

Creature Codex: Volume 2

Dick Herold's
**INFERNAL
INDEX**

with illustrations by
Heather Frazier



TABLE OF CONTENTS

Daemon, Ungudaemon	1
Devil, Feathered	2
Div, Khorkhore	3
Kyton, Baboulas	4
Oni, Hanadaka	5
Piasa	6
Copyrights	7

Demons and devils. For as long as mankind has existed, we have sought to have some entity to explain why evil exists in the world. And as long as fantasy roleplaying games have existed, game statistics have allowed us to kill these princes of darkness and take their stuff. Some of the fiends presented here are based off of diverse sources such as Japanese folk-tradition, Native American rock art and European children's tales. Others are products of my feverish imagination. All of them, hopefully, should provide for interesting plot opportunities and exciting encounters. Enjoy!

Nick Herold

-April 2011

Product Identity: The following items are hereby defined as product identity as defined by the Open Gaming License version 1.0a, Section 1(e) and are not Open Content: the title. (Elements that have previously been designated as Open Game Content or are in the public domain and are not included in this declaration.)

All art used in this product belongs to the artist.

Open Content: Except for material designated as Product Identity or copyrighted to the artist, the material of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Gaming Content may be reproduced in any form without written permission.

Nick Herold's Creature Codex Vol. 2: Infernal Index ©2011, all rights reserved, Nicholas Herold.

All art used in this product ©2011, all rights reserved, Heather Frazier.

Further creations by the artist can be found at
<http://kajiblade.deviantart.com/>

Illustrations by Heather Frazier

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Daemon, Ungudaemon

Standing before you is an awful bipedal thing standing twice the size of a man. Its mottled, leprous body is flabby and bag-like, studded with a dozen whipping tentacles. The thing's pointed head is mostly mouth studded with crocodilian teeth, and its multifaceted eyes burn with hatred. Its legs are phenomenally muscled and end in massive cloven hooves.

Ungudaemon CR 5

XP 1,600

NE Large outsider (daemon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *deathwatch*, Perception +10

Aura frightful presence (30 feet, Will DC 15)

Defense

AC 16, touch 11, flat-footed 16 (-1 size, +2 Dex, +5 natural)

hp 47 (5d10+20)

Fort +8, **Ref** +3, **Will** +7

DR 5/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

Defensive Abilities ferocity

Offense

Spd 30 ft.

Melee kick +10 (3d4+5), bite +9 (1d8+5 plus poison)

Special Attacks trample (3d4+7, DC 17)

Spell-like Abilities CL 5th, concentration +8

Constant—*deathwatch*, *detect good*

At will—*greater teleport* (self plus 50 pounds objects only)

Statistics

Str 20, **Dex** 15, **Con** 18, **Int** 11, **Wis** 16, **Cha** 16

Base Attack +5; **CMB** +11; **CMD** 23

Feats Dazzling Display, Power Attack, Weapon Focus (kick)

Skills Bluff +11, Climb +13, Intimidate +11, Knowledge (planes) +8, Perception +10, Sense Motive +10

Languages Abyssal, Daemonic, Infernal, telepathy 100 ft.

Ecology

Environment Abbadon

Organization solitary

Treasure standard

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *initial effect* 1d3 Con damage, sickened 1 minute; *secondary effect* 1 Con damage; *cure* 1 save. The save DC is Constitution based.

The physical embodiment of serial murder, ungudaemons are petty and vile creatures that love nothing more to force others to kill. Despite their grotesque appearance, they are cunning and intelligent. Ungudaemons are consummate bullies— anything they consider to be weaker a victim, anything stronger is to be toadied to. Such is their arrogance, however, that the definition of a stronger creature in the eyes of an ungudaemon is limited mostly to other daemons.

Unlike other daemons, ungudaemons relish opportunities to interact with mortals in ways other than immediate violence. Met with a victim, an ungudaemon's first reaction may well be to let the wretch live in exchange for promises of more victims offered to the fiend. The work of many a serial killer has been truly masterminded by an ungudaemon stringing along a sap to kill on its behalf. Of course, the appeasing murderer eventually finds itself at some petty fault and trampled beneath the ungudaemon's iron hooves.

An ungudaemon stands about eleven feet tall and weighs eight hundred pounds. The shapeless upper body of an ungudaemon consists of a fluid-filled sac that can warp and distort at the ungudaemon's whim to bring its venomous teeth close to suitable prey. Its tentacles are prehensile and capable of fine manipulation on the rare occasion an ungudaemon has the need. Although as an outsider an ungudaemon has no real need for sustenance, they still delight in drinking the blood of their victims.



Devil, Feathered

This human-like creature has bone white skin and his arms are covered in long feathers of identical coloration, save for their blood-red tips. He wears scholarly robes and clutches a finely made cane. His mouth parts in a friendly smile bearing small, sharp teeth.

Feathered Devil (Orthinos) CR 7

XP 3,200

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

Init +4; **Senses** darkvision 60 ft., Perception +15, see in darkness

Defense

AC 22, touch 15, flat-footed 17 (+4 Dex, +7 natural, +1 Dodge)

hp 76 (9d10+27)

Fort +6, **Ref** +10, **Will** +9

DR 5/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 18

Offense

Speed 30 ft.

Melee shillelagh +13/+8 (2d6+5)

Spell-like Abilities CL 9th, concentration +18

Constant—*entropic shield*, *shillelagh*

At will—*arcane mark*, *greater teleport* (self plus 50 lbs.

objects only), *identify*

3/day—*arcane lock*, *explosive runes* (DC 18)

1/day—*discern lies* (DC 19), *dispel magic*, *sepia snake sigil* (DC 18), *summon* (level 3, 3 imps, 80%), *vampiric touch*

1/month—*polymorph any object* (objects only, can generate valuable materials)

Statistics

Str 17, **Dex** 19, **Con** 16, **Int** 19, **Wis** 17, **Cha** 20

Base Attack +9; **CMB** +12; **CMD** 26

Feats Combat Casting, Combat Expertise, Dodge, Skill Focus (Use Magic Device)

Skills Bluff +17, Diplomacy +17, Intimidate +17, Knowledge (arcana) +13, Knowledge (planes) +16, Perception +15, Profession (accountant) +12, Sense Motive +15, Spellcraft +16, Use Magic Device +20

Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft., tongues

SQ magical adept, rune casting

Ecology

Environment Hell

Organization solitary, pair, balance (2 plus 3-12 imps), honor guard (1 plus 2-6 bearded devils)

Treasure double standard

Special Abilities

Magical Adept (Ex) a feathered devil can take 10 on all Use Magic Device checks, even when rushed or threatened.

Rune Casting (Su) a feathered devil can use its *explosive runes* and *sepia snake sigil* spell-like abilities as a standard action at close range. If a feathered devil uses these spell-like abilities in this way, they affect a target as if that target had read a document trapped with that spell.

Hell's consummate bean-counters, feathered devils serve the infernal machine as accountants, treasurers and actuaries, tracking the physical and metaphysical resources of their fiendish patrons. Bestowed with a greater array of magical talents than most devils, feathered devils use these gifts to guard the accounts and books put under their responsibility.

Due to their legendary ability to create wealth, orthinos are popular targets of summoners. Feathered devils delight in the opportunity afforded by interactions with mortals, seeking to tempt souls to damnation through greed. A feathered devil always ensures that debts

owed to it are paid in full either through goods or services, and exult in once-good men committing foul acts to pay them back. Feathered devils also act to bankroll burgeoning devil cults and tyrants, giving them the capital necessary to fulfill their dark destinies.

Despite their well mannered interactions and unassuming appearances, feathered devils are quite dangerous in combat. Any stick or cane they touch transforms into a potent weapon, and their warding magic can be turned into potent offenses. Orthinos are well-versed in the use of wands, scrolls and staves, and always carry a multitude of magical trinkets to deal with any problems that might arise as they fulfill their duties.



Div, Khorkhore

A monstrously corpulent beast skitters towards you with surprising speed on long, spindly legs. Six small membranous wings beat irregularly along its back, as if trying in vain to hold it aloft. The entire front half of its body is split by a gaping, blunt-toothed maw.

Khorkhore CR 13

XP 25,600

NE Large outsider (div, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., Perception +19, see in darkness

Defense

AC 26, touch 10, flat-footed 25 (-1 size, +1 Dex, +16 natural)

hp 188 (13d10+117), fast healing 5

Fort +17, **Ref** +5, **Will** +11

DR 10/good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 24

Defensive Abilities absorb blows

Offense

Spd 30 ft., fly 30 ft. (clumsy)

Melee bite +21 (3d10+9 plus grab and wasting hunger/19-20), 2 slams +21 (1d8+9)

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

Special Attacks swallow whole (3d10+13 bludgeoning damage, AC 18, hp 18)

Spell-like Abilities CL 13th, concentration +18

At will—darkness, greater teleport (self plus 50 pounds objects only), stinking cloud (DC 18)

3/day—*enervation*, *poison* (DC 18), waves of fatigue

1/day—*mass suggestion* (DC 21), *plane shift* (DC 22), *summon* (level 4, 3 greater barghests, 50%)

Statistics

Str 28, **Dex** 13, **Con** 29, **Int** 15, **Wis** 16, **Cha** 20

Base Atk +13; **CMB** +23; **CMD** 34

Feats Blind-fight, Deceitful, Hover, Improved Critical (bite), Improved Sunder, Power Attack, Vital Strike

Skills Bluff +25, Disguise +25,

Diplomacy +21, Intimidate +21, Fly -2,

Knowledge (planes) +11, Perception +19,

Perform (oratory) +21,

Sense Motive +19

Languages Abyssal, Celestial, Common, Infernal, telepathy 100 ft.

SQ change shape (humanoid, *alter self* or *giant form I*), create food

Ecology

Environment Abbadon

Organization Solitary or party (1 plus 2-5 greater barghests)

Treasure standard

Special Abilities

Absorb Blows (Ex) All bludgeoning damage dealt to a khorkhore is converted to nonlethal damage.

Create Food (Su) As a standard action, a khorkhore can create enough fine food and wine to feed fifty Medium-sized creatures or sixteen Large creatures. If the khorkhore chooses, it can affect the food so that any creature that consumes it is exposed to its wasting hunger.

Wasting Hunger (Su) Bite or create food—injury or ingested; Will save DC 21; *frequency* 3 hours; *effect* 1d6 nonlethal damage, fatigue and 1 Con drain. This is a curse effect.

A creature suffering from the curse of wasting hunger can stave off the effects of the curse by eating enough to sustain a creature of their size for 24 hours. The save DC is Charisma-based.

The embodiments of gluttony and excess, khorkhore divs are splendid manipulators who excel in making communities devour themselves in orgies of consumption. Khorkhore divs disdain their home plane of Abbadon, preferring to spend their days in the presence of humanoids and giants. Their favored disguises include benevolent noblemen, retired adventurers and clergy of gods of abundance and fertility—anyone who would have a good excuse to throw a feast. A khorkhore's signature ability is to create sumptuous food and drink with a wave of its hand, as well as to impregnate that food with an insidious curse.

Any mortal consuming the food created by a khorkhore is struck with an infinite hunger only capable of being delayed by ravenous gluttony. Such is a khorkhore's way with words that it can convince its victims that the fault lies with divine retribution, poisoning by a neighbor or any other manner of scapegoats. In this way khorkhore divs inspire the consumption of food stores in days rather than months and raids on nearby tribes, villages or cities. If a khorkhore is discovered as the true architect of this misery, it does not hesitate to protect its identity with murderous force. In combat, khorkhore divs delight in crippling foes with their spell-like abilities, leaving them too weak to fight back against their endlessly gnashing teeth.

A khorkhore is about twelve feet tall and nearly as wide, weighing upwards of a ton. Even when in mortal form, khorkhore divs tend towards obese shapes. They favor the company of barghests, which they view as kindred spirits in their love of consumption.



Kyton, Baboulas (Scissorman)

Tall, lean and ashen-skinned, this man is dressed in fine clothes and carries a sharp pair of long scissors. His eyes gleam sinisterly as two long barbed chains slither from under his coat.

Baboulas CR 8

XP 4,800

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

Init +5; **Senses** darkvision 60 ft., Perception +14

Aura fear (5 ft., DC 18, 1d6 rounds)

Defense

AC 23, touch 16, flat-footed 18 (+4 armor, +5 Dex, +3 natural, +1 Dodge)

hp 95 (10d10+40); regeneration 3 (good weapons and spells, silver)

Fort +7, **Ref** +12, **Will** +8

DR 5/good or silver; **Immune** cold; **SR** 19

Offense

Speed 30 ft.

Melee masterwork combat shears +16/+11 (1d6+3 plus bleed/19-20x3) and 2 chains +10 (2d4+1)

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

Special Attacks bleed (1d6), mutilate

Spell-like Abilities CL 10th, concentration +13

At will—darkness, stabilize

3/day—cure light wounds (DC 14), knock, levitate, silence

(DC 15)

1/month—plane shift (DC 18)

Statistics

Str 16, **Dex** 20, **Con** 19, **Int** 13, **Wis** 13, **Cha** 16

Base Attack +10; **CMB** +13; **CMD** 29

Feats Blind-fight, Combat Reflexes, Dodge, Mobility, Weapon Finesse

Skills Acrobatics +18, Bluff +11, Climb +11, Disguise +16, Escape

Artist +18, Perception +14, Profession (any one) +11, Stealth +18

Languages Common, Infernal

SQ chain armor

Ecology

Environment Hell or Plane of Shadows

Organization Solitary, pair or judgement (3-6)

Treasure standard (masterwork combat shears, other treasure)

Special Abilities

Bleed (Su) The bleed dealt by a baboulas kyton is a supernatural ability of the kyton, not of the weapon.

Chain Armor (Ex) The chains wrapping a baboulas kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity bonuses or proficiency.

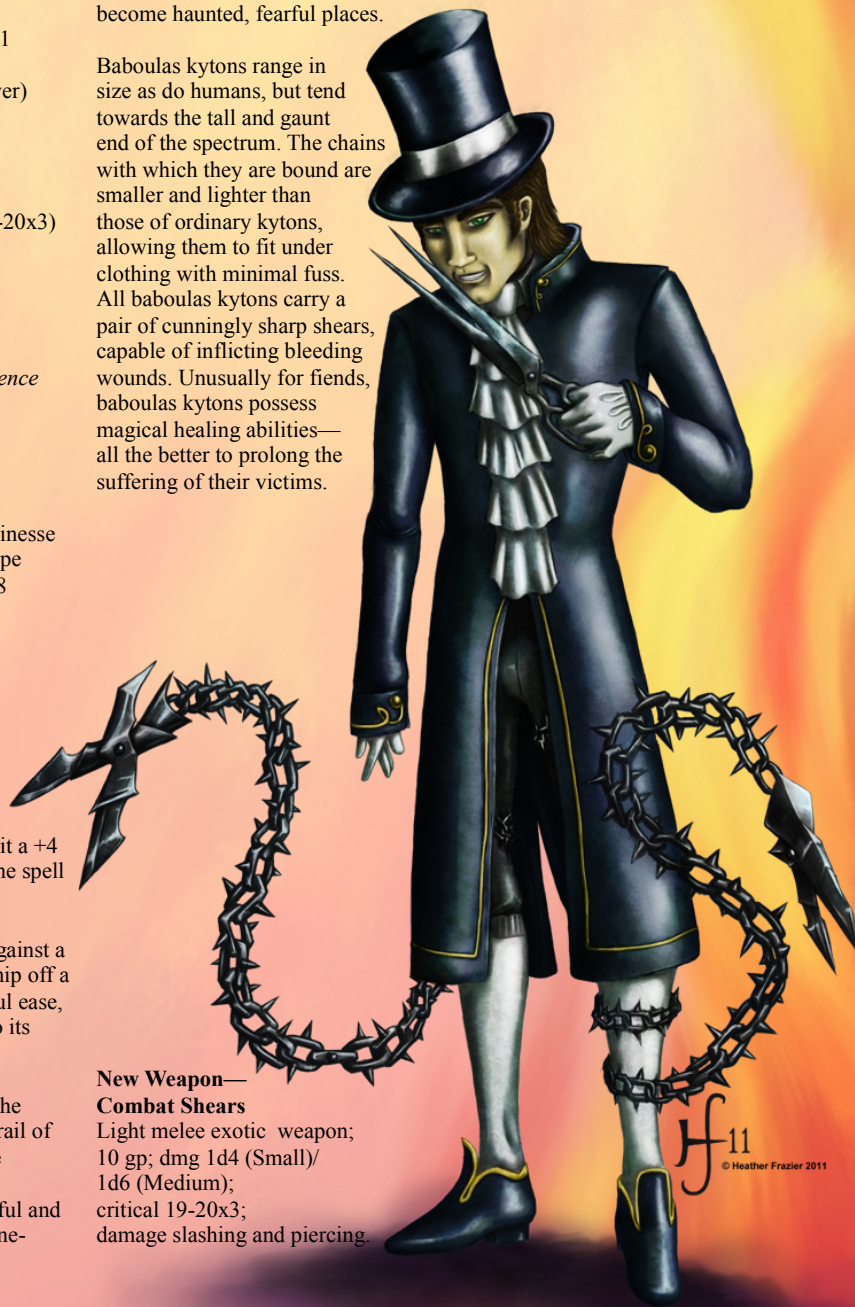
Mutilate (Su) On a successful critical hit or on an attack made against a panicked or helpless opponent, a baboulas can use its shears to snip off a victim's fingers, earlobes and other minor appendages with fearful ease, dealing 1d4 points of Dexterity and Charisma drain in addition to its normal damage.

The elite of the kyton race, baboulas use their ability to traverse the planes in order to infiltrate human settlements and leave a wide trail of pain and fear. Baboulas fill a role in kyton society something like knights and petty nobles do in human ones, managing armies, overseeing rank-and-file citizens, and freeing up the more powerful and monstrous of kytons to tend to their own business. With their plane-hopping abilities, they often serve the role of ambassador, dealing with devils and other power groups with whom the kytons share interests.

A baboulas kyton left to its own devices enjoys the same brutal pleasures as its peers—pain, torture and terror. Their human-like

appearance and plane shifting allow them unparalleled opportunities to indulge in this sport. Baboulas kytons are notorious for donning the clothing and artifice of men and joining human society in the guise of tailors, butchers, inn-keepers or any other job with an opportunity for gossip. And at night, while their human hosts sleep, the baboulas get to their true work—punishment. Slipping into their victim's homes at night, the baboulas inflict grievous wounds and tortures on wrong-doers. The wrongs that trigger a baboulas' wrath may be as great as murder and treason, or as petty as lying to a friend, sucking your thumb or keeping an unclean house. The baboulas does not seek to kill its victims, merely cripple and mutilate them as a warning to others. Some communities under the watchful eye of a "scissorman" wither away and others remain populous, but all become haunted, fearful places.

Baboulas kytons range in size as do humans, but tend towards the tall and gaunt end of the spectrum. The chains with which they are bound are smaller and lighter than those of ordinary kytons, allowing them to fit under clothing with minimal fuss. All baboulas kytons carry a pair of cunningly sharp shears, capable of inflicting bleeding wounds. Unusually for fiends, baboulas kytons possess magical healing abilities—all the better to prolong the suffering of their victims.



New Weapon—

Combat Shears

Light melee exotic weapon;

10 gp; dmg 1d4 (Small)/

1d6 (Medium);

critical 19-20x3;

damage slashing and piercing.

Hf11
© Heather Frazier 2011



Oni, Hanadaka

This tall scarlet-skinned man wears rough white robes and wooden sandals, but his sword is finely made and keen. White feathered wings grow from his back and his bulging eyes glare from over a foot-long nose.

Hanadaka Oni CR 10

XP 9,600

CE Medium outsider (native, oni)

Init +7; **Senses** darkvision 60 ft., Perception +17

Defense

AC 27, touch 18, flat-footed 20 (+7 Dex, +9 natural, +1 dodge)

hp 115 (11d10+55); regeneration 7 (acid, fire)

Fort +12, **Ref** +14, **Will** +6

Defensive Abilities evasion, uncanny dodge

Offense

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

Melee +1 *adamantine bastard sword* +19/+14/+9 (1d10+12/17-20x2) or two claws +17 (1d4+6)

Special Attacks blasting critical, change size, hurricane fan

Spell-like Abilities CL 11th, concentration +15

At will—*ghost sound* (DC 14), *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *misdirection* (DC 16), *suggestion* (DC 17)

1/day—*mirage arcana* (DC 19), *mirror image*, *veil* (DC 20)

Statistics

Str 22, **Dex** 24, **Con** 21, **Int** 15, **Wis** 17, **Cha** 18

Base Attack +11; **CMB** +17; **CMD** 35

Feats Combat Expertise, Combat Reflexes, Dodge, Mobility, Quick Draw, Spring Attack

Skills Acrobatics +21 (+25 when jumping), Bluff +18, Craft (weaponsmithing) +16, Fly +19, Intimidate +18, Perception +17, Perform (wind instrument) +15, Stealth +21, Sleight of Hand +16

Languages Common, Giant, Tengu

SQ change shape (human, tengu or giant raven [use statistics for giant eagle], *polymorph*), weapon mastery

Ecology

Environment cold and temperate mountains

Organization solitary or monastery (1-3 plus 10-40 tengu)

Treasure standard plus +1 *adamantine bastard sword*

Special Abilities

Blasting Critical (Su) On a successful critical hit, a hanadaka oni's blade generates a powerful blast of wind. Creatures struck by a hanadaka oni's critical hit must succeed a DC 21 Fortitude save or be knocked prone and pushed 20 feet. The save DC is Strength based.

Change Size (Sp) Twice per day, a hanadaka oni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the hanadaka oni chooses when using the ability), except that the ability can also work on the hanadaka oni. A DC 16 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Hurricane Fan (Su) As a standard action, a hanadaka oni can wave its fan to generate a 120 foot line or 60 foot cone of hurricane force winds (see Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook). Creatures affected by a hanadaka oni's winds take a -4 penalty on all Strength checks to avoid being blown away or checked. A hanadaka oni can use this ability once every 1d4 rounds. This is an ability of the oni, not its fan.

Weapon Mastery (Su) A hanadaka oni is proficient with all swords and sword-like weapons. In addition, they gain the benefits of the Weapon Focus, Weapon Specialization and Improved Critical feats on all attacks made with swords and sword-like weapons.

Cunning tricksters and superb swordsmen, the hanadaka oni are rightfully feared by all who travel through the remote mountains they call home. Like other oni, the hanadaka have a special affinity for a race of humanoids, but they do not approach their tengu charges with desire for dominion. In the capricious minds of the hanadaka oni, they see only respect as worth pursuing. If a hanadaka oni is shown what it considers proper respect, it can prove to be a great teacher. Tales are told of hidden monasteries where hanadaka teach the art of perfect swordsmanship to tengu pupils.

Those who do not pay proper respect to the oni, or to the tengu, or the mountains or winds or whatever else a particular hanadaka oni has decided to defend the honor of are subjected to violent pranks. Most victims are merely humiliated and robbed by the shapeshifting tricksters, but hanadaka oni do not need much of an excuse to resort to violence. They have a special ire for the religious, as they are offended that anyone could respect the gods more than themselves. As such, they enjoy disguising themselves as priests, then engaging in shockingly lustful, gluttonous or greedy behavior to ruin the reputations of churches and clergymen.

A hanadaka oni stands seven feet tall and weighs three hundred pounds, but their mastery of the winds allows them to fly as if they were light as a feather. Hanadaka oni are often garbed in white robes, wear wooden sandals with only one tooth and carry large fans made of feathers or leaves, but any and all of these accoutrements may be left behind when assuming a disguise. The only thing a hanadaka oni will never part with it its fantastically sharp sword—a hanadaka oni robbed of its sword will destroy entire villages in order to retrieve the weapon.



Hf 11
© Heather Frazier 2011



Piasa

Swooping from the sky is an immense hybrid beast, combining the head of a man, the antlers of an elk and the body of a hunting cat. Its body is covered in thick scales, and its four legs each end in eagle-like talons. A long thin tail lashes behind it as it spreads its huge membranous wings.

Piasa CR 17

XP 102.400

CE Gargantuan outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., Perception +21, scent, *see invisibility*

Defense

AC 32, touch 6, flat-footed 30 (-4 size, +2 Dex, +24 natural)

hp 264 (16d10+176)

Fort +21, **Ref** +12, **Will** +10

DR 15/good; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 27

Offense

Speed 40 ft., fly 150 ft. (poor)

Melee bite +24 (2d8+12/19-20), 2 claws +24 (2d6+12 plus grab), gore +24 (2d8+12), 2 wings +22 (2d6+6), tail slap +22 (2d8+6)

Space 20 ft.; **Reach** 15 ft. (30 ft. with tail slap)

Special Attacks powerful charge (gore, 4d8+18), rake (2 claws +24, 2d4+12)

Spell-like Abilities CL 16th, concentration +22

Constant—*see invisibility*

At will—*blight* (DC 21), *call lightning storm* (DC 21)

1/day—*earthquake* (DC 24), *fire storm* (DC 24), *greater teleport* (self plus 50 lbs. objects only)

Statistics

Str 35, **Dex** 15, **Con** 33, **Int** 6, **Wis** 17, **Cha** 22

Base Attack +16; **CMB** +32; **CMD** 44

Feats Critical Focus, Flyby Attack, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack, Power Attack, Staggering Critical
Skills Fly +9, Intimidate +25, Perception +21, Sense Motive +13, Swim +23

Languages Abyssal

Ecology

Environment the Abyss

Organization solitary, pair, or ruin (1 plus 1-4 hezrou, 2-8 vrocks)

Treasure incidental

Piasas are natives of the Abyss, but they are not demons. They are instead the physical manifestation of that plane's hatred for all that is not ravaged and destroyed. Simple-minded, piasas behave like predatory animals, although their power is such that even cleverer fiends are blown away by their might. Piasas control vast swaths of hunting grounds in the distant reaches and deepest levels of the Abyss, viewing all who enter these expanses as prey to be stalked and devoured. Their presence is antithetical to the natural world and they love killing for its own sake. Piasas command incredibly powerful spell-like abilities, but seem to hardly understand how they work. In combat, piasas prefer the visceral thrill of melee, although an opponent that vexes them may be lashed at with magical wrath.

Due to their magnificent power, piasas are much-coveted resources by the demon princes and other masterminds of the Abyss. Demons such as vrocks and hezrou often follow in their wake like pilot fish, eager to mop up whatever victims a piasa could not be bothered to finish off. Mariliths are often tasked with the thankless role of forcing a piasa to bend to the will of an Abyssal army, which generally entails catching the brute's attention and pointing it in the direction of the opposing force.

Piasas are vast in size, growing thirty feet long with a tail equal to that length. The span of their muscular feathered wings stretches to fifty feet or more.

Illustrations by Heather Frazier



Copyright Notices

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in

Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document. © 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder 19: Howl of the Carrion King. Copyright 2009, Paizo Publishing, LLC; Author: Erik Mona.
Nyambe: African Adventures. Copyright 2002, Trident, Inc, d/b/a Atlas Games; Author: Christopher W. Dolunt.
The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.
Amphisbaena from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Angel, Monadic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Angel, Movanic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Aurumvorax from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Basidiroid from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Bat, Mobat from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Peterson and Clark Peterson, based on original material by Gary Gygax.
Beetle, Slicer from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Blindheim from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.
Brownie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Bunyip from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.
Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crypt Thing from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Daemon, Ceustodaemon (Guardian Daemon) from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowall.

Daemon, Derghodaemon from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Daemon, Hydrodaemon from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Daemon, Piscodaemon from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dark Creeper from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Death Worm from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley.

Decapus from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

Demon, Nabasu from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Demon, Shadow from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Dracolisk from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dragon Horse from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dust Digger from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Forlarren from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.

Frogemoth from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Giant, Wood from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Wizards of the Coast.

Giant Slug from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Gloomwing from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Gripppli from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Gryph from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Peter Brown.

Hangman Tree from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Hippocampus from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gyga.

Ice Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Jubilex from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Kelpie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Korred from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Leprechaun from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Magma ooze from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Marid from the *Tome of Horrors III*, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Mihstu from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Mite from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman from the *Tome of Horrors, Revised*, © 2002, Necromancer Games,

Inc.; Author Scott Greene, based on original material by Gary Gyga.

Necrophidius from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tillbrook.

Nereid from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Pech from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Phycomid from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Poltergeist from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Quickwood from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Russet Mold from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Sandman from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Scarecrow from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Skulk from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Slime Mold from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Slithering Tracker from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Soul Eater from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.

Spriggan from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyga.

Tenebrous Worm from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Tentamort from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Troll, Ice from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.

Troll, Rock from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Vegepygmy from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Wood Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Zombie, Juju from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

