meteor swarm* (CL 20th). Creatures must succeed at a DC 22 Reflex save to take half damage from meteors generated by this effect. The save DC is Charisma-based.

**Intense Heat (Ex)** A pyrrhan generates incredible heat. The temperature in a 600-foot radius increases to extreme heat. Anything within 60 feet of it takes 4d6 points of fire damage each round. A DC 32 Fortitude save reduces the damage by half. A creature that strikes a pyrrhan with a manufactured weapon can attempt a DC 32 Reflex save to avoid having the weapon take 4d6 points of fire damage; damage dealt to a weapon in this manner is not halved as is normal for damage dealt to items, and ignores the first 10 points of hardness. The save DCs are Constitution-based.

As a pyrrhan takes damage, its flame intensifies. For every 80 hp less than its maximum hp, it adds 10 to the amount of fire damage it deals with its aura.

**Nova (Su)** When a pyrrhan reaches 0 hp, it explodes in a fury of white-hot flame in a 100-foot radius, dealing 20d6 fire damage to all creatures in the radius (DC 36 Reflex halves). Additionally, creatures with fire resistance or immunity must succeed at a DC 36 Fortitude save or the damage ignores their resistance or immunity. Creatures with resistance to fire gain a +2 bonus on the save; immunity grants a +8 bonus. The save DCs are Constitution-based.

Summoned by arson that spreads beyond its intended target, humanoid-caused wildfires raging out of control, or world-ending cultists who burn themselves in effigy, a pyrrhan continues the devastating work begun by these uncontrolled blazes. It continues to burn until it is snuffed out, at which point it explodes violently, only to return again a few years later when a new inferno calls it forth.







## **Rusted Colossus**

This forgotten defender from a bygone age watches with a pitiable
gaze, its iron bulk irreparably corroded by rust. Rusted Colossus CR 3
XP 800
N Colossal construct
Init -2 Senses Darkvision 60, Low-light vision;
Perception –3
DEFENSE
AC 6, touch 0, flat-footed 6 (-2 Dex, +6 natural, -8 size)
<b>hp</b> 96 (3d10+80 size)
<b>Fort</b> +1, <b>Ref</b> -1, <b>Will</b> -2
Immune construct traits
OFFENSE
Speed 20 ft.
$\mathbf{Melee} \text{ slam } +0 \text{ (2d8+7)}$
<b>Space</b> 30 ft.; <b>Reach</b> 20 ft.
STATISTICS
<b>Str</b> 21, <b>Dex</b> 6, <b>Con</b> —, <b>Int</b> —, <b>Wis</b> 5, <b>Cha</b> 4
Base Atk +3; CMB +16; CMD 20
<b>SQ</b> brittle, off balance
Languages none
ECOLOGY
<b>Environment</b> any

Organization solitary or pair Treasure normal

### SPECIAL ABILITIES

Brittle (Ex) When the rusted colossus misses a strike, it smashes its fists onto the ground and damages itself. When it misses a slam attack or falls prone, it deals itself 2d8+4 damage.

Off Balance (Ex) The rusted colossus is perpetually off balance. It can be the target of any combat maneuver regardless of the attacker's size. The rusted colossus suffers a -4 penalty to its combat maneuver defense.

Rusted colossi are the sad defenders of ancient ruins without the foresight to produce unchanging guardians. Gigantic golems made of ferrous metals, these once proud protectors are now brittle and weak with decay. A rusted colossus follows its original programming regardless of its present state. However, once active it damages itself as much as its enemy, and may cause its own destruction even without the assistance of an aggressor.







# Ryujin, The Dragon God

This massive dragon dwarfs even the greatest wyrms, and his gait reveals something bestial and destructive. His five heads, black, blue, green, red, and white, spit gouts of energy of astounding power.

Ryujin, The Dragon God

### XP 2,457,600

CE Colossal dragon (air, earth, fire, kaiju, water) **Init** –1; **Senses** dragon senses; Perception +34 **Aura** elemental (20 ft., 5d6 special), frightful presence (500 ft., DC 30)

### DEFENSE

**AC** 41, touch -1, flat-footed 41 (-3 Dex, +41 natural, -8 size)

**hp** 560 (32d12+384); fast healing 50

Fort +29, Ref +15, Will +19

**Defensive Abilities DR** 20/epic; **Immune** ability damage, ability drain, acid, cold, death effects, disease, electricity, energy drain, fear, fire, paralysis, sleep, sonic; **Resist** negative energy 30; **SR** 37

### **OFFENSE**

**Speed** 60 ft., burrow 20 ft., fly 250 ft. (clumsy), swim 60ft. **Melee** 5 bites +43 (4d8+27/19-20)

**Space** 50 ft.; **Reach** 50 ft.

**Special Attacks** acid cone breath weapon (70-ft. cone, DC 37, 26d8 acid), cold breath weapon (70-ft. cone, DC 37, 26d8 cold), crush (Large creatures, DC 35, 4d8+27), electric breath weapon (140-ft. line, DC 37, 26d8 electricity), fire breath weapon (70-ft. cone, DC 37, 26d8 fire), sonic breath weapon (140-ft. line, DC 37, 26d8 sonic), tail sweep (40-ft., 2d8+27, DC 37)

### STATISTICS

**Str** 47, **Dex** 4, **Con** 33, **Int** 6, **Wis** 8, **Cha** 9

**Base Atk** +32; **CMB** +58; **CMD** 65 (69 vs trip)

**Feats** Critical Focus, Dazzling Display (bite), Dreadful Carnage, Furious Focus, Hurtful, Improved Critical (bite), Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Multiattack, Power Attack, Shocking Bellow, Stunning Critical, Toughness, Weapon Focus (Bite)

**Skills** Fly +14, Intimidate +52, Perception +34, Swim +53

Languages Draconic

SQ ferocity, massive, water breathing

### ECOLOGY

**Environment** any land or water **Organization** solitary **Treasure** incidental

### SPECIAL ABILITIES

**Breath Weapons (Ex)** Each of Ryujin's heads has a breath weapon which deals a different type of elemental damage. It may choose to use a breath weapon in place of a bite attack (and may replace multiple bite attacks with

70

breath weapons as long as it does not use the same breath weapon twice). If it replaces a bite with an attack, the breath weapon only deals 10d8 damage instead of 24d8 damage.

Breath weapon by head:

- *Black*: sonic breath weapon (140-ft. line, DC 37, 26d8 sonic)
- *Blue*: electric breath weapon (140-ft. line, DC 37, 26d8 electricity)
- Green: acid cone breath weapon (70-ft. cone, DC 37, 26d8 acid)

*Red*: fire breath weapon (70-ft. cone, DC 37, 26d8 fire) *White*: cold breath weapon (70-ft. cone, DC 37, 26d8 cold)

**Elemental Aura (Su)** Creatures in the aura at the start of Ryujin's turn take elemental damage. This inflicts 1d6 each of acid, cold, electric, fire, and sonic damage.

**Multiheaded (Ex)** Ryujin's five heads operate semiautonomously. As a standard action, Ryujin may make a bite attack or breath weapon attack with each head.

A colossal winged dragon of astonishing might and strength, Ryujin "The Dragon God" dwarfs even the most powerful of elder dragons. His origins are unknown, but many theorize that he is indeed the ancestor of all modern chromatic dragons. Others postulate that he is the result of unholy experimentation of colossal proportions, most likely involving the creators of the universe. Others, some dragons included, revere him as a deity; the most powerful of all dragon kind.

Ryujin is more savage and bestial that most other dragons, dull in comparison to the arcane learnings of many of his kin. He rarely speaks, seeing no need to communicate with lesser beings (and virtually all beings are lesser). However, this deficiency means little. His pride and appetite for destruction are unmatched, and his power affords him the opportunity for endless brutality.





# Scorpiohemoth

This gigantic black scorpion is clad in glistening scales the size of tower shields. Its barbed tail sways 50 feet above the ground, threatening swift and painful death to any who comes near.

### Scorpiohemoth

### **XP 9600**

N Colossal vermin

**Init** +2; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +6

#### DEFENSE

**AC** 24, touch 4, flat-footed 22 (+2 Dex, +20 natural, -8 size)

**hp** 135 (10d8+90)

**Fort** +16, **Ref** +5, **Will** +5

Immune mind-affecting effects

#### OFFENSE

**Speed** 50 ft.

**Melee** claw +15 (2d8+16 plus grab), sting +15 (2d8+16 plus poison)

**Space** 30 ft.; **Reach** 30 ft. (50 ft. with sting)

**Special Attacks** constrict (1d8+8)

#### **STATISTICS**

**Str** 43, **Dex** 15, **Con** 28, **Int** —, **Wis** 14, **Cha** 2 **Base Atk** +7; **CMB** +31 (+35 grapple); **CMD** 43 (55 vs. trip)

**Skills** Perception +6; **Racial Modifiers** +4 Perception **ECOLOGY** 

**Environment** temperate forests or desert **Organization** solitary or nest (2-5) **Treasure** incidental

#### SPECIAL ABILITIES

**Poison (Ex)** Sting-injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d4 Str damage; cure 2 consecutive saves.

It is incredible that so large a creature can coordinate so many limbs, but the scorpiohemoth moves with an almost hypnotic grace. It crawls across the ground at incredible speed, and fights with a dexterous claw and precise stinger.

When it comes time for mating, female scorpiohemoths are drawn to males with the largest right claw. As a result, one of the scorpion's claws is a small, almost vestigial limb unused in combat, while the other is an oversized monstrosity, too-big for the already gigantic creature.






## Sequoia Treant

This immense tree has twin leg-shaped trunks, its conical crown vaguely resembling a humanoid face.

Sequoia Treant

**XP 38, 400** 

NG Colossal plant

**Init** –1; **Senses** low-light vision; Perception +22

## DEFENSE

**AC** 23, touch 1, flat-footed 23 (-1 Dex, +21 natural, -8 size)

**hp** 232 (16d8+160);

**Fort** +20, **Ref** +4, **Will** +10

**Defensive Abilities** plant traits; **DR** 10/slashing **Weaknesses** Vulnerability to fire

### **OFFENSE**

### **Speed** 30 ft.

**Melee** 2 slams +21 (4d6+17 plus grab)

**Ranged** 2 explosive cones +21 ranged touch (10d4 fire) **Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** explosive cones (DC 21), trample (4d6+25, DC 35).

**Spell-Like Abilities** (CL 16th; concentration +19) 3/day—thomy entanglement<sup>4CG</sup> (DC 16), quench (DC 16)

### STATISTICS

**Str** 45, **Dex** 8, **Con** 30, **Int** 12, **Wis** 16, **Cha** 13 **Base Atk** +12; **CMB** +37; **CMD** 46

**Feats** Cleave, Great Cleave, Greater Sunder, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +17, Perception +22, Stealth -17 (-1 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant

**SQ** mighty hurling, treespeech

## ECOLOGY

**Organization** solitary

**Treasure** standard (*potion of resist fire, potion of protection from fire,* other treasure)

## SPECIAL ABILITIES

**Explosive Cones (Su)** A sequoia treant can use its cones as thrown splash weapons. It can hurl up to two cones as a standard action, attempting to hit its target with a ranged touch attack. Each cone has a range increment of 40 feet and bursts upon any impact, causing 10d4 points of fire damage to its target (no save). All creatures and objects in the adjacent squares take 10 points of fire damage (DC 21 Reflex save halves). The save DC is Wisdom-based.

**Lean and Pick (Ex)** When a sequoia treant grapples a Large or smaller creature, it can choose to immediately lift it 60 feet into the air. The treant can release the grapple at any moment as a free or immediate action.

**Mighty Hurling (Ex)** A sequoia treant applies its Strength modifier as a bonus on attack rolls instead of his Dexterity modifier when making ranged attacks with thrown weapons.

**Treespeech** (Ex) A sequoia treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Found only amidst the ancient woodlands of the highest trees, sequoia treants are forest guardians and druid allies, much like their lesser cousins. Unlike the latter, they do not rely on animating lesser trees to fight for them, using their own immense powers. They are fully aware of their own destructive power, and typically attempt peaceful means of dealing with troubles before resorting to combat.







## Shadowman

This massive faceless creature appears to be wispy black boulder with two muscled human legs.

Shadowman

XP 1,600

CE Colossal fey (incorporeal)

**Init** +7; **Senses** Low-light vision; Perception +23

## DEFENSE

**AC** 9 touch 9, flat-footed 6 (+4 deflection, +3 Dex, -8 size)

**hp** 57 (6d6+36)

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

## Defensive Abilities incorporeal traits, Immune cold

OFFENSE

**Speed** 60 ft.

**Melee** shadow touch -2 (4d6 cold)

**Space** 30 ft.; **Reach** 20 ft.

Special Attacks trample (4d6 cold, DC 16)

Spell-Like Abilities (CL 6th)

At Will—shadowstep

## STATISTICS

**Str** —, **Dex** 16, **Con** 22, **Int** 13, **Wis** 12, **Cha** 19 **Base Atk** +3 **CMB** +11 **CMD** 28

**Feats** Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Acrobatics +12, Bluff +13, Climb +9, Knowledge (geography) +10, Perception +23, Sense Motive +10, Stealth +19; **Racial Modifiers** +20 Stealth

**Languages** Aklo, Common, Sylvan, Undercommon (cannot speak)

SQ shadowlair

## ECOLOGY

**Environment** any **Organization** solitary

Treasure Value none

## SPECIAL ABILITIES

**Shadow Touch (Ex)** By reaching out with a shadowy hand as an incorporeal touch attack, the shadowman inflicts 4d6 cold damage.

**Shadowlair (Ex)** Shadowmen make their home in dark areas of the fey planes, and may travel to the material plane or back again as a move action. They may not travel to areas of bright light or areas of total darkness, and must remain in contact with a solid surface at all times. If a shadowman enters an area of bright light or total darkness, or leaves contact with a solid surface, it is dealt 6d6 damage, staggered for 1d6 rounds, and thrust back into the fey planes. It cannot return to the Material Plane for 24 hours.

Shadownmen live on the fringes of the fey planes and the plane of shadows, hunt in the material plane, and frequently travel between dimensions using shadow magic. These bulky creatures are as bizarre as the unknowable processes that spawn them. Though more intelligent than many humanoids, shadowmen do not speak and rarely attempt any communicate with other beings. Instead, they hunt seemingly at random, and flee without feeding when their quarry is dead.







## **Shambling Mountain**

This colossal mass of vines and green tendrils drips bitter-smelling alkaline water with every quivering movement.

Shambling Mountain

XP 6,400

N Colossal plant

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +11

### DEFENSE

**AC** 23, touch 1, flat-footed 24 (+22 natural, -8 size, -1 Dex)

hp 121 (9d8+81)

**Fort** +15, **Ref** +4, **Will** +5

**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10;

### OFFENSE

**Speed** 20 ft., **Swim** 20 ft. **Melee** 2 slams +16 (2d6+17 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** constrict (2d6+7)

### STATISTICS

Str 45, Dex 8, Con 29, Int 7, Wis 10, Cha 9
Base Atk +6; CMB +31 (+35 grapple); CMD 40
Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Perception +11, Stealth -7 (+5 in swamps or forests), Swim +19; Racial Modifiers +4 Stealth (+12 in swamps or forests), +4 Perception

Languages Common, Sylvan (cannot speak)

**SQ** electric fortitude

## ECOLOGY

**Environment** temperate forest or marshes **Organization** solitary **Treasure** standard

### **SPECIAL ABILITIES**

**Electric Fortitude (Ex)** Shambling mountains take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Shambling mountains resemble massive piles of rotting vegetation, and are often mistaken for swamp refuse. In reality, they are intelligent, carnivorous plant creatures grown to immense proportions. Shambling mountains typically form when multiple shambling mounds become entangled with one another. A single mound intelligence often fights for dominance within the mess, and takes control of the entire mass.

While shambling mounds fight for dominance within a swamp, shambling mountains often herald the end of all animal life within the nearby marshes. They hunt and consume all they can, then break into smaller mounds when the meat runs out.









# Sharkhemoth

Large as a trade ship, the eyes of this immense shark are cold and black as death. His maw is a grey cavern with uncountable swordsized teeth.

## Sharkhemoth

#### **XP 9600**

N Colossal animal (aquatic)

**Init** +6; **Senses** blindsense 30 ft., scent; Perception +25 **DEFENSE** 

#### DEFENSE

**AC** 24, touch 4, flat-footed 22 (+2 Dex, +20 natural, -8 size)

**hp** 142 (15d8+75)

Fort +16, **Ref** +13, **Will** +8

## OFFENSE

### Speed swim 60 ft.

**Melee** bite +17 (4d10+21/19-20 plus grab and 1d6 bleed)

### **Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** swallow whole (4d6+21 damage, AC 20, 14 hp)

## STATISTICS

Str 38, Dex 15, Con 21, Int 1, Wis 12, Cha 10 Base Atk +11; CMB +33 (+37 grapple); CMD 45 Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception) Skills Perception +25, Swim +20

## ECOLOGY

**Environment** any ocean **Organization** solitary

Treasure none

## SPECIAL ABILITIES

**Blood Fury (Ex)** If a sharkhemoth can smell a creature suffering from bleed damage, it gains a +2 morale bonus on attack and damage rolls against all targets.



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The sharkhemoth is a colossal killer, an immense beast completely consumed by hunger. It constantly hunts for food, swallowing orcas whole and ripping whales and krakens to shreds. While it does not often attack ships, it is still feared and reviled by sailors across the planes. The man-sized black eyes reveal nothing but cold death beneath the waves.



## Sharknado

This colossal tornado seems to be carrying hundreds of gnashing, bloodthirsty sharks.

CR 18 Sharknado XP 153,600 **CN** Medium Animal **Init** +6 **Senses** low-light vision; **Perception** +6 DEFENSE **AC** 31, touch 16, flat-footed 25 (+6 Dex, +15 natural armor) **hp** 315 (30d8+180) Fort +23, Ref +23, Will +16 Defensive Abilities swarm traits Weaknesses swarm traits **OFFENSE Speed** 0 ft., Fly 40 ft., swim 20 ft. Melee swarm (8d6 bludgeoning plus 8d6 piercing plus 5d6 bleed) Space 30 ft.; Reach 0 ft. Special Attacks carrying wind (DC 28) **STATISTICS** Str 17, Dex 23, Con 22, Int —, Wis 22, Cha 2 Base Atk +22 CMB +25; CMD 41 **ECOLOGY Environment** any **Organization** solitary or storm (2-8) Treasure Value incidental **SPECIAL ABILITIES** 

**Carrying Wind (Ex)** When the sharknado moves, all creatures within it or in its path must make a Strength check or move with it. This save is Strength-based.

Nobody quite knows where sharknados come from. Some theologians suggest they are byproducts of strange weather, while others suggest they are primal, semi-sentient being of great wisdom. Others still maintain that sharknadoes originate at the fringes of the elemental plane of air and the elemental plane of sharks. In any case, sharknados are a serious menace. They storm the coasts, demolishing and consuming all in their paths. A creature stuck in a sharknado is subject to not only the gnashing of shark teeth, but also the pummeling of their wet bodies. It's an extremely unpleasant way to go.







## **Shrine Ooze**

The quaint wooden floor and solid walls of the monastery quiver like gelatin. The pine-scented air of the room rushes out, suddenly replaced by liquid as the giant ooze reveals itself.

## Shrine Ooze

XP 6,400

N Colossal ooze

**Init** –5; **Senses** blindsight 60 ft.; Perception +1

### DEFENSE

**AC** 7, touch -3, flat-footed 7 (-5 Dex, +12 natural, -8 size)

**hp** 161 (14d8+98); fast healing 5

**Fort** +11, **Ref**-1, **Will** +4

**Defensive Abilities** consume; **Immune** ooze traits; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

## OFFENSE

**Speed** 10 ft.

**Melee** 2 slams +10 (2d8+8 plus poison)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** engulf (DC 21, poison), poison, smother

### STATISTICS

**Str** 26, **Dex** 1, **Con** 24, **Int** —, **Wis** 6, **Cha** 4

Base Atk +10; CMB +26; CMD 31

**Skills** Disguise -3 (+17 as a building); **Racial Modifiers** +20 Disguise as a building

**SQ** false idol

## ECOLOGY

**Environment** any warm, urban **Organization** solitary, pair, or complex (3-8) **Treasure** double

## **SPECIAL ABILITIES**

**Consume (Ex)** Any creature who hits a shrine ooze with a melee weapon while within 5 feet of the ooze must succeed at a DC 21 Reflex save or become engulfed. The DC is Strength-based, and includes a -4 penalty to the DC.

**False Idol (Su)** A shrine ooze appears as a small, nondenominational shrine set in the countryside, and can always take 20 to disguise itself as such. Divine spellcasters who avail themselves of the facilities and fail a DC 15 Will save find their prayers might go unanswered when the ooze reveals itself and their faith wavers—imparting 50% spell failure chance until the next time they prepare spells. The save DC is Wisdom-based.

**Shrine Poison (Ex)** When a creature takes damage from the shrine ooze's engulf or slam ability, it must save against shrine poison. The DC of the poison includes a – 4 racial penalty.

Engulf or slam—injury; *save* Fort DC 20, *frequency* 1/round for 6 rounds, *effect* 1d4 Dex and Str damage, *cure* 2 consecutive saves.

These ooze are found along quiet back-roads where travelers might stop to rest—appearing as places of sanctuary. This transformation is quite complete, and includes a variety of supplies available for use. Those who avail themselves of the facilities find their good fortune cut short however, as the ooze reveals itself once their guard is down, engulfing the unfortunate souls. Their sedentary nature requires them to feed only infrequently, and they are often mistaken for real buildings when people move into the area.







# **Stormghost Ship**

Pale ghostly masts and sails rise amidst the stormy waves, seemingly untroubled by the tempest. No creatures man the riggings, yet the ghost ship moves steadily and with purpose.

## Stormghost Ship

## **CR** 9

### XP 6400

CE Colossal undead (incorporeal)

**Init** +4; **Senses** darkvision 60 ft., stormsight; Perception +23

**Aura** despair (60 ft., paralyzed 1d4 rounds, DC 22), electricity (5 ft., 1d6 electricity)

### DEFENSE

**AC** 9, touch 9, flat-footed 9 (+7 deflection, -8 size) **hp** 137 (11d8+88)

**Fort** +10, **Ref** +5, **Will** +12

**Defensive Abilities** channel resistance +4, incorporeal; **Immune** electricity, undead traits, **SR** 20

Weakness sunlight powerlessness

### OFFENSE

Speed Fly 60 ft. (perfect)

**Melee** incorpore al touch +0/-5 (6d6 negative energy plus drink life)

**Space** 30 ft.; **Reach** 20 ft.

Special Attacks death's passage (DC 19), drink life

**Spell-Like Abilities** (CL 11th; concentration +18)

1/day—*control weather* (storms only, effect moves with the stormghost ship)

3/day—call lightning storm (DC 22)

## STATISTICS

**Str** —, **Dex** 10, **Con** —, **Int** 9, **Wis** 16, **Cha** 24 **Base Atk** +8; **CMB** +8; **CMD** 25

**Feats** Improved Lightning Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness

**Skills** Fly +14, Knowledge (geography)+10, Perception +23

**Languages** Common (can't speak), telepathy 100 ft. **ECOLOGY** 

**Environment** any oceans

**Organization** solitary, envy (2-5) or fleet (6-12) **Treasure** none

## SPECIAL ABILITIES

**Death's Passage (Su)** As a full-round action, a stormghost ship can move through any material creatures and objects, causing them damage as per its incorporeal touch. Targets of a death's passage can make an\_attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the ship's hull and riggings at least partially, and receive a Reflex save to take half damage. A stormghost ship can only deal death's passage damage to each target once per round, no matter how many times its movement takes it over a target

creature. The save DC is Dexterity-based and includes a +4 racial modifier. The stormghost ship does not deal damage if it moves through a creature without using death's passage.

**Despair Aura (Su)** Any creature within a 60-foot radius that sees a stormghost ship must make a DC 22 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same stormghost ship's despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

**Drink Life (Su)** In any round when a stormghost ship has damaged one or more living opponents using its incorporeal touch or death's passage ability, it can spend a swift action to use the stolen life force to feed its undead existence. It gains fast healing 5 for a number of rounds equal to the number of living creatures damaged.

**Lightning Aura (Su)** A stormghost ship is surrounded by an aura of crackling electricity. All creatures within 5 feet take 1d6 points of electricity damage at the beginning of the stormghost ships' turn.

**Stormsight (Ex)** A stormghost ship can see perfectly in any rain, fog, and storms as if no such conditions existed. **Sunlight Powerlessness (Ex)** Stormghost ships are powerless in natural sunlight and flee from it, using their control weather ability to shield themselves with protective stormy clouds. A stormghost ship caught in sunlight cannot attack and is staggered.

A stormghost ship is an undead entity that looks like a ghostly form of a pirate ship, travelling across seas and bringing storms and doom to mortals. They are created only by the most unusual and grisly events, such as a deadly curse befalling a ship and its crew. It is the spirits of the dead that keep a stormghost ship running and grant it powers.

A typical stormghost ship normally attacks by using its weather controlling powers or death's passage ability. It typically hunts for specific targets, such as ships and travelers belonging to a particular nation or city – and this target choice is always directly related to the circumstance of its demise.

While most stormghost ships travel across seas only, never using their flight abilities to move overland or rise into the sky, stormghost airships are rumored to exist. They look like colossal aircrafts known to local cultures and use their flight abilities to hunt the skies.





## Stormswimmer

Shrouded in a roiling thundercloud, a monstrous lobster-like tail leads to this creature's human upper body. Its laughing face is topped with flickering red lightning in place of hair.

## Stormswimmer

#### **XP 9,600**

CN Colossal fey

**Init** +0; **Senses** low-light vision, mistsight; Perception –

Aura wild winds

### DEFENSE

**AC** 20, touch 3, flat-footed 19 (+1 dodge, +17 natural, - 8 size)

**hp** 127 (17d6+68)

**Fort** +9, **Ref** +10, **Will** +11

**Defensive Abilities** storm mantle; **DR** 10/cold iron; **Immune** electricity, sonic

### OFFENSE

**Speed** fly 80 ft. (average)

**Melee** trident +16 (4d6+12), tail slap +11 (4d6+6/19–20)

**Space** 30 ft.; **Reach** 20 ft. (30 ft. with tail slap) **Special Attacks** thunderstrike

**Spell-Like Abilities** (CL 8th; concentration +13) 3/day—gust of wind (DC 17), steal breath<sup>ARG</sup> (DC 17)

### STATISTICS

**Str** 35, **Dex** 11, **Con** 18, **Int** 8, **Wis** 8, **Cha** 21 **Base Atk** +12; **CMB** +32 (+34 bull rush); **CMD** 42

**Feats** Acrobatic, Awesome Blow, Cleave, Dodge, Improved Bull Rush, Improved Critical (tail slap), Iron Will, Lunge, Power Attack

**Skills** Acrobatics +24, Fly +16, Knowledge (geography) +19, Knowledge (nature) +19, Knowledge (local) +19

Languages Aquan, Auran, Giant, Sylvan

SQ stormswimmer

### ECOLOGY

**Environment** temperate and warm oceans and coastlines

**Organization** single, pair, or cluster (3-6)

Treasure incidental

### **SPECIAL ABILITIES**

**Stormswimmer (Ex)** A stormswimmer is carried through the sky by wind currents, often swimming against them to reach its desired destination. It is unable to hover. At the end of each turn it moves in the direction of the wind, as if it were caught in flowing water (*Pathfinder Roleplaying Game Core Rulebook*). It moves 10 feet for every step of wind intensity above light.

**Storm Mantle (Su)** The whipping winds immediately surrounding a stormswimmer blow attacks awry, giving any attack by a ranged weapon a 30 percent miss chance. A giant-thrown boulder, a siege engine projectile, and

other massive ranged weapons are not affected. Gases, gaseous breath weapons, and creatures in gaseous form cannot pass through the storm mantle.

**Thunderstrike (Su)** As a standard action every 1d4 rounds, a stormswimmer can channel a bolt of lightning that deals 5d6 points of electricity damage and 5d6 points of sonic damage and causes deafness for 1 round in a 100-foot line (DC 22 Reflex save halves damage and negates deafness). The save DC is Constitution-based.

**Wild Winds Aura (Su)** The effects of winds in a 60-ft. radius around the stormswimmer are increased by one step in intensity (*Pathfinder Roleplaying Game Core Rulebook*), up to hurricane force. This is not considered a magical effect for purposes of *alter winds*.

Simple creatures, these massive fey swim through the skies where they take delight in the power of great storms, laughing at the poetry of wind, rain, thunder, and lightning. Highly social, they enthusiastically try to share their joy in such storms with others, proving themselves a pest to creatures such as storm giants and an inadvertent albeit potentially deadly threat to lesser mortals and ship-bound voyagers. They typically approach other creatures they encounter in open and honest friendship, but lash out angrily at those that reject them, an all-too-often reaction thanks to the destructive nature of their presence.





The Colossal Creatures Bestiary



## **Swarm Titan**

An endless number of red-eyed locusts drone within this titanic humanoid-shaped monstrosity. Swarms of the insects coalesce into limbs and a head for the beast.

### Swarm Titan

XP 153,600

N Fine vermin (swarm)

**Init** –1; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 33, touch 1, flat-footed 33 (-1 Dex, +32 natural, -8 size)

**hp** 310 (27d8+189); fast healing 10

**Fort** +22, **Ref** +8, **Will** +13

**Defensive Abilities** amorphous, swarm traits; **Immune** mind-affecting effects

### **OFFENSE**

**Speed** 30 ft., fly 30 ft. (good)

**Melee** swarm (5d6 plus devour), slam +28 (3d6+16 plus consume thoughts and devour)

## **Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** coalescing slam, consume thoughts, devour, distraction (DC 30), psychic shockwave (60 ft. cone, 13d6 damage, DC 23)

### **STATISTICS**

**Str** 42, **Dex** 8, **Con** 24, **Int** —, **Wis** 18, **Cha** 10 **Base Atk** +20; **CMB** —; **CMD** — **Skills** Fly –5

## ECOLOGY

**Environment** temperate or warm deserts or plains **Organization** solitary **Treasure** incidental

## SPECIAL ABILITIES

**Coalescing Slam (Su)** As a standard action, the swarm titan can coalesce part of its mass into a slam attack. It may make attacks of opportunity as if it had the slam attack.

**Consume Thoughts (Ex)** The swarm titan not only consumes flesh and bone, but also consume the thoughts of creatures it strikes with its melee attack. If the creature fails a DC 23 Will save, the swarm titan consumes the psychic energy of the victim. This process deals 1d4 points of Intelligence and Wisdom drain to the target, and erases the past minute of the creature's memory. Spell casters must make concentration checks (DC 20 + spell level) for any spell cast for the next 1d4 rounds. The save DC is Charisma-based.

**Devour (Ex)** The swarm titan's attacks devour everything in its path. Its swarm and melee attacks damage all unattended objects and all non-magical attended items. The swarm titan's attacks count as adamantine for the purpose of bypassing DR and hardness. **Psychic Shockwave (Su)** The swarm titan can coordinate its locusts to beat their wings in synchronicity, emitting a shockwave of psychic energy at an opponent's mind. Once every 1d4+1 rounds, the swarm titan can emit a 60-foot cone of psychic energy that causes 13d6 points of damage to anyone caught within the cone. The target must succeed at a DC 23 Will save for half damage. The save DC is Charisma-based and is a mind-affecting effect.

The swarm titan is a destructive force sent by displeased gods. It is a primordial nexus of psychic force that draws together hundreds of swarms of locusts into a collective being bent on consuming everything in its path. The swarm titan is created from a mass of swarming locust that have consumed the psychic energy of hundreds of humanoids. The swarm titan is a humanoid cloud of living locust that weighs 20,000 tons.









## Titankarp

This carp's eyes radiate with an overwhelming stupidity that makes its absurd size even more dangerous.

CR 22

Titankarp

XP 615,000

N Colossal animal

**Init** +2; **Senses** low-light vision; Perception +21

## DEFENSE

**AC** 37, touch 0, flat-footed 37 (-2 Dex, +37 natural, -8 size)

**hp** 493 (34d8+340)

Fort +30, Ref +17, Will +12

### OFFENSE

#### Speed swim 50 ft.

**Melee** bite +40 (4d6+23), slam +41 (3d8+23), tail slap +35 (4d6+11)

**Space** 60 ft.; **Reach** 20 ft.

Special Attacks ramming fish, wreck-making slam STATISTICS

**Str** 56, **Dex** 7, **Con** 28, **Int** 1, **Wis** 13, **Cha** 2 **Base Atk** +25; **CMB** +56; **CMD** 64

**Feats** Critical Focus, Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Natural Armor (x2), Improved Natural Attack (slam), Power Attack, Skill Focus (perception), Skill Focus (swim), Staggering Critical, Stunning Critical, Swim-By Attack, Toughness, Weapon Focus (slam)

Skills Perception +27, Swim +49

### ECOLOGY

**Environment** any lake

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Ramming Fish (Ex)** This ability works like the capsize monster rule, except for the following: for every 5 by which the maneuver check exceeds the capsize DC, the ship is pushed 30 ft. If the ship encounters a solid unmovable or colossal-sized object, it takes 2d8 damage for every 5 by which the maneuver check exceeds the capsize DC. That solid object takes the same amount of damage if it is breakable (reroll the dice). If the capsize attempt is successful, all creatures on the ship must succeed a DC 50 Reflex save or a DC 50 Acrobatics check, or fall prone. If they fail their save by 10 or more, they are thrown into the water. If they are inside of the ship, they must succeed a Fortitude save with the same DC or be stunned for 1d6 rounds. The DC is Strengthbased.

**Wreck-Making Slam (Ex)** When located under a ship or next to it, the titankarp can attempt to destroy it. If it hits with a slam attack and deals damage, it can immediately try a capsize maneuver following the rules of the ramming fish ability.

Titankarps live in the largest lakes, usually in their deepest waters, where no human can disturb its calm movements. As the biggest inhabitant of its home, this gigantic fish fears nothing and roams peacefully, feeding on smaller animals. When it comes closer to the surface, it preys on boats, which it seems to hate. A titankarp attacks these wooden structures because it considers them as rivals for size. Smaller predators often follow the carp, who feast on the swimming sailors.

Titankarps live extremely long lives, and never quite stop growing. If killed, their flesh may be used to nourish a full city. However, such a feast has to be prepared fast. The fish's strong smell attracts both vermin and hordes of cats.







# **Torthen The Lightning Bird**

This enormous bird of prey is covered in blue and yellow feathers. The air surrounding it is filled with the dull ache of electricity.

Torthen The Lightning Bird

XP 4,800

N Colossal magical beast (air)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +10

**Aura** windforce (20 feet, see below)

### DEFENSE

**AC** 20, touch 7, flat-footed 15 (+4 Dex, +1 dodge, +13 natural, -8 size) **hp** 114 (12d10+36) **Fort** +13, **Ref** +14, **Will** +4

Defensive Abilities body vapor

### OFFENSE

**Speed** 30 ft., fly 150 ft. (average) **Melee** bite +20 (4d6+10), 2 talons +15 (2d8+5) **Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** lightning blast (40-ft line, 10d6 electricity, Reflex DC 19 for half), sonic burst (60-ft burst, 8d8 sonic, Fortitude DC 19 for half).

## STATISTICS

### **Str** 30, **Dex** 19, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10 **Base Atk** +12; **CMB** +30; **CMD** 44

**Feats** Acrobatic, Alertness, Dodge, Flyby Attack, Improved Initiative, Mobility

**Skills** Fly +15, Perception +10; **Racial Modifier** +8 Perception

**SQ** body vapor, windforce

### ECOLOGY

**Environment** warm forests and mountains **Organization** solitary

#### Treasure none

## SPECIAL ABILITIES

**Body Vapor (Ex)** As a free action, a torthen evaporates some of the body moisture stored within its body to create fog. This fog acts as an *obscuring mist* spell in a 30 ft. radius around the torthen, but it only lasts for 3 rounds. Torthen can see through all fog and mist as if it did not exist. **Lightning Blast (Sp)** Three times per day, a torthen can unleash the electricity stored in its body in a 40 foot line, dealing 10d6 points of electricity damage (Reflex DC 19 for half). This DC is Constitution-based.

**Sonic Burst (Sp)** As a standard action, a torthen can clap its wings together, causing a thunderous boom. Anyone within 60 feet takes 8d8 sonic damage (Fort DC 19 for half) and becomes *deafened* for 1d4 rounds. A successful save reduces the *deafened* condition to 1 round. The DC is Constitution-based.

**Windforce (Ex)** A torthen's powerful wings churn the air 20 ft. around it, as if they were hurricane force winds

blowing away from the lightning bird. These winds makes ranged attacks impossible, and any creature of medium size or smaller may be blown away. See Environment in *Pathfinder RPG Core Rulebook* for more details.

Torthens are gigantic birds of prey, similar in many ways to a hawk. They spends their time hunting in and near the forests and mountains in which they make their home. Torthens eat any large animals they can catch, but have a particular taste for horse-flesh and have been known to target centaur tribes.

Some primitive tribes worship torthens as gods of thunder and lightning and believe that sacrifices of animals will bring rain in dry seasons and stave off hunger. Torthens have only the vaguest idea that this is happening, and consider it good luck and a free meal when sacrifices are made.







# **Tribunal Wheel**

A rail-thin figure in robes of gleaming silver hovers inches from the ground. Its arms of corded muscles end in boney hands with fingers unnaturally long at each joint. The creature's head is an ever-turning marble wheel, with three scowling faces embedded in the stone.

#### Tribunal Wheel

### XP 26,214,400

LN Colossal outsider (extraplanar, lawful)

**Init** +16/+6/-4; **Senses** darkvision 100 ft., *see alignment*, *true seeing*; Perception +42

Aura aura of truth (100 ft., DC 35)

### DEFENSE

**AC** 48, touch 31, flat-footed 46 (+19 deflection, +2 Dex, +25 natural, -8 size)

**hp** 760 (39d10+546); regeneration 30 (chaotic)

Fort +29, Ref +25, Will +31

**Defensive Abilities** faces of the court; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 41

### OFFENSE

**Speed** 30 ft., fly 200 ft. (average)

**Melee** +5 vorpal scythe +47/+42/+37/+32 (6d6+20/19-20, x4)

**Ranged** ray of condemnation +33 touch (20d6; DC 43) **Space** 30 ft.; **Reach** 30 ft.

Special Attacks executioner, judge, prosecutor

**Spell-Like Abilities** (CL 20th; concentration +26)

Constant—freedom of movement, true seeing At will—detect thoughts (DC 23), divination, see alignment<sup>UC</sup> 3/day—greater teleport, plane shift (DC 27) 1/day—forcecage (DC 27), imprisonment (DC 29), maze 1/week—geas/quest (DC 26), time stop

### STATISTICS

## **Str** 31, **Dex** 15, **Con** 39, **Int** 23, **Wis** 30, **Cha** 23 **Base Atk** +39; **CMB** +57; **CMD** 88

**Feats** Combat Casting, Combat Expertise, Combat Reflexes, Flyby Attack, Great Fortitude, Hover, Improved Critical (scythe), Improved Initiative, Ironclad Logic, Lightning Reflexes, Martial Dominance, Nimble Moves, Persuasive, Power Attack, Sense Assumptions, Spell Focus (divination), Spell Penetration, Uncanny Concentration<sup>UM</sup>, Weapon Focus (scythe), Wingover

**Skills** Appraise +35, Diplomacy +39, Fly +26, Heal +39, Intimidate +47, Knowledge (arcana) +38, Knowledge (dungeoneering) +28, Knowledge (history) +25, Knowledge (local) +37, Knowledge (nature) +37, Knowledge (planes) +38, Knowledge (religion) +38, Perception +42, Sense Motive +42, Spellcraft +38, Stealth +18, Survival +36

**Languages** Abyssal, Aklo, Celestial, Common, Infernal, Protean; *telepathy* 100 ft.

**SQ** final judgement, mistrial, three faced, unerring scythe **ECOLOGY** 

LOLOGI

**Environment** any **Organization** solitary

**Treasure** standard (+5 vorpal scythe, other treasure)

### SPECIAL ABILITIES

**Aura of Truth (Su)** The tribunal wheel emanates a 100 foot aura of truth that acts as *zone of truth* and *dimensional anchor*. When a creature enters the aura it must make a Will save, or suffer the effects as long as it remains within the aura (Will DC 35). This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Regardless of whether or not they succeed, spellcasters within the aura must succeed at a DC 35 concentration check to cast spells of the illusion school.

**Executioner (Ex)** If the face of the executioner is showing, the tribunal wheel may carry out the jury's verdict on a single target that it can see within 300 feet. As a swift action, the tribunal wheel emits a single jagged bolt of black energy, dealing 150 damage and stunning the target for one round. A DC 35 Reflex save halves this damage and negates the stun condition. The save DC is Charisma-based.

After making this attack, the tribunal wheel rotates to the judge's face.

**Faces of the Court (Su)** The face of the tribunal wheel is an ever turning disk inlaid with three faces: the judge, prosecutor, and executioner, each with their own voices and abilities. The tribunal usually begins combat with the judge's face showing, and his abilities usually turn the wheel (as indicated in the abilities themselves). The tribunal wheel may spin the wheel to any face as a swift action.

When making Will saves, the tribunal rolls three times and takes the highest result. The supernatural faces emanate a deflection bonus to armor class equal to half his hit die.

The tribunal wheel's supernatural abilities are not suppressed by antimagic fields or similar effects.

**Final Judgement (Ex)** The tribunal's judgement is final. Any creature killed by the tribunal, whether it be through scythe, ray, judge, or executioner, is destroyed completely: its soul is utterly obliterated and it cannot be returned to life by any means except by a mistrial.

**Mistrial (Su)** It is possible for violence to overcome justice. If the tribunal wheel is killed, all creatures who died within 600 ft. of the tribunal wheel within the past hour are returned to life as if by *true resurrection*.

**Judge (Ex)** If the judge's face is showing, the tribunal wheel may unleash a devastating verbal attack as a swift action. This sonic attack deals 20d6 points of sonic damage in a 100 foot cone and causes the targets to become permanently silent as per a targeted *silence* spell with a duration of permanent. A successful DC 35





Fortitude save halves the damage and negates the silence condition. The save DC is Charisma-based.

After making this attack, the tribunal wheel rotates to the prosecutor's face.

**Prosecutor (Ex)** If the prosecutor's face is showing, the prosecutor may bring charges against all targets within 300 feet as a swift action. The targets must make a DC 35 Will save or cower for 1 round and then become permanently shaken (effects which remove the shaken condition also remove this permanent shaken condition). This is a mind-affecting compulsion and fear effect. The save DC is Charisma-based.

After making this attack, the tribunal wheel rotates to the executioner's face.

**Ray of Condemnation (Su)** As a standard action, the tribunal wheel can emit a black ray that causes a terrible disintegration of flesh and bone with a successful ranged touch attack. A successful DC 43 Fortitude save halves the damage caused by the execution attack. A creature reduced to 0 hit points by an execution ray attack must succeed at a DC 43 Fortitude save or be immediately slain and reduced to a pile of fine ash.

**Three Faced (Ex)** The tribunal wheel gets three turns each round, another on an initiative count +10, another on its initiative count, and a third turn on its initiative count -10. This allows the tribunal wheel to perform three actions per round that normally take an entire round, such as using a *summon monster* spell, and provides it with three swift actions. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage, only the tribunal wheel's first turn each round counts toward such durations.

**Unerring Scythe (Su)** As a swift action the tribunal wheel can call its scythe back to its hand. The scythe disappears from its location and returns to the tribunal wheel, ready to be used again. If the scythe was destroyed or damaged, it reforms with full hp.

The tribunal wheel is a being of divine creation, and self-contained courtroom designed to punish the most horrendous of law-breakers. It seeks justice above all else, and bestows judgement on supernatural creatures of incredible power. The faces of the wheel rotate into position at the opportune moment during interaction with various beings, but are always present. Each face brings a different aspect, personality, and ability to the creature: The Judge, Prosecutor, and Executioner.







# Turtlehemoth

This gigantic turtle moves at a ponderous pace, but its sharp jaw looks able to snap a tree in half.

Turtlehemoth

XP 9,600

N Colossal animal

**Init** +2; **Senses** low-light vision, scent; Perception +21

## DEFENSE

**AC** 28, touch 0, flat-footed 28 (-2 Dex, +28 natural, -8 size)

**hp** 137 (11d8+88)

**Fort** +14, **Ref** +5, **Will** +4

## OFFENSE

**Speed** 20 ft., swim 20 ft.

Melee bite +16 (6d6+20/19-20 plus grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** swallow whole (2d8+20 bludgeoning, AC 28, 26 hp)

## **STATISTICS**

## **Str** 40, **Dex** 6, **Con** 25, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +31 (+35 grapple); **CMD** 39 (43 vs. trip)

**Feats** Improved Critical (Bite), Improved Initiative, Lunge, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +21, Swim +21

 ${f SQ}$  armored stomach, hold breath, shell

## ECOLOGY

**Environment** temperate or warm water or shore **Organization** solitary or band (2-5) **Treasure** none

## SPECIAL ABILITIES

**Armored Stomach (Ex)** A turtlehemoth's body is difficult to cut through-its stomach gains a +4 bonus to its AC and has double the normal hit points when determining the success of a swallowed creature attempting to cut its way free.

**Shell (Ex)** As a move action, a turtlehemoth can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.

Turtlehemoths are plodding, long lived creatures of relative passivity. They meander through shallow seas and shorelines, consuming mostly crabs and large fish. Though they move slowly, their necks have surprising length and they are able to ambush prey from a great distance.







# Unicornicopia

This massive unicorn glows with a pale luminescence, its silky hair and glistening horn pure as white snow.

Unicornicopia XP 2,400

CG Colossal magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

Aura magic circle against evil

## DEFENSE

AC 20, touch 4, flat-footed 18 (+2 Dex, +16 natural, -8 size; +2 deflection vs. evil) hp 62 (4d10+40) Fort +13, Ref +6, Will +6; +2 resistance vs. evil

Immune charm, compulsion, poison

## OFFENSE

**Speed** 60 ft.

**Melee** gore +13 (4d6+16) **Space** 30 ft.; **Reach** 25 ft.

space 50 n.; Keach 25 n.

**Special Attacks** powerful charge (gore, 2d8+8)

 $\textbf{Spell-Like Abilities} \ (CL \ 9th)$ 

At will—detect evil (as free action), light 3/day—cure light wounds

1/day—cure moderate wounds, greater teleport (within its forest territory), neutralize poison (DC 21)

## STATISTICS

Str 42, Dex 15, Con 28, Int 11, Wis 21, Cha 24 Base Atk +4; CMB +28; CMD 40 (44 vs. trip) Feats Toughness, Weapon Focus (gore) Skills Acrobatics +5, Perception +10, Stealth -7, Survival +7 (+10 in forests); Racial Modifiers +3 Survival in forests, +4 Stealth Languages Common, Sylvan

**SQ** cornicopia, magical strike, wild empathy +17

## ECOLOGY

**Environment** temperate forests

**Organization** solitary, mated pair, or blessing (3-6) **Treasure** none

### **SPECIAL ABILITIES**

**Cornicopia (Su)** Once per day, as a full round action, the unicornicopia can pour enough food for up to 300 meals from its horn. This food is magically protected, cannot be poisoned or diseased, and lasts up to one year without any sort of preservative.

**Magic Circle against Evil (Su)** This ability continually duplicates the effect of the spell. The unicornicopia cannot suppress this ability.

**Magical Strike (Ex)** An unicornicopia's gore attack is treated as a magic good weapon for the purposes of damage reduction.

**Wild Empathy (Su)** This works like the druid's wild empathy class feature, except the unicorn has a +6 racial

bonus on the check. Unicornicopias with druid levels add this racial modifier to their wild empathy checks.

Unicornicopias are majestic, carefree creatures that wander the magical places of the world. They believe strongly that goodness should be rewarded and evil punished, and will not hesitate to attack creatures of darkness within their realms. If an unicornicopia comes across a starving village or seek to bless a group of wanderers, it will provide them with magical food from its gleaming horn.

Unfortunately, unicornicopias are often hunted for their fur and horns. Unless the poaches are truly evil, the beasts prefer to hide or flee from their attackers to spare their lives.







# Wyvernhemoth

Flexing its wings and stinger-tipped tail with brutal intent, this immense creature acts more beast than dragon despite the obvious similarities.

### Wyvernhemoth

### **XP 6400**

N Colossal dragon

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

### DEFENSE

**AC** 23, touch 2, flat-footed 23 (+21 natural, -8 size) **hp** 115 (7d12+70)

## **Fort** +15, **Ref** +5, **Will** +8

**Immune** sleep, paralysis

## OFFENSE

**Speed** 20 ft., **fly** 60 ft. (poor)

**Melee** bite +13 melee (4d6+164 plus grab), sting +13 melee (2d8+12 plus poison)

**Space** 30 ft.; **Reach** 25 ft.

Special Attacks rake (2 talons +10, 1d6+4)

## STATISTICS

Str 38, Dex 10, Con 30, Int 7, Wis 12, Cha 9
Base Atk +7; CMB +27 (+31 grapple); CMD 27
Feats Flyby Attack, Improved Initiative, Iron Will, Skill
Focus (Perception)
Skills Fly -6, Perception +18, Sense Motive +11, Stealth
-8; Racial Modifiers +4 Perception
Languages Draconic
ECOLOGY

**Environment** temperate or warm hills **Organization** solitary, pair, or flight (3-6) **Treasure** standard

## SPECIAL ABILITIES

**Poison (Ex)** Sting-injury; save DC 23; frequency 1/ round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Despite their relative intelligence, wyvernhemoths see little need for diplomacy or tact even among their own kind. Even more barbaric than the common wyvern, wyvernhemoths see their size as justification for all manner of animalistic behavior. They enjoy their status at the top of the food chain, and live in dens of squalor and discarded bones.

Any poacher foolish enough to hunt wyvernhemoth may have no idea he is tracking an intelligent dragon. These colossal beasts rarely speak, and completely embrace their image as savage animals. Unsurprisingly, true dragons look down upon wyvernhemoth with unending disdain.







# Yetihemoth

This colossal creature is covered in shaggy white fur, his green and purple face a terrifying mockery of some great ape.

CR 8

## XP 4,800

Yetihemoth

N Colossal monstrous humanoid (cold) Init +0; Senses darkvision 60 ft., scent; Perception +10

### DEFENSE

**AC** 23, touch 2, flat-footed 23 (+21 natural, -8 size) **hp** 81 (6d10+48) **Fort** +12, **Ref** +5, **Will** +6

## Immune cold

Weaknesses vulnerability to fire

## OFFENSE

**Speed** 40 ft., climb 30 ft. **Melee** 2 claws +14 (2d8+16 plus 1d6 cold) **Space** 30 ft.; **Reach** 30 ft. **Special Attacks** frightful gaze

## **STATISTICS**

**Str** 43, **Dex** 10, **Con** 27, **Int** 9, **Wis** 12, **Cha** 10 **Base Atk** +6; **CMB** +30; **CMD** 40 **Feats** Cleave, Great Fortitude, Power Attack

Skills Climb +27, Intimidate +9, Perception +10, Stealth -14 (+6 in snow); Racial Modifiers +4 Stealth (+20 in snow)

Languages Aklo

## ECOLOGY

Environment cold mountains

**Organization** solitary, pair, or tribe (3-8)

## Treasure standard

## SPECIAL ABILITIES

**Cold (Su)** A yetihemoth's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

**Frightful Gaze (Su)** Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yetihemoth for 1 day. The save DC is Charisma-based.

Yetihemoths live high in impassable mountains, far from human civilization. They are determined predators, calm and implacable, and often lope down out the snowy heights to hunt. While efficient killers of their prey, they treat one another with surprising care. Yetihemoths form strong familial bonds, much as many humanoid civilizations. They have even been known to assist lost travelers, provided the traveler has not come hunting their fur.







# Yuggothian Shambler

The ponderous titan ejects a spume of spores with every heaving, groaning step. Diaphanous wings beshadow the colossus's elaborate, organic apparatus that powers its enormous arm cannons, firing beams wide enough to engulf a man whole.

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### XP 1,228,800

NE Colossal plant

**Init** +4; **Senses** blindsight 150 ft., low-light vision; Perception +8

**Aura** multitudinous horde (100 ft., 4d6 piercing)

### DEFENSE

**AC** 42, touch 6, flat-footed 36 (+6 Dex, +38 natural, -8 size)

**hp** 525 (42d8+336)

Fort +31, Ref +20, Will +20

**Defensive Abilities DR** 10/slashing; **Immune** cold; **SR** 35

## OFFENSE

**Speed** 30 ft., fly 30 ft. (clumsy) **Melee** 2 slams +35 (6d8+12, 19-20), 2 wings +35

(4d8+6, 19-20)

**Space** 30 ft.; **Reach** 30 ft.

Special Attacks heat beams, spore launcher

### **STATISTICS**

**Str** 34, **Dex** 18, **Con** 26, **Int** 3, **Wis** 22, **Cha** 10 **Base Atk** +31; **CMB** +51 (+53 drag, +55 bull rush and

overrun); CMD 65 (+67 vs. bull rush, drag, overrun)

Feats Ability Focus (Heat Beams), Ability Focus (Spore Launcher), Alertness, Charge Through, Critical Focus, Dazing Assault, Greater Bull Rush, Greater Overrun, Greater Vital Strike, Improved Bull Rush, Improved Critical (Slam), Improved Critical (Wings) Improved Drag, Improved Natural Attack (Slam), Improved Overrun, Improved Vital Strike, Lightning Reflexes, Lunge, Power Attack, Quick Bull Rush, Quick Drag, Stunning Assault, Vital Strike

**Skills** Fly +33, Perception +8, Sense Motive + 8 **Languages** Mi-Go (can't speak)

## SQ starflight

## ECOLOGY

### **Environment** any

**Organization** annihilation crew (1 with 2-4 Mi-Go pilots)

**Treasure** double

## SPECIAL ABILITIES

**Heat Beams (Su)** As a full round action, a shambler can project beams of heat with its cannon arms. Treat this as two breath weapon attacks (240 ft. line, 20d6 fire damage, Reflex DC 39 for half). Each beam must originate from a different corner of the shambler's space. The beams are so intense that they ignore any fire resistance, the first 20

points of hardness of objects, and creatures who are fire immune still take half damage. The save DC is Constitution-based.

**Multitudinous Horde (Ex)** Each shambler serves as a living hive for thousands of mindless fungal drones. Any creature within 100 feet of a shambler suffers 4d6 piercing damage at the start of their turn each round.

**Starflight (Su)** A shambler can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go pilots know the way to its destination.

**Spore Launcher (Su)** As a standard action, a shambler can launch a volley of spores, affecting a 15 foot radius area within 300 feet. The spores may be a fine cloud of soporific spores (treat as *sleep* with no HD limit) to assist in Mi-Go brain harvesting, or a specialized neurotoxin (treat as *hold monster*, but only effective against Huge creatures or larger). Alternatively, the shambler can launch a barrage of larger spores that explode in a volatile burst, dealing 20d6 acid damage (Reflex half). All associated DCs are 33 and based on Charisma. If the shambler instead takes a full round action, it can launch two barrages instead of one, and may choose different spore types for each.

Yoggothian shamblers are immense weapons of war grown by the fungal Mi-Go race. In times of great need, entire colonies turn their entire productions to the creation of a single one of these terrifying behemoths. Born in the empty vacuum of deep space, they are unstable once they enter the atmosphere of a world and are rendered nonfunctional by the gasses and pressures within a handful of months. While active, they are capable of reducing entire civilizations to rubble and ash with their advanced weaponry, and are typically used to turn the tide of desperate wars, or singlehandedly conquer worlds.







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