

ARCFORGE



RAVAGES OF THE QLIPPOTH

BY MATT DALEY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



ARCFORGE



RAVAGES OF THE QLIPPOTH

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CREDITS

Author: Matt Daley

Artists: Simon Aan, Luka Arh, Bruno Balixa, Kenneth Camaro, Guillermo Cartay, Tyler Clark, Victor Perez Corbella, Ivan Dixon, Cristian Huerta, Michael Jaecks, Jethro Lentle, Chris McFann, Beatrice Pelagatti, Dylan Reader, Arrahman Rendi, Julio Rocha, Tanyaporn Sangsnit, Bob Storrar, Takashi Tan, Jon Tonello, Rian Trost

Editing and Development: Jason Nelson

Design and Layout: Guthrie Ward

Legendary Games Team Members: Anthony Adam, Michael Allen, Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Savannah Broadway, Robert Brookes, Russ Brown, Benjamin Bruck, Liz Courts, Carl Cramer, Paris Crenshaw, Matt Daley, Joel Flank, Naomi Fritts, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Deborah Kammerzell, Jonathan H. Keith, Michael Kortez, Jeff Lee, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundeen, Will McCardell, Mike Myler, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Christopher Van Horn, Rachel Ventura, Ben Walklate, Mike Welham, George Loki Williams, Landon Winkler, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

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Federal Way, WA 98023

makeyourgamelegendary.com

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WHAT YOU WILL FIND INSIDE

RAVAGES OF THE QLIPPOTH

When the otherworldly horrors known as the qlippoth descended from the depths of space, they brought unimaginable devastation in their wake, an apocalypse for the world of Vandara. As entire continents lie in ruin, Vanadara's people have adapted to this cosmic threat, wielding the psionic mysteries and alien technologies of these beings against them to turn the tide! In their desperate battle, the Vandarans have unearthed twisted secrets about the very origins of their planet that may shape the future of their world!

Ravages of the Qlippoth brings you some of Vandara's most powerful and legendary monsters, including 15 types of psionic qlippoth and the seven CR 20+ qlippoth lords! Plus explore the lore of the lost lands devastated by the nightmare host from beyond the stars, from the once-prosperous Dorukalad to the death-stalked tunnel-runs of the Erebine. Harness the horrific powers of the qlippoth infestation with new templates or battle them with archetypes like the desperate **apostate**, the uncanny bio-experiments of the **reshaper**, or the war machines of the **steelduster** or **rustworn** hunter! As absolute destruction gazes down on you, what choice is there but to fight?

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks and other content:

ACG = Pathfinder Roleplaying Game Advanced Class Guide
AM = Akashic Mysteries
APA = Arcforge: Psiber Ascendancy
APG = Pathfinder Roleplaying Game Advanced Player's Guide
ARG = Pathfinder Roleplaying Game Advanced Race Guide
ATE = Arcforge: Technology Expanded
B2 = Pathfinder Roleplaying Game Bestiary 2
B4 = Pathfinder Roleplaying Game Bestiary 4
B5 = Pathfinder Roleplaying Game Bestiary 5
B6 = Pathfinder Roleplaying Game Bestiary 6
BF = Bloodforge
BotB = [Official Pathfinder companion for characters with the blood of beasts.](#)
Co7SAT = City of Seven Seraphs: Akashic Trinity
CoB = [Official Pathfinder companion for characters who champion the balance.](#)
CoC = [Official Pathfinder companion for characters who champion corruption.](#)
CoP = [Official Pathfinder companion for characters who champion purity.](#)
CotS = Champions of the Spheres
DA = [Official Pathfinder anthology for divine characters.](#)
HotS = Official Pathfinder companion for heroes from the streets.
ISG = Guide to gods of the Inland Sea region of the official Pathfinder setting.

ISM = Guide to magic of the Inland Sea region of the official Pathfinder setting.
ISR = Guide to races of the Inland Sea region of the official Pathfinder setting.
ISR = Guide to the world of the Inland Sea region of the official Pathfinder setting.
MA = Pathfinder Roleplaying Game Mythic Adventures
OA = Pathfinder Roleplaying Game Occult Adventures
OB = [Official softcover bestiary of occult creatures.](#)
PA2 = Psionics Augmented: Compilation 2
PAO = Psionics Augmented: Occult
PAV = Psionics Augmented: Voyager
PASP = Psionics Augmented: Seventh Path
PFU = Pathfinder Roleplaying Game Pathfinder Unchained
PoW = Path of War
PoWE = Path of War Expanded
SoM = Spheres of Might
SoP = Spheres of Power
TfTI = Terrors from the Id: The Book of Psionic Horror
TG = Official Pathfinder Roleplaying Game guide to technology
UC = Pathfinder Roleplaying Game Ultimate Combat
UE = Pathfinder Roleplaying Game Ultimate Equipment
UI = Pathfinder Roleplaying Game Ultimate Intrigue
UM = Pathfinder Roleplaying Game Ultimate Magic
UP = Ultimate Psionics
UW = Pathfinder Roleplaying Game Ultimate Wilderness

INTRODUCTION

The planet of Vandara has ever brimmed with magical potential, its numerous resources, planar connections, and divine interests propelling it in a rapid and immensely sophisticated advancement. However, things changed when the Vandarans made their first contact with beings which were not of this world, beings not meant to come into contact with mortal beings. These creatures came to be known as the qlipthoth, wielders of alien power which carved immense swaths of devastation across Vandara. In order to counter this threat, which proved not only resistant to but also intimately familiar with magic, the greatest minds of Vandara unified to create a mechanism strong enough to power the great war machine which would end the qlipthoth scourge. This tool came to be known as the Arcforge, a wonder of technology and magic which amplified the power of the Vandan's equipment. Thanks to the Strength of the Arcforge, the peoples of Vandara were finally able to repel the great qlipthoth scourge, reclaiming much of the land that was taken. However, this victory came at a great cost, and soon the formerly united nations and peoples began to turn against each other in the interest of claiming the Arcforge's power. With each faction armed with magical and technological innovations which pose immense potential to create as well as destroy, the world of Vandara teeters on the brink of either a new age of progress or the end of everything.

RULES

The Arcforge Campaign Setting is designed to be used with either the Pathfinder or Starfinder Roleplaying Games, using rules from *Arcforge: New Age of Legends* to bridge the gaps between any content specifically designed for one game or the other (of course, it is completely possible to play a campaign on Vandara using only Pathfinder or Starfinder rules). It is also assumed that the following variant rules are used when using both systems

- **Psionics as Advanced Technology^{ATF}:** Psionics is a very distinct force from magic, operating on a series of physical laws (albeit poorly understood ones) which diverge heavily from the emotion-focused and chaotic nature of many magical abilities and operations.
- **Akasha as Cybertech^{ATF}:** In spite of its mystical name (a product of tradition), the art of Akashic veilweaving and essence manipulation is a well-documented science which is well-understood by some Vandarans. Hence, it is treated as technology rather than magic.

A HISTORY OF VANDARA

Rather than being gradually forged by natural events, as most planets are, Vandara was a construct of powerful magic, crafted by among the

most ancient races in the universe, the dragons. With their incredible talent for magic, these dragons formed a massive planet out of materials taken from across the multiverse, mountains erected from the plane of earth and oceans drawn from the plane of water. At last, to fortify the planet completely, the dragons fabricated a complex matrix of spells which flowed through the entire body, infusing a powerful source of magic throughout Vandara in its entirety which facilitated great ease with all feats of arcana. With their paradise established, the Dragons ruled over Vandara unrivaled, no intelligent creatures existing to challenge their supreme dominion. For centuries, Vandara persisted in this manner, but eventually the rule of the Dragons was challenged by the coming of the Outer Lords.

The first of the Outer Lord's immense warships appeared to blot out the sun over Vandara when it arrived, the sheer force of its gravity ripping mountains from the earth and warping the oceans across the surface of the planet. Furious, the most powerful of the dragons called upon their great magical abilities to turn back these invaders, only to discover that the Outer Lords possessed Strength and knowledge in equal measure to them. As more warships arrived, all of Vandara was consumed in a war unparalleled in scope or devastation, the surface of the planet drenched in weapons biological, technological, and magical which twisted the draconic utopia into a realm of madness.

As the planet grew too ravaged to be worth fighting over, as both Dragons and Lords grew exhausted of combat and too weak to mount much more of a fight, an armistice was forged between the two great factions. The remaining dragons retreated to the remote recesses of the world, forfeiting their control over much of it. The Outer Lords, meanwhile, retreated from Vandara itself, many of their ships departing the system and those few Lords on the surface of the planet likewise relegating themselves to the shadows. Both sides worked their powers to cleanse the world of records of their war, entombing their darkest and most destructive secrets deep within the earth. With both sides exhausted by what became known as the Maker's War, it was left to a certain very prolific biological creation to inherit the planet: a race known as humans.

It was not Strength or Intelligence that enabled humanity to seize control of Vandara, as there were many other creatures which surpassed the race in both regards. Rather, humans were differentiated by their capacity to adapt and learn. Science and logical understanding came easily to mankind, and over time the race learned to harness the myriad resources of the planet to their advantage. Wood from the forests, stone from the mountains, metals from the earth, and magic from the predecessors all played a role in sculpting the first human empires in what is now Cidalac and New Estaria. As the race slowly fought back the tides of monsters and threats which had been left behind in the Maker's War, they came to eventually conquer the world, establishing their presence and their varied cultures all across Vandara.

It was in this great conquest that humanity first began to experiment with itself, harnessing magic and technology to produce men and women optimized for specific roles. Over time, these "demihuman" races acquired titles and cultures of their own, from the stalwart dwarves, built for harsh labor and intense warfare, to the haughty



and cultured elves, a noble caste created to live long lives of optimal pleasure and reason. Not all of these experiments were successful, however, and the rapid-breeding goblins of Valtross are testament to the unpredictable dangers which irresponsible genetic tinkering can bring about. Still other new species have been created through the crossbreeding of humans with other entities, producing beings such as tieflings and aasimar. Although classical humans remain the most common race on Vandara, the impacts these “abnormal” races have left upon the planet cannot be discounted.

Perhaps inevitably, this genus which was created for conflict turned upon itself, its myriad cultures levelling their coveted knowledge against each other. Weaponry and warfare began to define the mentalities of many nations, all of which were determined to claim what their neighbors owned. Perhaps, given time, Vandara would have faced a second instance of the Maker’s War, but fate decreed that a different cataclysm befall the world.

Just as the Vandarans had begun to take to the stars, an enemy emerged from the cosmic reaches which threatened to purge the planet of life. Declining all attempts at communication, negotiation,

or reason, these entities which came to be known as the qlippoth launched a warpath across many Vandara-held planets, savaging and butchering all life and civilization before eventually converging on Vandara itself and ripping the space elevator known as the Silver Citadel from its orbit. This event, which became known as The Sundering, forever changed the perception of Vandarans on conflict, and when the sun rose across the city of Maytar that day the entire planet had entered a state of total war.

Within hours, the entire southern continent of Coeusel had been compromised, lost to the qlippoth horde. However, those hours were all the time needed for every nation on Vandara to put aside their hostilities and rally against this mutual foe. Truly, with their incredible power, immense Intelligence, vast numbers, and inscrutable abilities, the qlippoth were any enemy which none could challenge alone, and one which would not rest until the entirety of Vandara was bleached clean of life. Every industry in every nation became committed to building better weapons with which to combat the qlippoth; Cidalac constructing monumental warships which carried enough firepower to ravage a country in minutes, Estaria producing

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robotic legions armed with countless weapons, Balyn turning the qliploth's advanced technology against them, the Scaled Monarchs invoking their most powerful magics to call forth otherworldly armadas, and Taurun bringing into the world atomic weapons which could annihilate any city worldwide in an instant. These and more were all deployed against the qliploth, but it seemed like even they were not enough to halt impending armageddon.

As the conflict grew exceedingly dire, the surviving nations of Vandara realized that their independent conquests against the qliploth were futile; if they wished to turn back the invaders, then they would be forced to combine their technologies and share their secrets. Eventually, the many nations agreed to combine their knowledge, and together they created a wonder of magic and technology which at last offered them a spark of hope: the Arcforge.

Powered by the Arcforge, the Vandaran war machine slowly began to turn the tide of the war, fighting back the qliploth armies and regaining ground which had once been lost. After nearly thirty years of fighting, it seemed as if the qliploth horde had been exhausted, its numbers a fraction of their former strength and its might stretched thin across the planet. Refusing to go undefended but unable to deliver the finishing blow, the remaining Vandarans organized to keep the alien threat contained, creating the colossal Sajak Fortifications to halt the qliploth advance by land and the White Ocean Fleet to deter their progress by sea. There would be continued conflict for centuries to come, most likely, but the threat of utter annihilation had subsided for now.

This victory did not come without cost, however, and much of Vandara which had been lost to the qliploth could likely never be

reclaimed. Estaria, although the country itself had survived, had had its entire population slaughtered when it was taken by the invaders. Dorukalad was not so fortunate, condemned to total destruction by magic and atomics and spawning a new god of brutality and devastation from the holocaust. Countless more nations were obliterated utterly by the qliploth, their collective remains forming the continent-wide desert known as the Ashfield. Not a country existed which had not had its resources and population severely diminished by the war, and rebuilding seemed like it would be a more arduous and exhaustive endeavor than fighting ever was. Finally, many nations still controlled great military power, and without an enemy at their gates became increasingly inclined to turn their awesome firepower on their neighbors.

In order to try and preserve peace, a group known as the Council of Nations was formed, composed of representatives from each of the surviving nations and most of the surviving races. The Council of Nations was tasked with putting Vandara back together and ensuring its long-term survivability, for a world with so many philosophically opposed and heavily armed empires would inevitably slip back into conflict without a body of mediation. Diplomatic measures were established to mitigate the risk of warfare, and a series of international laws known as the Twelve Injunctions were levied to ensure that any further development by nations would be performed in an ethical and stable manner. Although far from perfect, the Council of Nations was the most stable international structure of peace which could be created, and in the fifteen years following no open warfare between countries has occurred.

The lack of flying missiles has not meant an end to global hostilities,



however, and the so-called Age of Shrouds is rife with mistrust and espionage. Many secret technologies from the qliploth War have been reclaimed by their host nations, and quite a few are willing to risk life and limb to ensure that these secrets either stay buried or wind up in the hands of others. Most of all, every nation covets the Arcforge, which offers the potential to make whomever possesses it the assured victor. War is a possibility wanted by nobody, but if it ever comes to be each nation wants to have the upper hand. Combined with the ever-present qliploth threat and the unstable path to recovery, the Age of Shrouds could perhaps be a more dangerous time for Vandara than any prior.

THE TWELVE INJUNCTIONS

Following the destruction laid down in the qliploth war, the nations of Vandara convened to agree upon a set of accords for keeping the world safe as increasingly dangerous technologies and magics began to overwhelm it. These agreements became known as the twelve injunctions and are enforced by every nation which allied against the qliploth (although to varying degrees). In most cases, violation of any one injunction is punishable by death or even invasion. They are as follows.

1. Creation of nonsapient undead such as skeletons and zombies or self-replicating creatures such as wights and shadows is forbidden, as such creatures pose a potentially infinite threat to all sapient beings
2. Use of poison or disease in warfare, especially that created by magic, poses immense risk and inflicts a great deal of undue pain upon subjects. It is hence forbidden.
3. Intelligent synthetics, including androids, robots, AIs, and awakened golems, cannot be allowed to learn the secrets of arcane magic, for the potential of their ability to understand and exploit the hidden patterns of magic.
4. Domination and Mind Control effects, regardless of source, are not permitted to be used upon sapient creatures. No intelligent creatures may likewise be created with the express purpose of slavery or subjugation.
5. Private proliferation of extraplanar military or workforces through the use of binding or summoning magic or psionics is forbidden, as the induction of such creatures invites dangerous levels of power into the hands of individuals. Only a select quota of summoners are allowed to be trained and must operate under the jurisdiction of a nation.
6. Employment of orbital weaponry or attempt to control any part of the Silicon Expanse is forbidden.
7. Targeting of civilians, hostages, or other entities unable or unwilling to fight with military force is prohibited.
8. Execution of prisoners or hostages by any body outside of the Council of Nations is forbidden unless it is demonstrably impossible for them to be detained.
9. Sanctioned use of armed or supernatural force by any nation within the boundaries of any other nation will be viewed as a declaration of war.
10. Attempted extermination or marginalization of any specific race, intelligent, biological, or otherwise, shall be viewed as a declaration of war against other nations which house the race.
11. Employment of atomic weaponry in any circumstance will be viewed as an invitation of war by all other nations.
12. Worship of Ristymal, Shargoda, or any of the qliploth Lords is forbidden, for veneration of these inscrutable dark beings will bring nothing but devastation upon Vandara and its denizens.

In rare cases, the Council of Nations may levy what is known as a Terminus Ultimatum, in which one or more of the Injunctions can be violated when combating a specific enemy. However, the destruction of Dorukalad by Vandaran hands has made most nations incredibly reluctant to even suggest such a measure in most cases.

MAGIC ON VANDARA

Given its unusual origin, Vandara has always been a planet blooming with magical energies. The external planes of existence once converged upon Vandara's location, enabling those upon the world to easily gather power from a wide variety of sources. Hence, whereas most beings of the cosmos could only obtain magical powers from years of study and more than a bit of good fortune, Vandarans have shown a predisposition to develop magical abilities naturally, often-times manifesting their abilities in unusual ways given their limited understanding of the supernatural forces they wield. Magical research has of course developed a great deal from the erratic psychic channeling which once defined the practice, in some cases evolving to a point where it rivals even the grand wonderworking of the primordial dragons. Nonetheless, the old ways still hold value in the eyes of many Vandarans, offering unique abilities which more sophisticated forms of magic struggle to understand. The three traditions of magic are referred to as Arcane, Divine, and Psychic magic, each operating in a unique manner. Of course, this is not to say that magic is the only source of immense power on Vandara, given the rise of technology both Vandaran and qliploth in nature. However, magic is the oldest, most ubiquitous, and most infamous manner of bending nature to a creature's whims.

PSYCHIC MAGIC

Drawing directly from Vandara's internal magical energies, psychic spellcasters channel their emotions and thoughts in ways that act as conduits for supernatural energy. Psychic magic possesses the greatest deal of history and tradition among the humanoid races, as it was the first to see widespread use by humankind and as a result influenced the genus' early development much more than any other kind of magic. Practitioners of psychic magic are most frequently gifted individuals who stumbled across their abilities by accident, channeling magical power in rudimentary ways without much formal technique. However, the more sophisticated psychic mages of the world are often students of history, seeking to preserve the older traditions of magic in a constantly changing world or to replicate the experiments and feats of ages long past. Although kineticists, spiritualists, mesmerists, and mystics appear rather erratically across the

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entire world, the vast majority of mediums, psychics, and occultists hail from Mariton and Cidalac, where the ancient legacies of magic are held in high regard.

DIVINE MAGIC

A strange product of Vandara's immense war between the Dragons and the Outer Lords was the creation of a power source referred to as the Convictus. A source of magic drawn from the collective will and values of many creatures, the Convictus supplies magical energy from across the multiverse to strongly held ideals, enabling those who embody these ideals to channel great magical power through raw devotion. In some cases, the power of the Convictus has enabled devoted individuals to perform magical feats which even magical scholars cannot replicate. The most fascinating ability of the Convictus, however, is its ability to transcend mortality in certain ways. When a creature of fantastic renown and respect passes away, they sometimes become one with the Convictus, developing into an aspect of it which can communicate with mortals who seek to preserve the deceased's ideals. Although they lack the omnipotence which the title implies, these aspects are commonly referred to as deities, and those who draw their magical power from them are known as divine spellcasters. Those who tap into the power of the Convictus are typically those of great faith and are known based on their specialty and powers as either clerics, warpriests, druids, paladins, antipaladins, oracles, inquisitors, rangers, hunters, or shamans. Divine spellcasters come from all nations and categories, looking at the world in very different ways based on the aspects they embody.

ARCANE MAGIC

Referred to most often as Scholar's Magic, Arcane Magic relies upon a scientific understanding of planar forces and a studied analysis of magical energy. Relying upon precise gestures and incantations to work miracles, arcane spellcasters most often hail from the great academies of Cidalac, Taurun, and Eigenel. Arcanists, technomancers, magi, and wizards are the most common of this type, and their expertise is often sought out by leaders looking for sage advice on the matters of magic. Although less common, many other arcane spellcasters exist who developed arcane skill naturally, beings upon whom knowledge of the arcane is bestowed by alien forces. These entities, known to many as sorcerors, bards, bloodragers, and summoners, are infused with a sort of instinctual muscle memory which enables them to channel specific aspects of the arcane, even though they do not fully comprehend the consequences of the forces they invoke. Such cases occur most often in areas prominently infused with magic, most notably Valtross, Uta, the Ashfields, and the Erebine.

AKASHA

Akasha is not in fact magic at all, but rather a particularly advanced form of cybernetic technology which was given a mystical title by the historically rooted Cidalac. Wielded by cybernetically enhanced soldiers and advanced mechanical entities, Akasha enables creatures to interact with technology and the world in ways which even mages find difficult to grasp or counter. Although many nations have been

slow to adapt this technology, Cidalac has displayed the immense rewards which come with its mastery, with the nations Viziers, Daevics, and Helmsmen being feared across the world. Elsewhere, independent practitioners have unveiled other secrets of Akasha, applying their skills as Gurus. Unlike psionics, Akasha is trusted and liked by all but the most hostile luddites, as the origin of this advanced technology is Vandaran in origin rather than otherworldly.

PSIONICS

Psionics is not truly a form of magic but is so alien to many that it may well be considered one. The term comes from the esoteric sciences used by the qlipthots, and what the scholars of Vandara have derived from it. As a result of this bizarre genesis, psionics is misunderstood and mistrusted by many, who view the use of qlipthot technology as inherently destructive to the natural order. Most knowledge of psionics is consolidated in Balyn, but the Select has accommodated many psionicists and Mariton has invested a great deal in studying the science as to advance its dream of the Silicon Elysium. The Scaled Monarchs have also taken an interest in psionics, with certain members of their ranks acquiring great skill in the discipline. Most of these trained practitioners are Psions, Cryptics, or Vitalists, utilizing comprehensive study to make sense of the esoteric science and employ it to better the world. Elsewhere, many qlipthot bioweapons still roam free, employing the psionic abilities invested in them by their creators to survive. The vast majority of these creatures are Elans, and are often referred to as Wilders, Psychic Warriors, Marksmen, Dreads, or Tacticians. Finally, there are some who have utilized qlipthot technology for direct military applications, such as the Aegi of Cidalac or the Soulnives which patrol the Sajac Fortifications. What makes psionics curious is that it is not magical in nature at all, but rather an advanced and poorly understood form of technology. Hence, typical deterrents against magic are not always effective in combating psionics.

MAGIC AND THE PLANES

When the Silicon Barrier came down, many Vandarans were shocked to discover that the outer planes which they had so long tapped for power were no longer accessible. Heaven, hell, the elemental planes, and even the many demiplanes forged by various spellcasters over the years were no longer accessible, meaning that no entity could leave Vandara by means of the multiverse. For a brief period, this change radically inhibited the practice of magic, but the necessity of wartime eventually pushed mages to cobble together solutions for various spells.

- Summoning spells (such as *Summon Monster* or *Summon Nature's Ally*) draw upon extraplanar creatures which became trapped on Vandara rather than creatures on other planes. When a summoning spell is cast, an appropriate creature appears from somewhere on Vandara, returning to its original location when the effect's duration expires or it is dispelled. A summoned creature which is killed cannot easily be replaced, which is why the Twelve Injunctions have imposed limits on the number of summoners in the world. Cidalac and Taurun possess their own reserves of

summonable creatures which they have gathered and bred for the precise purpose of use by their spellcasters, although both nations fear that a day may come when their supplies run dry and summoning magic ceases to function. Unaffiliated summoners may poach from these collections with their own spells or may call creatures from elsewhere on Vandara.

- Calling abilities (such as *Planar Ally*) call extraplanar creatures as they normally do, but like summoning spells will bring them forth from elsewhere on the planet rather than from other planes of existence. As calling is oftentimes more difficult and more time-consuming than summoning, there is less concern about the potential scarcity of callable creatures (a concern diminished even further by the discovery that the souls of deceased Vandarans eventually materialize into new outsiders). The proliferation of outsiders on the planet is arguably more problematic, especially given that calling spells are a temporary means of controlling them.
- Effects that would move creatures between planes (such as *Banishment* or *Plane Shift*) instead transport their targets to a random location on Vandara, damaging them in the process. A subject randomly teleported by one of these abilities takes 10d6 points of damage upon arriving. It was originally thought that *banishment* would be an effective tactic to counter the qliphoth, but Vandarans soon discovered that random teleportation gave the creatures an opportunity to move behind their lines.
- Effects that would open portals to other planes (such as *Gate*) instead open portals to other locations on Vandara, oftentimes those inhabited by creatures similar to those which would dwell in the plane normally (for example, *rift of ruin*^{BOTD} would create a portal to a demon-infested area of the Erebine)
- Effects that interact with the Ethereal Plane function normally, as the Ethereal plane overlaps the material and effectively acts as an extension of it. As a result, it is possible to maneuver through the ethereal plane to reach other locations on Vandara.
- Effects that interact with the Astral Plane (such as *astral projection*) simply fail, as any contact with the Astral Plane is impossible to make due to the Silicon Barrier. Effects which would draw material from the Astral Plane or other planes (such as *astral construct*^{UP} or *wall of stone* instead draw that material from somewhere else on Vandara or from latent energies left

over from expired effects.

- Effects that would create extradimensional pockets or realms (such as *create demiplane*^{UM} or a *bag of holding*) instead create an area somewhere in the Network.
- Effects that draw power from the Shadow Plane (such as *shadow conjuration*) function as normal, drawing upon shadowstuff which has previously been brought onto Vandara. *Shadow walk* can still be used for transit across Vandara, as it reaches the edge of the Shadow Plane without entering it.

SOULS

Perhaps the most drastic adaptation forced upon Vandarans by the Silicon Barrier is their reappraisal of the soul and the afterlife given Vandara's disconnect from the planes. As they are incapable of leaving the planet, the souls of deceased creatures are subsumed into the Convictus, eventually materializing into outsiders of the souls' alignment (for example, Chaotic Evil souls may form into a demon or Neutral Good souls into an Angel). As these newly created outsiders are composed of numerous souls, they do not retain the personality and memories of their component souls but may possess a smattering of their influence. The deaths of powerful individuals often result in the creation of similarly powerful outsiders, and scholars have evaluated this pattern to determine that it takes approximately six months for a collection of souls to merge into an outsider.

The process of raising the dead through spells such as *Resurrection* has been altered in several ways by the Silicon Barrier. Most notably, it is impossible to communicate with or raise the souls of creatures which perished before the barrier was formed and hence went on to other planes. This has made undeath and AI increasingly attractive options for ensuring one's legacy continues after death.

When a soul is successfully raised from the dead, it draws itself together from the energies of nearby outsiders, weakening them. All outsiders of the same alignment of the resurrected creature that are within 1 mile of the creature gain 1 negative level which lasts for 24 hours or until the creature dies again, whichever comes first. This effect can inflict a number of negative levels up to the resurrected creature's hit dice. An outsider which succeeds at a successful Fortitude save (DC 10 + ½ the resurrected creature's hit dice + the resurrected creature's Charisma modifier) does not suffer from this negative level. The closest outsiders are targeted first with this effect.



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OTHER FEATURES OF VANDARA

Detailed below are several other aspects which prominently shape Vandaran Society

SCIENCE, INDUSTRY AND MAGIC

Long ago, there was a time on Vandara where magic was shrouded in mystery, understood only by cloistered scholars in their enclaves and malevolent warlords in their fortresses. These individuals harnessed their arcane, divine, and psychic abilities to lord over the unenlightened, extending their reach over a populace rendered powerless against their eldritch capabilities. Helpless to combat these forces, many people resorted to superstition or else despondency, forcing themselves to accept that they were at the mercy of a world they could not control.

Nowadays, however, much of Vandara has moved beyond such incapacity. Realizing how their abilities could be used to raise humanity to new heights, many mages have spread their teachings to the masses, instructing them as to the functions, limits, and utilities of magical power. Comprehension of magic has evolved alongside the understanding of more grounded sciences such as physics, chemistry, and medicine, and many a Vandaran student can explain the structure of a *Scrying* spell as easily as they can recite the laws of motion or diagram the composition of a cell.

A more scientifically literate society has also produced a high level of industrialization, with governments and companies applying their understanding of magical and scientific laws to create elaborate networks and machines which have increased the security and leisure of citizens substantially. Technological equipment is mass-produced in factories, and although the process is not so easily automated magical equipment is produced in high enough volumes to be easily accessible to most Vandarans. The typical structure in Balyn, Cidalac, or Taurun will possess air conditioning and electrical lighting in addition to automated *Prestidigitation* traps to clean the facility regularly.

Of course, this is not to say that there are no mysteries on Vandara. Many magical arts employed by the ancient dragons remain lost to the world, pushing mages to continue their research into these esoteric forces. Many mysteries also surround the functions of divine and psychic magic, which are grounded in forces more difficult to empirically understand. Beyond this, the introduction of psionics to Vandara has challenged many assumptions about the universe's physical laws and forced scholars to correct their models of the universe. These pursuits are not only grounded on scientific curiosity but also on very real fears regarding Vandara's continued prosperity. Even a society as technologically advanced as Vandara's cannot rest easy when the qlipthoth and the Silicon Barrier loom so heavily.

THE NETWORK

As the Silicon Expanse prevents any sort of normal internet from working, Vandara has created an alternative which relies upon the inherent magic of the planet to function. A massive shared consciousness known as the Network was coded into the planet's ley lines, and

through this consciousness information can be transmitted anywhere in the world instantaneously. It is even possible to create entirely new sections of the Network through the Create Mindscape spell or similar psionic powers, which is often employed for simulations or temporary public forums. Wireless signals can also be transmitted through the network to any point in the world, enabling remote operation of technology and even long-distance hacking. When combined with teleportation, the Network becomes a unifying entity which enables easy transit and exchange all across the planet.

The one limiting factor of the Network is its dependence upon both Magic and Psionics to function. Hence, it will screw up in an area where either is mitigated or altered. Dimensional wards can also seal off Network communication if employed correctly.

The Network has actually given birth to a sort of pseudo-deity, created not through worship or adoration but rather from sheer assimilation into the cultural consciousness. Its full name is High Artificial Network Deity, Sovereign Over Memetic Exchange, but most call it by the acronym H.A.N.D.S.O.M.E. H.A.N.D.S.O.M.E. is actually capable of granting spells to followers, but such spells only operate within the confines of the Network.

Finally, a race of outsiders known as Daevas were artificially constructed to preside over this artificial realm. Although they draw their power from all across the multiverse, the Network is their exclusive domain, and they are in control of all that goes on there.

MECHS

The power of the Arcforge created a new breed of soldier, one whose inherent Strength and ability was supplemented by a powerful and versatile exoskeleton. Created using a combination of many advanced engineering principles, many of which were taken from the qlipthoth, the metal exosuits known as mechs were a cornerstone of the Vandaran counterattack, bestowing a wide variety of capabilities to those capable of piloting them. Many historians will agree that the mech has become the quintessential armament of the Age of Shrouds, as it opens up near-infinite possibilities for skilled pilots and engineers.

The genesis of mechs has also made Balyn an absurdly wealthy city. As the sole possessors of the Arcforge, the scientists and engineers of Balyn can create mechs whose caliber dwarfs that of any other nation. Although Cidalac and Taurun have both created substantial fleets of mechs for their own use, their most impressive, top-of-the-line mechs are always created in Balyn with the aid of the Arcforge. The capacity to construct superior mechs is one of the main reasons why so many countries desire to control the Arcforge for themselves.

For all of the power a monopoly would give them, the Silken Psykers of Balyn do not attempt to keep their knowledge of mech construction a secret. After all, they know that the powers of the Arcforge give them an incontestable advantage on mech development, and no nations which want mechs for itself would be willing to collaborate long enough with others to create a second Arcforge.

MAJOR LOCATIONS

THE ASHFIELD

Major Races: Qlipthoth, Humans, Dwarves, **Duergar**^{UP}, **Tieflings**^{ARG}

Languages: Common, Dwarven, Aklo

Nowhere is the ruin the qlipthoth War more apparent than in the continent of Halkenir, a once-great Empire whose slow decline was abruptly accelerated by the coming of the qlipthoth. Struggling to mount a resistance, the ailing nation was completely overrun by the invaders, settlements large and small reduced to rubble, former pinnacles of civilization buried beneath the tremendous storms of sand and ash whipped up by the tides of ruin which echoed from wherever the qlipthoths appeared. The luckiest humans, dwarves, and other residents were slaughtered quickly at the hands of the abominations, with less fortunate ones perishing amidst the countless environmental disasters which followed in their wake. Most tragic of all are the few who lived, the stragglers forced to wander the tremendous expanse of ruin which was once their Fatherland.

At one point, Halkenir was a utopia etched from the desert sands, a land incredibly rich in mineral resources and secure in its dominion over the world through its leaders' skill with magic. It was here that the study of arcane magic first developed beyond draconic hands, and later where the first tanks, airplanes, firearms, and modern weapons of war were produced. It's influence spread across the world in a legacy of violent conquest, and Halkenir is often credited as the force that modernized humanity under penalty of death. However, this conquest was also its downfall, for the constant emphasis on militarization and plunder led to an underdeveloped economy which could not provide for its citizens when there were no more lands to easily conquer. Slowly, more and more Halken fell from a decadent consumerist lifestyle into struggle and eventual squalor. All the while, the many edifices of the luxurious imperial age still stood, as if mocking the nation for its decline.

After centuries of slow desolation, the government of Halkenir was torn between feuding factions and wallowed in a constant state of unrest and ineffectuality. Tremendous debts bore down upon the country from its allies, and eventually its former colony of Cidalac had laid claim to the few wells of riches which remained within Halkenir's deserts. What's more, the magical infrastructures which had sustained many of these cities against the increasingly harsh environments began to prove less and less effective, increasing the risk of drought, sandstorms, and other hazards for Halken who had once trusted their magics to protect against such things.

These measures proved even less effective against the qlipthoth invasion, which levelled the nation in a continent-scale massacre as they pressed northward. Great cities were reduced to rubble, blown



apart by immense psychokinetic attacks or simply overrun by the tremendous qlipthoth armies. Some settlements, due to sheer durability or just as a consequence of being rather out-of-the-way, still stand as abandoned ruins. Abandoned, unfortunately, because there is nowhere near enough people living in the Ashfields to fill them all.

Shelter, weaponry, and miscellaneous consumer goods such as clothing and appliances are common resources in the Ashfields, for their production was easy in the desert and the qlipthoth had no care for such things. Necessities such as food and water, on the other hand, are rarities, and it is because of their scarcity that the Ashfields survivors have become brutal, lawless savages to whom violence is a way of life. The most powerful of these gangs, often led by tieflings or duergar born of the qlipthoth's corrupting influence, will frequently kill or enslave any who cross them. It is for this reason that eking out an existence in an obscure corner of the wasteland is often safer than trying to take refuge in a city.

Life is short in the Ashfields, and many of the people who now wander the wastes have no knowledge of a life before the destruction of Halkenir. Most are orphaned quickly, and cannot even read the words printed on their clothing. With nobody to teach them, these "children of oblivion" develop fighting styles based around whatever junk they can scrounge together and whatever remnants of civilization that remain. Fascinatingly, denizens of the Ashfields are much more likely than other Vandarans to develop natural magical or psionic abilities, likely as a result of the both the qlipthoth influence and the

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tremendous destruction which scars the global psyche.

Much of Halkenir's wildlife was killed off by the qliploth, with the remainder being mutated into monstrous and violent horrors capable of killing an entire contingent of soldiers and dispatching a band of vagrants much more easily. The violent storms of sand and ash which whip across the wastes pose immense threat to man and beast alike, and the pollution and debris they carry has been known to poison the rare water supplies or even rip buildings to shreds. The greatest danger of the Ashfields, however, is the qliploth. Millions of the invaders still roam the land, targeting and obliterating any stragglers they chance upon. The qliploth seem to have no need to feed to survive, but do not seem to reproduce by their own power either, their numbers changing only by death or emergence from elsewhere. The mightiest qliploth reside in Halkenir's once-capital of Isortoch, a place mostly intact but where no humanoid dares to tread.

Those few survivors who make it North to the Sajac Fortifications find that they are not always welcomed by the rest of the world. Halkenir was viewed as a lost cause before the qliploth War, and now that it is nothing more than sand and ruin the rest of Vandara has no want for its remnants. The most skilled fighters, psionists, and mages among these pilgrims are often recruited to help defend the Sajac Fortifications against qliploth invaders, but their lawlessness and mistrust, traits needed to survive in the wastes, are looked upon with contempt and derision. Those who cannot fight in the Ashfields are swiftly condemned to death, even if they are lucky

enough to nearly escape.

PROMINENT CLASSES

[Gunslinger](#)^{UC}

Fighter

Mystic

[Wilder](#)^{UP}

[Kineticist](#)^{OA}

COEUSEL

Major Races: Qliploth, Frost Giants, Elans, Humans

Languages: Aklo, Giant, Common

For all the magical and technological advances which the people of Vandara have accomplished throughout history, there has always been one continent which has remained unconquered by all. With its intense weather, remote location, and deadly fauna, the frozen-over region known as Coeusel has always been viewed as forbidden territory for Vandaran explorers. With the advent of the qliploth War, the frozen continent became something worse than dangerous and desolate: a stronghold for the invaders that obliterated so much of Vandara and still remain mounted for a second wave.

Coeusel has long been the habitat of the Makers' more extremophile creations, creatures capable of surviving in a land eternally covered by ice sheets. The most obvious of these entities are the Frost Giants,



hulking warlike humanoids who have long compensated with lack of technological sophistication with raw Strength and brutish cunning. These creatures have mastered the ice, fighting atop it as easily as most would stone and forging alfigic weaponry from glaciers. Of course, the most mythologized denizens of this expanse are not the most dangerous by a long shot. Frost Worms, White Dragons, Remorhaz, and far worse things wait behind every curtain of snow, ready to rip apart anyone brave or stupid enough to traverse the icy desert. Of course, death at the hands of any of these creatures assumes that an individual is able to survive the extreme temperatures and structure-shredding blizzards which are constants on the continent. Recent advances in magic and technology have enabled human expeditions to Coeusel and even the establishment of a few research facilities which procured quite a bit of interesting information in their time.

The lack of settlements made Coeusel the perfect landing ground for the qlipth, as these creatures could endure the void of space and hence weren't bothered in the slightest by the continent's cold. As the orbital defenses rapidly collapsed, several of the southernmost research bases were hastily converted into fortifications, but this last-ditch effort did as little to stem the tide of invaders as the tremendous sacrifice laid down by the faithful of Saint Aline. Hence, when the Vandaran mind recollects Coeusel, their immediate thought is the Sundering, seen by those who endured it as the beginning of a hellish age and those who have merely heard of it as the end of Vandara's glory.

The hostile environment of Coeusel has made mounting an offense upon it incredibly difficult, even with all of Vandara's military capacity dedicated towards eliminating the threats upon its surface. Every day of armed operation on the continent would require extensive technological and magical support, a vulnerability that the qlipth are well aware of and have exploited extensively whenever an assault on the frozen continent was pressed. Remote robot attacks and ballistic strikes have been employed, but to assume that these tactics would clear the enemy was a severe underestimation of the qlipth's Intelligence and preparation. Seemingly, several atomic warheads had been captured mid-flight by the alien threats as they descended on the South Pole, depriving Vandara of yet another advantage.

The few glimpses that Vandarans have obtained of the qlipth dominion in Coeusel have been fascinating, demonstrating that the invaders are not mindless beasts but actually possess a coordinated war effort. The qlipth have taken a systematic approach in corrupting the wildlife (which in this context includes humanity, giantkind, and another other intelligent races who serve them), herding these creatures together and warping them into blighted soldiers. Excess material is usually put towards the creation of new Elans, which are then deployed across the world. Although the qlipth do not seem to have a structured scientific community, they are known to infuse humans and other creatures with unusual forms of psionic energy, producing psionically enhanced individuals who are occasionally released into the wilderness.

Similar to the Ashfields, Coeusel still possesses pockets of survivors who have so far evaded obliteration by the qlipth. Strange magical energies still run wild from the death of Saint Aline, and these powers

combined with the taxing conditions of the southernmost continent mean that most all "renegades" possess at least a little bit of magical ability. Many other survivors have just narrowly escaped death at the hands of the qlipth, often by controlling the enigmatic psionic manifestations which surge from the alien abominations. Adrift in the cold, these individuals often hope for little more than another day of survival, the chance to return home having slipped long ago from their stress- and psionics-addled minds.

PROMINENT CLASSES

Wilder
Zealot^{POWE}
Oracle^{APG}
Dread
Cryptic

DORUKALAD

Capital: Barkhel (Population 1.4 million)

Major Races: Daemons^{B2}, Hobgoblins, Robots^{B5}, Mutants^{B5}

Languages: Infernal, Common

Long a centerpiece of Halkenir's wealth and military Strength, Dorukalad once knew vast cities and revolutionary industries. The people who lived in this country had fabricated it into their own personal paradise, terraforming the land to erect their grandiose cities and luxurious gardens. To visit Dorukalad was a privilege for many, and to have a home within its ring of mountains was considered a sign of immense wealth and glory. Alas, nothing is left of this Elysian age, the age before the qlipth War, before the Daemon armies, before the nuclear armageddon. For a lifetime now, the name Dorukalad has been associated only with oblivion and horror, a testament to the grim truths of Vandara's modern age.

During the qlipth War, Dorukalad was considered a vital location in the protection of Halkenir, a strategic location whose western mountains made land attacks difficult and whose broad coastline enabled the deployment of troops throughout the Black Ocean. Cidali and Halken forces had fortified the location heavily against the qlipth ground forces, and it was in Dorukalad that many of the nations' most powerful weapons and vessels resided. As many denizens had made their fortunes in the arms trade, quite a few experimental entities resided in the territory as well, including the soon-to-be infamous hobgoblins and annihilator robots. For months, Dorukalad held out against the qlipth assault, and it seemed to many Vandarans that the conflict would be finished upon its peaks. What the world did not anticipate, however, was the betrayal of the Aboleths, who surged upon the territory in a massive sea attack that quickly doomed Dorukalad to qlipth conquest. Perhaps a worse fate than losing the territory, however, was letting military secrets into the hands of the Aboleths. Hence, in their desperation, the government of Cidalac permitted Taurun to deploy its own secret weapon, and a rain of atom bombs poured over the former paradise. Aboleths, qlipth, soldiers, and civilians alike were consumed in the white-hot explosions of dozens of nukes, and when the dust cleared

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the world had nothing to say.

Dorukalad would have been looked at as an example of war at its most horrific, an event which all of Vandara would remember and think back upon with the words “never again.” The Convictus seemed to have different plans, however, and within a decade the fallen nation had rebuilt itself into a living nightmare. The hobgoblins, having narrowly survived the atomic rain, began to gather the many weapons left behind in Cidalac’s hasty retreat and turn them against the world, leading scrap-wrought armies of robot, biomorph in a violent crusade. Shargoda, a brutal war god which emerged from the violence, augmented this crusade further with his abilities, which not only empowered the hobgoblins but sent Daemon armies rising from the ruin to lead the charge. These creatures of death, wrought from the souls of the slaughtered, ended up comprising the majority of Dorukalad’s population and leadership, resulting in a nation whose

sole purpose was to spread violence and devastation.

In the years since the end of the qlipthoth war, keeping Dorukalad’s aggression contained has been a priority of the Sajac and Cidali militaries. Every year, thousands of troops, tanks, and other armaments have been deployed to the nation’s borders, for invading the heavily secured nation has proven immensely difficult. The radiation-blasted territory is hazardous to all but its inhabitants, and the followers of Shargoda are wise enough to secure the sea borders which spelt the nation’s first defeat. Even more extremely militaristic than Taurun, Dorukalad’s entire society is dedicated to conflict, conquest, and slaughter, with every intelligent creature being utilized as a soldier and every non-intelligent creature a warbeast. The population eats what they kill or steal, and have learned to fight for long durations on few supplies.

Nonintelligent creatures aren’t hard to come by in the nuke-blasted wasteland of Dorukalad, but their radiation-warped forms are hardly recognizable to most Vandarans. Mutant animals, hobgoblins, qlipthoth, dwarves, and even humans wander the ashen desert of the country, devouring each other as all other food grows increasingly scarce. The daemons and hobgoblins live only for war, caring nothing for any pursuit that does not involve conquest or violence. Indeed, Shargoda’s influence has consumed them completely. Some relics of Halken nobility lie in the wastes, but such beauty is wasted on the twisted residents of the country. A grand statue or palace will serve as a large shelter and nothing more.

The environment of Dorukalad reflects its perverse mindset perfectly, displaying heavily terraformed terrain whose original intents have long been forgotten. The landscape, designed to be aesthetically pleasing, has become a surreal warzone painted over with debris. Plant life has all but vanished from the country, with radiation-enhanced oozes taking over many of their ecological roles. Finally, every acre of Dorukalad is seemingly lined with mines, foxholes, bunkers, or other fortifications, a representation of how its denizens are prepared to fight over every inch of terrain.

PROMINENT CLASSES

Slayer^{ACG}

Harbinger^{POWE}

Soldier

Warpriest^{ACG}

Mechanic

THE EREBINE

Capital: Bloodwell (population 50,000)

Major Races: Aberrations, Demons, Drow^{ARG}, Duergar, Qlipthoth, Biomorphs

Major Religions: Ristymal, Demon Lords, Primordials

Languages: Undercommon, Aklo, Abyssal

When the Maker’s War ended in a stalemate, Vandara remained overrun with abominations of war, titanic aberrations synthesized through the most advanced and inhuman techniques of the Outer Lords. Many of these entities, designed to combat the most powerful of draconic



foes, could lay waste to entire countries with their abilities. Fearing for the existence of their new world and unable to destroy these creatures in totality, the Dragons began a campaign to contain them, using their magic to create an immense labyrinth which ran to the very core of Vandara. The primordial entities were over time forced underground to this nightmarish expanse, where they were sealed deep within on the expectation that they would never be seen again by Vandara. This immense subterranean prison, which spreads over the entire planet, has become known as the Erebine, the land where darkness is a mercy.

These ancient entities, although the most numerous denizens of the depths, are not the only creatures which have been entombed. Almost every nation has discovered the Erebine on their own through mining operations, and given its dangerous residents have wisely chosen not to try controlling or colonizing it. This hasn't stopped most of them from dumping their own unwanted experiments into the pits, few of which have survived very long. Early biomorphs, faulty constructs, and a number of criminals have been consigned to the Erebine throughout history, and the recesses serve as a unique chronicle of history for any willing to brave them. In the years since the qliploth War, this dumping has increased substantially, with many nations using the Erebine as a disposal system for corrupted creatures.

Bizarrely, this constant influx of horrors has resulted in a sustainable ecosystem, albeit a very unusual one. The most basic lifeforms of the Erebine acquire nutrients through geothermal heat, magic, or strange radioactive or psionic processes. These entities are consumed by larger creatures, typically aberrations, and the food chain progresses from there by predation. The unnatural caves of the Erebine possess a strange geometry to them, maintaining stability in spite of the massive and oddly shaped tunnels weaving throughout. This does not make them easily traversible—quite the opposite, in fact—so many aberrations have developed wings or unique climbing abilities. Newer races, lacking these assets, have developed a bizarre array of vehicles for driving through the depths, utilizing the tremendous supply of unusual metals which can be procured from the tunnels. Mithral, Adamantine, Cold Iron, Deep Crystal, Uranium, and stranger materials are mined in the depths, and have become the most valuable trade goods of the Erebine.

In recent times, the Erebine has served as a home for qliploth-blighted races, most notably the Drow and the Duergar. The use of the Erebine as a transport system during the qliploth War led to many soldiers become corrupted, and so many countries began sealing their warped battalions in the land below. As more and more territories were taken, corrupted civilians were exiled to the Erebine as well, many having their memories wiped so as to stop them from coming back for revenge. A number of the corrupted retained their magical and technological expertise, however, and utilized them to create a unique society whose industrial capabilities are on par with many surface nations. The vast majority of Drow are skilled mechanics and drivers, and these abilities have served them well in fighting



the ancient horrors which dwell in the Erebine.

Demons make up the final cornerstone of the Erebine, the Silicon Barrier having prevented many from returning to the Abyss. Like most other beings which could not sustainably remain upon Vandara's surface, they were exiled below, to a place where their vast numbers could be thinned by the only entities capable of challenging them. Although the strongest demons can hold their own against the Makers' nastiest creations, even Balors are no longer the monolithic powerhouses they often ended up being on the surface. Hence, they have found the most effective survival strategy to be leadership, acquiring large numbers of followers to fend off enemies and spread their influence across the darkness. In time, some suspect, these Erebine demons may become something entirely distinct from the abyssal ones.

Most of the Erebine is a frantic underground wilderness, the tunnels crawling with countless entities which will eviscerate travelers on the spot. A few spots of civility exist in the depths, however, cities where the inhuman residents of the depths have maintained a certain degree of social trust to obtain a mutual advantage. To most surface-dwellers, these are known as the Dark Markets, places where any weapon or service can be bought for the right price. Demons have ways of acquiring things, after all, and Drow are the fastest and most skilled couriers on Vandara if the price is right. These places are most frequently ruled by mighty demons or ancient aberrations, beings who call themselves the Underlords and whose followers prowl the alleyways of the Markets feeding upon any who let their guard down.

The eldest denizens of the pits, the powerful primordials deemed too dangerous to remain on Vandara's surface, lie in the deepest recesses of the Erebine. Many of these are shackled or eternally lost, having been deemed too dangerous and volatile by the Dragons and the Outer Lords alike and hence bound where they can never reach other creatures. While some of these creatures' raging spasms can be felt from the higher levels and on rare occasions from Vandara's surface, there exist others which have remained completely silent, perhaps content to escape lives of conflict and live in isolation. Regardless of

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temperament, these “buried ones” are among the most worshipped creatures by the aberrations, and the cults dedicated to them have expanded to accommodate Drow and Duergar. Whether these cultists wish simply to harness the buried ones’ power or whether they desire to unleash these abominations upon Vandara is unknown.

The qliploth, finally, remain a presence in the Erebine, many of them having retreated to the underground during the later days of the war. As there has never been a coordinated effort to eliminate them, the qliploth have persisted and multiplied in the depths, a result of the qliploth Lord Zelovoth’s mastery of psychometabolism. Perhaps, given time, the invaders will be able to overrun the Erebine and use its vast tunnel networks to mount an assault from inside Vandara, an attack which will almost certainly result in victory.

PROMINENT CLASSES

- Dread
- Slayer
- Oracle
- Helmsman
- Sorcerer

THE GRAY OCEAN

Major Races: Qliploth

Languages: Aklo

Up until the qliploth War, Vandara’s oceans were divided into two parts: Black and White. The southern seas were simply an extension of their northern counterparts, with bustling trade to the west of Halkenir and ancient nightmares to the west. When the qliploth touched down, however, very little was able to escape their taint. Even as the hostility of these abominations has diminished in recent decades, the seas which they stormed across and continue to dominate are viewed as beyond humanity’s reach for centuries to come.

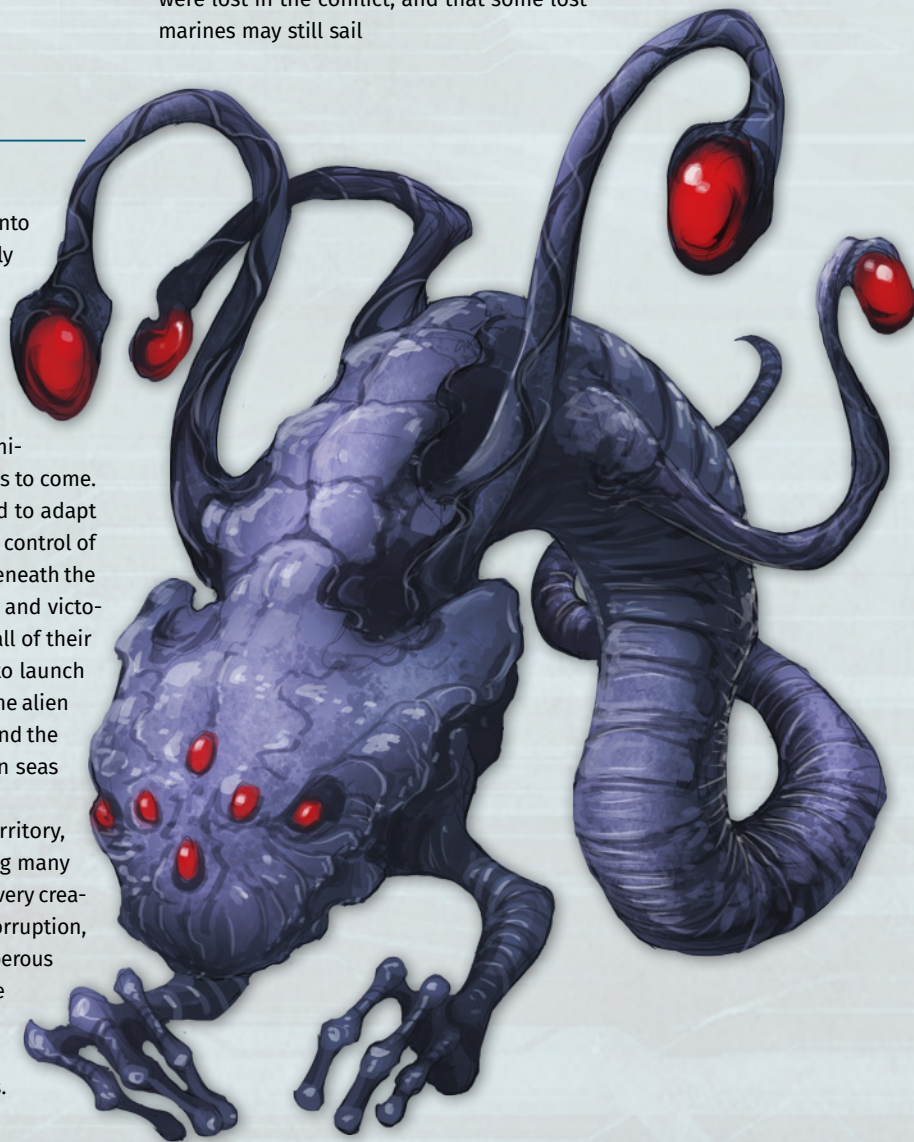
Despite their spacefaring nature, the qliploth seemed to adapt quickly to sea combat, infiltrating the depths and seizing control of numerous islands and ships with surprise attacks from beneath the waves (the influence of the Aboleths upon these tactics and victories is disputed). Just as the nations of Vandara poured all of their fleets into forming the Silicon Barrier, they proceeded to launch their ocean fleets southward in the hopes of containing the alien menace. This endeavor ultimately proved unsuccessful, and the endless flotillas of wreckage which now fill the southern seas have earned this domain its title of “The Gray Ocean”.

As the qliploth have nestled into their plundered territory, Vandara has watched attentively, in the process learning many things about how the qliploth alter their environments. Every creature in the Gray Ocean eventually succumbs to qliploth Corruption, and many scientists were astonished to discover how prosperous these mutated ecosystems have proved to be. Even in the (intentionally) heavily polluted and wreck-ridden waters, qliploth-blighted reefs thrive, oftentimes assimilating the toxins and heavy metals into their natural processes.

The qliploth themselves have taken root not only within the waves, but also among the ruined ships and the skies over them. Although they seem unable to reproduce on their own, their Strength and numbers are enough to make all Vandarans fear their re-mobilization.

Stranger still is the odd hierarchy which battle footage and reconnaissance has produced regarding the qliploth. Although they appear to be nothing more than rampaging beasts on the battlefield, the abominations of the Gray Ocean have shown themselves to be cooperative, calculating, and conscientious in the territory they have claimed. Now that they are certain of their rule, the process of corruption has become methodical, with untainted life being sought out and mutated wherever it appears. This has led many to deduce that the qliploth conceal some intention for Vandara beyond simple conquest and destruction.

The combination of danger, fear, and mystery has made the Gray Ocean a popular subject of speculation, with academics and storytellers alike spreading bizarre tales of what they think might linger in these forgotten waters. Some posit that not all of Vandara’s ships were lost in the conflict, and that some lost marines may still sail



the seas as they fight back the alien scourge. Other tales tell of lost colonies tribal societies who have embraced the qliploth invaders, willingly taking on their corruption in a pseudo-religious ritual. The most disturbing of conversations about the Gray Ocean inevitably turn towards what unknown horrors might linger in the tainted seas: corrupted Aboleths, undiscovered qliploth variants, and perhaps an eighth qliploth Lord.

In spite of the immense danger, many ships still venture into the Gray Ocean in search of profit. Some attempt to smuggle goods beyond the reach of the Cidali navy, while others search through wrecked ships and lost islands in the pursuit of exotic materials and technologies. Other ventures are more scientific in nature, pursuing truths about the qliploth and their impact on the environment. The most tragic of these expeditions are made by those seeking to take the territory back from the invaders, launching privately funded crusades from the Freeman's Lands. These ventures often possess the lowest rates of survival of any expedition type into the Gray Ocean, though not for lack of competition.

THE SAJAC

FORTIFICATIONS

Capital: Sentinel Peak Fort (Population 2 million)

Major Races: Dwarves, Humans, Elves, Half-Elves, Biomorphs

Major Religions: Agradior, Gaynh, Moloch, Nerusa, Shargoda

Languages: Common, Dwarven, Elven

Although it is presumptuous to say that the qliploth War has been won, the people of Vandara are not as heavily burdened with the fear of total annihilation as they once were. The faith of Saint Aline was considered a bulwark of civilization in the time before the invasion, a symbol of unwavering resolve and military might which exists to protect the innocent from oblivion. When the goddess was massacred alongside her faithful, a void was torn open in Vandara's collective psyche, a void which persisted for the duration of the war. With the arrival of the Arcforge, however, there was finally an opportunity to restore people's sense of safety, to build a new shield for Vandara. This shield, which has come to be known as the Sajac Fortifications, has certainly accomplished its task of asserting military Strength, but in place of crusading fervor has filled Vandarans with a sense of cold horror, a sense that warfare has ascended to a new paradigm which will consume the planet once again.

The name Sajac is an ancient Halken word meaning "shield", and the mountainous stripe of land has certainly acted as a potent shield in its time. The ancient Halken and Cidali alike saw the mountain range as a barrier between them, capable of deterring most any attack from the adversary on the opposite side. To cross the treacherous landscape was a feat few would dare to attempt, and for this reason the two nations were intensely isolated from one another in the days before advanced technology. During the qliploth War, the mountainous terrain of Sajac once again developed tactical value, and it was from its peaks that the Vandaran forces made their stand against the nigh-infinite alien onslaught. From the highest peak on

the mountain range was the Great Morning Charge made, an Arcforge-powered offensive which changed the course of the war in Vandara's favor. Although it had not stopped much of Cidalac from falling into ruin, the mountains of Sajac were a dam that held back the qliploth flood, and it was on their peaks that Vandara decided to create the barrier that would deter any future qliploth attacks.

With the power of the Arcforge, the people of Vandara were enabled to accomplish a feat of engineering deemed impossible in the olden times: erect fortifications not only atop the mountains of Sajac, but across and within them. The mountains were transformed into the largest military encampment Vandara had ever witnessed, the deep veins of adamantine within providing ample resources for construction. With the Arcforge accelerating creation substantially and the nations of the world all banding together in this tremendous project, the Sajac Fortifications were finished within two years, a castle bristling with Vandara's most advanced weaponry and spanning Cidalac's entire southern border. So large is this military base that it has become its own country in the eyes of the world, providing for its nation of soldiers and dedicated to the stoppage of any further qliploth attack.

As people of all stripes had lost a great deal in the qliploth War, soldiers came to the walls from every corner of Vandara. Many of Cidalac and Taurun's highest-ranking generals took positions of power in this encampment, their ranks filled with many thousands of human, android, and dwarven soldiers from not only these nations but also New Estaria and what was once known as Halkenir. Quite a few entered service in the Fortifications to genuinely protect Vandara or to experiment with the new weapons technologies employed on the front, but the majority traverse the walls because they have nowhere else to go, their livelihoods and families having been destroyed by the war. A typical tour of duty along the walls is ten years, although most soldiers willingly choose to stay longer. Entering the Grand Army of Sajac requires that the soldier swear off all allegiances to any specific nation, and in an age of escalating tension such veterans are viewed as traitors should they return home.

In a country where every citizen is a soldier, training and combat exercises make up much of the activity in Sajac. Although material aid is provided from a variety of countries, most of the food, weaponry, and other goods used in the war effort are created within the fortifications. As soldiers are forced to renounce all ties to their homelands, society within the walls is very meritocratic, caring little for the circumstances of one's birth or creation. The current Supreme Commander of the Sajac Fortifications, Kroa Rodun, was born a dwarven slave in Halkenir, and is looked upon by the world as an emblem of egalitarianism in the wake of the qliploth War. Even on the more personal level, soldiers are often willing to cross national and racial boundaries in their camaraderie. Images of humans, androids, dwarves, biofaun, and elves all fighting together is often presented in propaganda, alongside the phrase "if you can carry your weight, you are welcome in Sajac."

The armaments employed in Sajac are unlike any elsewhere in the world, completely forsaking efficiency and style in order to augment raw durability and firepower to the most obscene levels possible. Most soldiers are trained in the use of heavy weaponry and adorned in

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durable mechs or armor suits, adhering to a combat style of extensive brute force in the face of the qlipthor hordes. A Sajak-made mech, although it may not be of the highest quality, will almost certainly possess enough firepower to level a city. Mages and Psionics, although rather rare amongst the martial specialists, provide substantial support through the creation of advanced equipment, for the abilities of these individuals are often too valuable to risk on the battlefield. The greatest weapons of Sajak, however, were those created with the power of the Arcforge, vessels of such spectacular power and scope that all of Vandara stands awestruck. These include the Combat Worms, miles-long tanks which tunnel through the earth as if it were water, the Adamant Stars, flying battleships whose crews number in the tens of thousands, and the Ruin Battalion, a horde of mechs so powerful that they could be said to stand against the wrath of a qlipthor Lord.

The mountains of Sajak have been converted into a massive wall, standing hundreds of feet tall and reinforced with Arcforged Adamantine along its entire surface. Wildlife is practically nonexistent, save for the domesticated animals and plants which are used to feed and supply the soldiers. Tunnels run deep into the mountain range, where adamantine and uranium are regularly mined to manufacture more arms. Not an acre of land is wasted in Sajak, with every measure of terrain being put towards some militarized purpose. All of this contrasts starkly with the wasted Ashfields, and one needs only look south to observe how little influence Vandaran civilization possesses beyond the border.

Although the purpose of the Sajak Fortifications and their tremendous arsenal is chiefly defensive, it is common for brigades to range south into the Ashfields with intents of reclamation, suppression, or finding survivors. Dorukalad is a particular focus for many military engagements, its belligerent population posing an incredibly active threat to Vandara. The qlipthor, oddly, have remained more passive since the creation of the fortifications, spacing out their assaults much more and not swarming northward as they often did during the war. Nonetheless, the creatures are numerous and powerful enough in the Ashfields that they have stopped progress southward and remain a dangerous enemy whenever the fortifications are assaulted. Many generals suspect the qlipthor are waiting for something, content to remain in this stalemate until something eventually turns in their favor.

This turning, many fear, could come sooner than most anticipate. Many nations have become concerned with how much military power the Sajak fortifications have amassed, fearing that a sufficiently corrupt individual may utilize this power in a less-than-neutral manner. For this reason, international aid to the fortifications has declined in recent years to a fraction of what it once was, an act which has also forced the fortifications to increase recruitment efforts. Risk of infiltration by the Aboleths, the Elans, or even Ristymal is another concern of Vandara, for what would become of Vandara if its first line of defense was compromised to the enemy? Finally, there are those who fear that Sajak could result in another Sundering, a moment where the qlipthor deploy some new tactic to utterly overwhelm the planet and complete their conquest.

PROMINENT CLASSES

Fighter
Ranger
Soldier
Helmsman
Mechanic

THE SILICON BARRIER

Major Races: Qlipthor, Robots, Kytons, Androids

Major Religions: Shargoda, qlipthor Lords, Ristymal

Languages: Aklo, Common

Encircling all of Vandara is a memento to the world's most horrific defeat, a thick layer of space junk which perpetually stains the skies gray. Although some of it reaches as far back as the Maker's War ("iron clouds", they were called in olden times), the vast majority of orbital debris is recent, tracing back to a single night which horrified the



MAJOR LOCATIONS

world, shattered all Vandaran feelings of invincibility, slaughtered a goddess, and condemned the world to never experience the light of the stars ever again. The wounds of the qliptho War are still fresh in the minds of many Vandarans, but the Silicon Barrier seems to declare that every generation to come shall live under the cloud of defeat. The barrier fills Vandara's stratosphere like an immense battle scar, sealing it off from the rest of the universe.

Although some may question the defense of the extraplanetary colonies against the qliptho invasion, none will deny that the Vandarans did everything they could to make sure the invaders never reached their home planet. Cidalac, Taurun, Estaria, and many other nations had made preparations for warfare on an interstellar scale, and in the face of such an overwhelming extraplanetary enemy unleashed their entire stellar armadas upon the qliptho. During what became known as the Battle of the Silicon Barrier, tens of thousands of tremendous starships clashed with the immense qliptho horde, blotting out the sky over the entire planet with their battle. Just as

it seemed the repulsion could be successful, the qliptho Lords began to emerge, beings which dwarfed all other qliptho in size, power, and Intelligence. Concentrating their forces, the qliptho lords destroyed the Silver Citadel and left the fleet stranded in orbit. Over the next few days, the ships began to give out, being reduced to wrecks as they were torn apart by the invaders. The final blow of the loss was dealt when the entire congregation of Saint Aline was brutally slaughtered as they fruitlessly tried to stop the qliptho from touching the ground, the mournful rage of their goddess creating a violent discharge of magic over the entire planet.

Due to the combination of erratic, powerful arcana and the vast collections of debris which now orbit the planet, passage on or off Vandara has been rendered impossible. Even by magical, psionic, or extradimensional means, the barrier keeps the Vandarans contained and any hope of cosmic intercession nonexistent. Communications of all sorts are silenced as well, effectively quarantining the planet for eternity. Many attribute this confinement to an effect laid down by



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the Convictus, a subconscious horror of the cosmos which erupted as the qlipthoth came surging down upon the planet as an unbeatable and incomprehensible enemy. The destruction of Saint Aline's entire faith magnified this fear and horror by a factor of a thousand, and the result created a magical coffin which binds an entire world.

The effects upon Vandara's functions were immediate in many ways. Industries based upon offworld travel and intergalactic enterprise perished overnight, for even the most powerful magics such as *Wish* and *Gate* were helpless to circumvent the Silicon Barrier. Those who attempted to use the planes to maneuver around the barrier found passage beyond the material plane impossible, as if Vandara was sealed off completely from. Psionics has also proven useless in violating the barrier, which has the beneficial side effect of keeping any further qlipthoth invasions out. What's more, outsiders on Vandara found it impossible to return to their home planes, a fact which has led to several Empyrean and Demon Lords as well as the Archdevil Moloch taking up residence across the planet. Beyond the shock of confinement, the people and governments of Vandara were forced to deal with several other paradigm shifts, most of which have only heightened tensions rather than smoothing them over.

Interestingly, agriculture and environment upon Vandara has not changed much as a result of the Barrier. The magical safeguards of the planet, forged by the dragons so long ago, were designed to compensate for lack of sunlight, likely a defense mechanism implemented against Outer Lords seeking to blot out the sun. These draconic magics even go so far as to replicate seasons and day-night cycles which would be familiar to most Vandarans, sustaining life as normal in most ways. However, these spells are ancient and may eventually fade, which is a fate many dragons and humanoids alike are actively seeking to prevent.

The fact that the Silicon Barrier obstructs all communication and travel has made it a safe haven for a certain unsavory lot, wealthy and powerful criminals who hide amongst the wreckage to deter any investigation or pursuit. The fact that material moves constantly throughout the barrier makes tracking activity impossible, so the bold and desperate often think to use the anomalous territory to their advantage. Unfortunately for them, the Silicon Barrier is perhaps the most dangerous place to be in all of Vandara. Hordes of qlipthoth still wander its floating depths, shredding any intruders with their typical brutality. Furthermore, many robots, starships, and androids used in the qlipthoth War have remained up there going absolutely haywire, the majority of them turning their weapons on anything they see. The most horrifying entities of the Silicon Expanse, however, are the Kyttons, qlipthoth-corrupted humans who have transformed themselves into biomechanical psionic horrors determined to either kill or corrupt any they encounter. The fact that they are somehow confined to the Silicon Barrier raises many questions, but the majority of Vandarans are grateful for their inability to touch down upon the world.

Attempts to destroy the Silicon Barrier have been exhaustive but unsuccessful. Every combination of weapons from atom bombs to psionic assaults to the collective firepower of hell has proven useless against the magically fortified space junk. Attempts to locate a path through the Barrier have proven equally fruitless, as all pathways

into the Barrier are exceedingly dangerous and no explorers of the Barrier have ever returned with their bodies or minds intact. Some younger Vandarans are starting to simply accept that they will never see the night sky or explore the cosmos, embracing their imprisonment upon their world as a fact of existence. The number of people who hold onto a dream of Vandara's intergalactic future decrease every year as the world grows grimmer, and perhaps one day the Silicon Barrier will destroy interstellar dreams entirely.

PROMINENT CLASSES

- Soldier
- Dread
- Wilder
- Oracle
- Cryptic



MONSTERS OF VANDARA

THE following are some of Vandara's more dangerous denizens, unusual entities with incredible and varied abilities. As the Pathfinder statistics for monsters provide a more in-depth explanation of their abilities and offer greater customizability and compatibility, the monsters below use Pathfinder's formatting (and skills) rather than Starfinder's.

** after a psi-like ability means that the psi-like ability can be augmented in any variety of ways, chosen by the manifester at the time of manifestation.

Feats, powers, and spells followed by an M use the *mythic*^{MA} version of the ability, detailed in either *Mythic Adventures* or *Psionics Augmented: Mythic Psionics*.

KYTON, APOSTLE

"Apostle kyton" is an acquired template that can be added to any living creature of the humanoid or monstrous humanoid type (referred to hereafter as the base creature). Typically, it is only applied to humans, but circumstances could lead to the genesis of Apostle Kytons of other races. An apostle kyton uses the base creature's statistics and abilities except as noted here.

Challenge Rating: Base creature's CR + 2.

Alignment: Lawful evil.

Type: The apostle kyton's type changes to outsider (kyton, native, psionic). Do not recalculate Hit Dice, BAB, or saves. It gains the augmented subtype.

Senses: An apostle kyton gains darkvision 60 feet.

Armor Class: Natural armor bonus increases by 4.

Defensive Abilities: An apostle kyton gains immunity to cold, power resistance equal to 11 + its total CR, and regeneration equal to ½ its Hit Dice that is negated by good weapons, good spells, and silver weapons.

Special Attacks: An apostle kyton gains the following special attacks.

Agonizing Prayer (Su): As a full-round action that provokes attacks of opportunity, an apostle kyton can orate a prayer so profane that it causes any non-kyton listening to erupt in bleeding wounds. Any non-kyton listener must succeed at a Will save (DC = 10 + ½ the apostle kyton's Hit Dice + its Charisma modifier) or take 1d6 points of nonlethal damage per Hit Die of the apostle kyton, take bleed damage as if struck by the apostle kyton's bleeding touch, and become staggered for 1 round. Creatures that succeed on this save halve the nonlethal damage and negate the staggered effect, but they still take the bleed damage. A creature that has taken nonlethal damage greater than or equal to its current hit points is not normally rendered unconscious by this ability, but such a creature is still



helpless, rendering it susceptible to the apostle kyton's seductive oration ability. This is a sonic pain effect.

Bleeding Touch (Su): An apostle kyton that touches a creature deals 1 point of damage plus 1d6 points of bleed damage for every 10 Hit Dice of the kyton. If an apostle kyton attacks with natural or manufactured weapons, its weapons also deal this bleed damage.

Seductive Oration (Su): An apostle kyton has a unique perspective due to her transition into her current form. As a full-round action that provokes attacks of opportunity, an apostle kyton can speak to the pleasures and wonders it experienced during its transformation. Any creature that listens to this speech for 1 continuous minute must succeed at a Will save (DC = 10 + ½ the apostle kyton's Hit Dice + the apostle kyton's Charisma modifier) or take 1d6 points of Wisdom damage. This Wisdom damage increases by 1d6 for every 8 Hit Dice of the apostle kyton. A creature that succeeds at its save can't be affected by that apostle kyton's seductive oration ability for 24 hours.

After failing the save to resist the apostle kyton's seductive oration, the target begins to question the definitions of morality, physicality, and life. Once per week, as long as the affected creature remains in communication with the apostle kyton, it must attempt a saving throw against seductive oration again or have its alignment shift one step toward lawful evil and take 1d6 additional points of Wisdom damage. The save DC increases by 1 per consecutive week of contact with the apostle kyton. A successful save prevents the alignment shift. A creature can't take Wisdom damage from seductive oration more

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than once per week, even if it encounters multiple apostle kytons.

When the target's alignment completely shifts to lawful evil (or if the target is lawful evil when first seduced), the target must immediately succeed at a Will save (with the same DC as seductive oration, including any increases from extended contact) or gain a greater madness.

If your campaign uses the sanity system, then instead of dealing Wisdom damage, seductive oration deals sanity damage equal to ½ the apostle kyton's CR. If the target is turned lawful evil, the greater madness it gains is in addition to any madness it might gain from the sanity damage itself.

Creatures that are warped by an apostle kyton often eventually become broken souls, but some rare individuals gain the shadow-bound corruption or even transform into apostle kytons themselves.

Unnerving Gaze (Su): An apostle kyton's unnerving gaze (see the kyton subtype) causes those who fail their saving throws to be fascinated by the apostle kyton. The apostle kyton's seductive oration doesn't break this fascination effect, but other attacks break the effect as normal.

Psi-Like Abilities: An apostle kyton of 11 Hit Dice or higher can manifest *Ectoplasmic Voyager*TM at will as a psi-like ability, with a manifester level equal to her Hit Dice.

Ability Scores: Strength +6, Dexterity +4, Constitution +6, Intelligence +2, Wisdom +6, Charisma +6.

Skills: An apostle kyton gains a +4 racial bonus on Bluff, Heal, and Intimidate checks.

Languages: An apostle kyton learns Aklo as a bonus language.

SAMPLE APOSTLE KYTON

LOST EXPLORER

CR 12

Apostle kyton human cryptic 11

XP 19,200

LE Medium Outsider (kyton, native, psionic)

Init +9; **Senses** Darkvision 60 feet; **Perception** +16

DEFENSE

AC 22, touch 18, flat-footed 19 (+3 armor, +5 Dex, +4 natural)

hp 119 (11d8+66), regeneration 5 (good weapons, good spells, silver weapons)

Fort +8, **Ref** +12, **Will** +9;

Defensive Abilities altered defense 3, evasion, rapid defense; **Immune** cold; **PR** 23

OFFENSE

Speed 30 ft.

Melee silver rapier +12/+7 (1d6+¼/8-20 plus bleeding touch)

Ranged disrupt pattern +15 (6d6+7)

Special Attacks agonizing prayer (DC 19), binding pattern, bleeding pattern, bleeding touch 1d6+1, claim pattern, dislocating pattern, disrupt pattern 6d6, seductive oration (DC 19), shatter pattern, Swift trapper, trapmaker, unnerving gaze (DC 19)

Psi-Like Abilities (ML 11th; Concentration +15)

At Will—*ectoplasmic voyager*

Powers Known (ML 11th; 63pp; DC 15+power level; Concentration +16)

Talents—*detect psionics*, *far hand*

1st—*deja vu*, *minor metamorphosis*, *vigor*

2nd—*body adjustment*^{UP}, *cloud mind*, *defy gravity*^{UP}

3rd—*dispel psionics*, *ectoplasmic grapnel*^{UP}, *greater concealing amorph*^{UP}

4th—*hidden body*, *disrupting strikes*^{UP}

STATISTICS

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

Base Atk +8; **CMB** +12; **CMD** 27

Feats: *Burrowing Power*^{UP}, *Greater Psionic Shot*^{UP}, Improved Initiative, *One Pattern*^{UP}, *Psionic Meditation*, *Psionic Shot*^{UP}, *Quickened Power*, *Scribe Tattoo*^{UP}

Skills: Heal +20, Knowledge (arcana, dungeoneering, engineering, nature, planes, religion) +19, Perception +16, Stealth +19

Languages: Aklo, Common, Elven, Celestial, Infernal, Synthetic, Draconic

SQ: *hidden pattern* +6, *hide in plain sight*, *pattern designs*, *trapfinding*

Combat Gear: *belt of physical perfection* +2, *Insuit*^{IG}

PAPINIJUWARI

CR 13

XP 25,600

NE Huge humanoid (giant, psionic)

Init +8; **Senses** darkvision 120 ft., low-light vision, sense decay; **Perception** +4

DEFENSE

AC 28, touch 11, flat-footed 25 (+8 armor, +3 Dex, +9 natural, –2 size)

hp 187 (15d8+120)

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

Immune disease, poison

OFFENSE

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

Melee club +25/+20/+15 (2d6+24) or 2 slams +25 (2d6+16)

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

Special Attacks devour disease

Psi-Like Abilities (ML 10th; concentration +12)

3/day—*metamorphosis* (augmented however the manifester wishes)

STATISTICS

Str 42, **Dex** 18, **Con** 27, **Int** 17, **Wis** 18, **Cha** 15

Base Atk +11; **CMB** +29 (+31 bull rush); **CMD** 43 (45 vs. bull rush)

Feats: *Awesome Blow*, *Flyby Attack*, Improved Bull Rush, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack

Skills: Climb +31, Fly +15, Intimidate +20, Knowledge (engineering) +18, Knowledge (nature) +18

Languages: Aklo, Auran, Giant

SPECIAL ABILITIES

Devour Disease (Su): As a standard action, a papinijuwari can suck the life force out of a diseased creature within 30 feet as a ranged touch attack. An affected creature must immediately succeed at a saving throw against one disease affecting it or suffer that disease's effect. This saving throw does not count against the number of saves required to cure the disease. If it fails the saving throw, the papinijuwari gains 30 temporary hit points.

Sense Decay (Su): A papinijuwari is under the constant effects of *death-watch* and can detect creatures currently infected by disease as if by the scent ability.

Shooting Star (Su): As a full-round action that provokes attacks of opportunity, a papinijuwari can fly at a speed of 300 feet. The papinijuwari can use this ability only outside at night and must be at least 500 feet above the ground to do so. It must also hold a lit torch while doing so; the torch need not be magical, and while held by the papinijuwari, the torch's flame is

not subject to mundane effects that would extinguish it, such as the wind.



QLIPPOTH, PSIONIC

Qlippoth in the Arcforge Campaign Setting are different from Pathfinder's normal qliploth in several notable ways.

- The following abilities are granted by the qliploth Subtype
- Qlippoth are outsiders with the psionic and qliploth subtypes.
 - Immunity to cold, mind-affecting effects, and poison.
 - Resistance to acid 10, electricity 10, and fire 10.
 - Horrific Appearance (Su): All qliploth have such horrific and mind-rending shapes that those who gaze upon them suffer all manner of ill effects. A qliploth can present itself as a standard action to assault the senses of all living creatures within 30 feet. The exact effects caused by a qliploth's horrific appearance vary by the type of qliploth. A successful Will save (DC 10 + ½ the qliploth's Hit Dice + the qliploth's Charisma modifier): reduces or negates the effect. This ability is a mind-affecting gaze attack.
 - Qlippoth Corruption (Su): Most qliploth contaminate the life around them with their touch, warping the minds of any being they make contact with. Any creature struck by a qliploth's natural attack risks becoming affected with a disease known as qliploth Corruption. Any creature whose Wisdom or Charisma score is reduced to 0 by qliploth Corruption is permanently

transformed into a new being after 1 day, their alignment moving three steps towards chaotic evil and their race changing as indicated on Table: qliploth Corruption Transformations. These creatures, whose ability drain is healed upon rebirth, retain any skills, feats, and levels they possessed in their previous life, unless the racial shift causes them to lose the prerequisites.

- Violent Destruction (Su): When a qliploth is reduced to 0 hit points, it detonates violently, spraying gore and raw psionic energy everywhere. This ability has a radius of 10 feet, plus an additional 10 feet for every size the qliploth is above medium. Creatures within this radius take 1d8 points of force damage for every hit die the qliploth possesses and risks contracting the qliploth's qliploth Corruption. A successful Reflex save (DC 10 + ½ the qliploth's hit dice + the qliploth's Constitution modifier) halves this damage and causes the creature not to risk qliploth Corruption.
- Telepathy
- Except where otherwise noted, qliploth speak Aklo.

QLIPPOTH, ARISTEIAN

CR VARIES

Seemingly, any qliploth or qliploth-blighted creature possesses the ability to enter a terrifyingly potent, phenomenally aggressive, and nigh-immortal state which has been dubbed "Aristeia" by scholars and "certain doom" by those who have fought against it. Nobody knows what triggers this state or why qliploth cannot remain in it constantly, but the people of Vandara have learned to be constantly vigilant of the telltale glow which emerges from a qliploth whenever it ascends to this level of power.

Aristeian is a template which can be applied to any qliploth or qliploth-blighted creature. An aristeian qliploth uses the base creature's statistics and abilities except as noted here.

Challenge Rating: +1 plus and additional 1 for every 2 mythic tiers beyond the second (maximum of +5 at 10 ranks).

Mythic Tiers: An Aristeian qliploth gains mythic tiers equal to half its original CR, to a maximum of 10 mythic tiers. This grants the qliploth bonuses to natural armor, hit points, damage reduction, power resistance, and ability scores as normal for a mythic creature. This

TABLE: QLIPPOTH CORRUPTION TRANSFORMATIONS

Affected Creature	Transformation Result
Human	On Vandara: Dies and cannot be resurrected by any means, including divine intervention, wish, and true resurrection In space or in the Silicon Barrier: Apostle Kyton
Elf	Drow
Dwarf	Duergar
Halfling	Wayang (alignment moves towards LE rather than CE)
Goblin	Blue
Gnome	Svirfneblin
True Dragon	Psionic DragonPB (type is chosen based on the dragon's personality and power level rather than subspecies)
Nagaji, Reptoid, Vesk	Ophiduan or Troglodytes (type is chosen based on the gherigo's personality rather than subspecies)
Cyclops	Papinijuwari
Serpentfolk	Psionic Serpentfolk
Any creature not listed	As base race, but gains the Qlippoth-Blighted Template

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also grants the Aristeian qliploth mythic feats as normal.

Senses: An Aristeian qliploth gains blindsight out to 30 feet and can see through surfaces as if wearing a *ring of x-ray vision*. If the qliploth already possessed blindsight, the range is doubled.

Defensive Abilities: An Aristeian qliploth gains the following defensive abilities

Undying: An Aristeian qliploth gains regeneration (lawful weapons and spells) equal to its mythic rank. If it already possessed regeneration, that regeneration can only be suppressed by deific or mythic effects.

Special Qualities: An Aristeian qliploth gains the following special qualities

Horrific Rampage: While in an Aristeian state, a qliploth's horrific appearance becomes a constant sensory barrage which assaults all who get too close. At the start of the Aristeian qliploth's turn, all creatures within 30 feet of the Aristeian qliploth must make a saving throw against the effects of the qliploth's horrific appearance ability.

Imposing Mutation: If the Aristeian qliploth has at least 3 mythic ranks, it gains one of the following universal monster abilities plus an additional one for every additional mythic rank beyond 3rd: Constrict, Dual Initiative, **Feral Savagery**^{MA}, Fortification, Frightful Presence, Grab (one type of attack), Natural Invisibility, Pounce, Powerful Blows, Rend (one type of attack), Second Save, Swallow Whole, Trample, and Unstoppable.

The abilities selected should be appropriate for the qliploth's abilities. At GM discretion, an Aristeian qliploth may gain other abilities or improvements to its existing abilities in place of these mutations.

Temporary Ascent: An Aristeian qliploth only maintains the Aristeian template for a number of days equal to its hit dice, after which the template is removed until some unknown event activates it again. Every time an Aristeian qliploth gains this template, the abilities it gains may be changed.

SAMPLE ARISTEIAN QLIPTOTH

QLIPTOTH, YLYRGOI

CR 16/MR 6

XP 76,800

CE Huge outsider (chaotic, evil, extraplanar, mythic, psionic, qliploth)

Init +7; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., x-ray vision; **Perception** +25

Aura gestation (30 ft.)

DEFENSE

AC 34, touch 11, flat-footed 31 (+3 Dex, +23 natural, -2 size)

hp 248 (13d10+177); Regeneration 8 (Lawful Weapons and Spells)

Fort +17, **Ref** +11, **Will** +9

Defensive Abilities undying; **DR** 10/epic and lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft., climb 20 ft., swim 40 ft.

Melee 4 stings +20 (1d8+ $\frac{1}{2}$ 9-20/x3 plus implant), 4 tongues +15 touch (pull), tail slap +15 (2d6+4 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongues)

Special Attacks constrict (2d6+9), draining maws, horrific appearance (DC 20), mythic power (6/day, surge +1d8), pounce, pull (tongue, 15 feet), stunning

shriek, violent destruction (30 feet, DC 25, 13d8)

Psi-Like Abilities (ML 13th; concentration +17)

At Will—*psionic blast* (DC 21, 5 rounds)

3/day—*quicken psionic blast* (DC 18, 2 rounds), *sense minds* (DC 16)

1/day—*fold space*, *ultrablast*^{UP} (13d6, DC 21), *wrench*^{UP}

STATISTICS

Str 28, **Dex** 16, **Con** 28, **Int** 11, **Wis** 20, **Cha** 18

Base Atk +13; **CMB** +24 (+28 grapple, +28 pull); **CMD** 37 (can't be tripped)

Feats: Combat Reflexes, **Critical Focus**^{MA}, **Improved Critical**^{MA} (sting), Improved Initiative, Metapsionic Ability (*psionic blast*, Quicken), **Power Attack**^{MA}, Staggering Critical

Skills: Acrobatics +19 (+23 jump), Climb +17, Escape Artist +19, Intimidate +20, Perception +25, Stealth +11, Swim +17, Use Magic Device +20

Languages: Abyssal; telepathy 100 ft.

SQ: horrific rampage, regenerate sting, ylyrgoi traits

SPECIAL ABILITIES

Disease (Su) qliploth Corruption: natural attack—injury; save Fort DC 20; onset 1 day; frequency 1/day; effect 1d6 Wis and 1d6 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Draining Maws (Ex): The fanged maws that cover an ylyrgoi's body automatically deal 2d4+4 points of damage plus 1d4 points of Constitution damage per round to any creature the ylyrgoi constricts.

Gestation Aura (Su): An ylyrgoi's aura accelerates diseases and biological infestations, including pregnancies. All such afflictions and conditions active within the ylyrgoi's 30-foot aura have the onset time reduced to 1 round and the frequency reduced to 1/minute. Impregnated creatures inside this aura gestate completely in 2d4 minutes. As a swift action once per round, an ylyrgoi can expend one use of mythic power to accelerate the frequency of all diseases and biological infestations, and the gestation period of impregnated creatures by 1 minute. If the affliction is still during its onset period, the onset period automatically ends, and the creature immediately suffers the affliction's effects. Saves made due to the ylyrgoi's gestation aura ability do not count toward curing a creature's original affliction, nor do failures count when determining consecutive saves.

Horrific Appearance (Su): Creatures that succumb to an ylyrgoi's horrific appearance become captivated for 1d4+1 rounds by the scintillating rainbow of colors that cascades across its form as hundreds of its eyes blink in an array of mind-bending patterns. A captivated creature takes no actions save to approach the ylyrgoi, which it does not regard as a threat, via the most direct route possible and remain adjacent to it. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the ylyrgoi gets a new saving throw as a free action during each of the ylyrgoi's attacks to overcome the effect. A captivated creature's ally may attempt to shake it free of the effect as a standard action, which provides the captivated creature another saving throw to end the effect.

Implant (Ex): An ylyrgoi's stingers contain eggs that it can inject into Medium or larger creatures when it strikes with a sting attack. The target can resist being implanted with a successful DC 24 Fortitude save. If the save is unsuccessful, the egg gestates and becomes a fetal shoggti qliploth that begins consuming its host after the onset period. When the host is reduced to 0 Con, a shoggti bursts from the host's body in a shower of

viscera and gore, as much a transformation of the host body as a destruction of it. Creatures killed in this fashion can only be restored to life by *miracle*, *wish*, or similar magic. The egg or fetal shoggti can be cut free of the host's body with a successful DC 25 Heal check, which takes 1 hour and deals 3d6 points of slashing damage to the host creature regardless of success or failure. Remove disease (or any similar effect; DC 24) also kills an implanted egg or fetal shoggti.

Ylyrgoi Egg: Infestation—injury; save Fort 24; onset 1 day; frequency 1/day; effect 1d4 Con damage until host dies, then a shoggti emerges. When the shoggti emerges from the host, it is stunned for 1 round. The save DC is Constitution-based.

Regenerate Stinger (Ex): When an ylyrgoi's stinger is severed, two stingers regrow in 1d2 rounds. A ylyrgoi cannot have more than twice its original number of stingers at any one time. To prevent new stingers from growing, at least 16 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they regrow. Attackers must overcome the ylyrgoi's resistance to these types of energy to inflict this damage. Acid or fire damage from area attacks can affect stumps and the body simultaneously. An ylyrgoi doesn't die from losing its stingers until all are cut off and the stumps seared by acid or fire. As an immediate action, an ylyrgoi can expend one use of its mythic power to immediately regrow two stingers from a stump.

Regeneration (Ex): An ylyrgoi's regeneration ability is equal to twice its current number of stingers (minimum 8). This Regeneration applies only to damage inflicted on the ylyrgoi's body.

Stunning Shriek (Su): An ylyrgoi can emit a stunning shriek in a 30-foot-radius burst centered on itself as a standard action. All creatures in the area, other than the ylyrgoi, must succeed on a DC 24 Fortitude save to avoid being stunned by intense pain for 1 round and deafened for 1d6 rounds. An ylyrgoi can expend one use of mythic power to emit a stunning shriek as a swift action. The save DC is Constitution-based.

Tongues (Ex): All of the maws that cover an ylyrgoi's body can extend a thin, sticky tongue. These tongues are secondary attacks with reach equal to twice the ylyrgoi's normal reach (30 feet for a huge ylyrgoi). A tongue deals no damage on a hit but can be used to pull Large or smaller creatures closer. While it has a tongue attached, a creature cannot move away from the ylyrgoi. As a standard action, a creature can escape from a tongue with a successful DC 20 Strength check, DC 25 Escape Artist check, or by severing the tongue. A tongue has AC 21, 12 hp, and DR 10/epic, lawful, and slashing. At any one time, an ylyrgoi can only use a number of its tongues equal to its current number of stings. As a free action, an ylyrgoi can chew through a tongue that has caught a creature. Severed from the ylyrgoi's maw, the tongue wraps around the captured creature and attaches to the ground or other nearby hard surface or object (such as a wall, large rock, or tree). The creature is no longer subject to that tongue's pull attack but must succeed at a DC 24 Reflex save or be entangled for 1d6 rounds. Even with a successful save, the creature can move only at half speed. Huge or larger creatures are unaffected by this attack. A flying creature is not immobilized, but it must succeed at a DC 24 Reflex save or be unable to fly (assuming it uses wings to fly) and fall to the ground. The save DC is Constitution-based. An ylyrgoi regenerates a severed tongue over the course of 24 hours.

Ylyrgoi Traits (Ex): An ylyrgoi can be killed by severing all of its stingers or slaying its body. Any attack that is not an attempt to sever a stinger affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a stinger, an opponent must succeed at a sunder attempt with a slashing weapon. A stinger is considered a separate target with hardness 10 and hit points equal to the ylyrgoi's HD; slashing weapons that are both epic and lawful ignore the stinger's hardness. To sever a stinger, an opponent must inflict enough damage to reduce the stinger's hit points to 0 or less. Severing a stinger deals damage to the ylyrgoi's body equal to the ylyrgoi's current HD. An ylyrgoi can't attack with a severed stinger but takes no other penalties. If a severed stinger remains within the gestation aura of a ylyrgoi for 1 round, one of the eggs it contains gestates. The gestation period is 1 day; if the severed stinger remains within the aura for another round, however, it transforms into a shoggti in an explosion of ichor.



ARCFORGE: RAVAGES OF THE QLIPTOTH

QLIPTOTH, AUGNAGAR

CR 14

XP 38,400

CE Huge outsider (chaotic, evil, extraplanar, psionic, qliploth)

Init +3; **Senses** blindsight 30 ft., darkvision 60 ft., scent, *pierce the veils*; **Perception** +22

DEFENSE

AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)

hp 203 (14d10+126)

Fort +18, **Ref** +10, **Will** +9

DR 10/lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10;

OFFENSE

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

Melee bite +22 (2d6+12 plus 1d8 bleed, disease, and rotting curse), 3 claws +22 (1d8+12 plus 1d8 bleed and disease)

Space 15 ft.; **Reach** 15 ft. (30 ft. with claws)

Special attacks horrific appearance (DC 21), violent destruction (30 feet, DC 26, 14d8)

Psi-Like Abilities (ML 14th; concentration +18)

Constant—*pierce the veils*

3/day—*fold space, inertial armor*

1/day—*ultrablast* (14d6, DC 21)

STATISTICS

Str 32, **Dex** 9, **Con** 28, **Int** 5, **Wis** 20, **Cha** 19

Base Atk +14; **CMB** +27; **CMD** 36 (44 vs. trip)

Feats: Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Psionic Fist, *Unavoidable Strike*^{UP}

Skills: Climb +19, Fly +12, Perception +22, Stealth +24; Racial Modifiers +16 Stealth

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Disease (Su): Qliploth Corruption: natural attack—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Wis and 1d8 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to an augnagar's horrific appearance are driven momentarily insane with fear. This results in 2 points of Charisma damage and leaves the victim confused for 1d3 rounds.

Rotting Curse (Su): Bite—injury; *save* Fort DC 26; *frequency* 1/day; *effect* 1d6 Con drain plus constant stench. A creature that suffers the rotting curse imparted by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. This functions as the stench universal monster rule, save that it affects all creatures except those that are immune to poison. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a DC 26 Fortitude save to negate this condition—those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts a –8 penalty on all Stealth checks made by the cursed victim. The save DC is Constitution-based.

QLIPTOTH, BEHIMIRON

CR 13

XP 25,600

CE Huge outsider (chaotic, evil, extraplanar, psionic, qliploth)

Init +9; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +15 natural, –2 size)

hp 189 (14d10+112)

Fort +17, **Ref** +11, **Will** +15

Defensive Abilities spines; **DR** 10/lawful; **Immune** cold, mind-affecting effects, negative energy, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 24

OFFENSE

Speed 30 ft.

Melee bite +24 (4d6+12 plus disease), slam +24 (2d8+17 plus disease), 4 antennae +22 touch (rot)

Space 15 ft.; **Reach** 15 ft. (20 ft. with slam)

Special Attacks create spawn, horrific appearance (DC 20), rot, violent destruction (30 feet, 14d8, DC 25)

Psi-Like Abilities (ML 13th; concentration +16)

At Will—*malefic metamorphosis*TM (2 effects, close range, DC 20)

3/day—*mindwipe*^{UP} (4 negative levels, DC 18), *psionic blast* (5 rounds, DC 20)

1/day—*true terror*^{UP} (3 rounds, 20-foot area, DC 20)

STATISTICS

Str 32, **Dex** 21, **Con** 26, **Int** 7, **Wis** 22, **Cha** 17

Base Atk +14; **CMB** +27; **CMD** 42 (can't be tripped)

Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Psionic Fist

Skills: Climb +28, Knowledge (engineering) +15, Perception +23, Stealth +14

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Create Spawn (Ex): Once per day, a behimiron can plunge its trunk into a Small or larger corpse to swiftly consume the body's entrails, muscles, and skeleton, then shed its trunk in the hollowed-out body. This takes only 1 round, during which time the behimiron can activate its horrific appearance as a free action (creatures take a –4 penalty on saves against this activation of this ability). After this, the behimiron loses its slam attack for 1 hour, at which point the behimiron is affected by *Heal Injuries* (ML 13th) and grows a new trunk. During the course of this hour, the corpse swells and bloats, then rises as a fully grown, freewilled behimiron. A corpse savaged in this way can be restored to life only via wish, miracle, or true resurrection.

Disease (Su): Qliploth Corruption: natural attack—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Wis and 1d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a behimiron's horrific appearance become nauseated for 1d4 rounds as they imagine the hideous sensation of the monster's trunk digging through their flesh.

Powerful Slam (Ex): The behimiron's trunk can make a slam attack with a reach of 20 feet. Attacks from this trunk always apply 1-½ times the qliploth's Strength modifier to damage.

Rot (Su): A behimiron's antennae are secondary natural touch attacks. A creature touched by an antenna must succeed at a DC 25 Fortitude save or portions of its flesh rot away. This deals 1 point of Strength damage and 1 point of Constitution damage. The save DC is Constitution-based.

Spines (Ex): When a creature makes a non-reach melee attack against a behimiron, it must attempt a DC 22 Reflex save. A creature that fails this save takes 1d8 points of piercing damage as the qliploth's spines reflexively stab at the attacker. The save DC is Dexterity-based.


QLIPPOTH, CATABOLIGNE
CR 16
XP 76,800

CE Gargantuan outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +9; **Senses** blindsight 120 ft., darkvision 60 ft.; **Perception** +26

DEFENSE
AC 31, touch 31, flat-footed 26 (+5 Dex, +20 natural, -4 size)

hp 241 (21d10+126)

Fort +18, **Ref** +17, **Will** +9

Defensive Abilities deflective carapace; **DR** 15/cold iron and lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 27

OFFENSE
Speed 50 ft.

Melee bite +26 (4d8+7 plus poison and disease), 2 slams +31 (3d6+14 plus disease/19-20)

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

Special Attacks demolish, devastating strike, disintegration beam, horrific appearance (DC 24), violent destruction (40 feet, 21d8, DC 25)

STATISTICS
Str 38, **Dex** 21, **Con** 22, **Int** 3, **Wis** 14, **Cha** 19

Base Atk +21; **CMB** +39 (+41 bull rush, +43 sunder); **CMD** 54 (56 vs. bull rush and sunder)

Feats: Awesome Blow, Combat Reflexes, Critical Focus, Focused Sunder, Greater Sunder, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Psionic Sunder

Skills: Perception +26, Swim +38

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES
Bite (Ex): A cataboligne's bite is a secondary attack.

Deflective Carapace (Su): A cataboligne's touch AC is modified by armor and natural armor bonuses, and the cataboligne ignores any armor penetration attacks against it may possess.

Demolish (Ex): As a full-round action, a cataboligne deals 12d6+28 points of damage to an adjacent structure.

Devastating Strike (Ex): A cataboligne's slam attacks ignore the first 10 points of hardness of objects and creatures it damages. A creature struck with a critical hit from a cataboligne's tail slap must succeed at a DC 34 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Disease (Su): Qlippoth Corruption: natural attack—injury; save Fort DC 24; onset 1 day; frequency 1/day; effect 1d10 Wis and 1d10 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Disintegration Beam (Su): As a standard action once every 1d4 rounds, a cataboligne can unleash a concentrated beam of pure obliteration from the spiky growth on its back. The cataboligne makes a separate ranged touch attack roll against each creature in a 60-foot line. Roll to confirm each critical threat separately. A creature or object hit by the disintegration beam takes 20d6 points of damage. An affected creature can reduce the damage to 5d6 with a successful DC 26 Fortitude save. Any creature reduced to 0 hit points or fewer by the disintegration beam is turned to dust and killed, as per disintegrate. The save DC is Constitution-based.

Horrific Appearance (Su): Creatures that succumb to a cataboligne's horrific appearance feel as though their bodies were falling to pieces. Affected creatures take 1d4 points of Dexterity damage.

Poison (Ex): Bite—injury; save Fort DC 26; frequency 1/round for 6 rounds; effect 1d4 Constitution drain plus stunned for 1 round; cure 2 consecutive saves. The save DC is Constitution-based.

QLIPPOTH, CHERNOBUE
CR 12
XP 19,200

CE Large outsider (chaotic, evil, extraplanar, qlippoth, psionic)

Init +4; **Senses** darkvision 60 ft., scent; **Perception** +18;

Aura misfortune (30 ft.)

DEFENSE
AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)

hp 150 (12d10+84)

Fort +15, **Ref** +10, **Will** +11

DR 10/lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10; **PR** 23

Weaknesses light vulnerability

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

Melee 2 slams +19 (1d6+8/9-20 plus 1 **Con** damage and disease), bite +19 (2d6+8 plus disease and poison), 2 tentacles +14 (1d6+4 plus disease)

Space 10 ft.; **Reach** 5 ft. (10 ft. with slams and tentacles)

Special Attacks horrific appearance (DC 20), violent destruction (20 feet, DC 23, 12d8)

Psi-Like Abilities (ML 12th; concentration +16)

Constant—aura sight (80 feet), *flight*^{UP}

At Will—*phantasmagoria*^{PASP} (DC 17, confuses all creatures who fail their saving throw), *mental disruption*^{UP} (30 feet, DC 17), *control light* 3/day—*dispel psionics*, *ward the mind*^{PASP} (10 minutes/level, +3 bonus, 10-foot radius), *quicken control light* 1/day—*planar travel*^{UP} (DC 21)

STATISTICS
Str 26, **Dex** 18, **Con** 24, **Int** 13, **Wis** 17, **Cha** 19

ARCFORGE: RAVAGES OF THE QLIPTOTH

Base Atk +12; **CMB** +21; **CMD** 35 (39 vs. trip)

Feats: Blind-Fight, Improved Critical (slam), Lightning Reflexes, Power Attack, Multiattack, Metapsionic ability (*control light*, quicken)

Skills: Acrobatics +19 (+23 jump), Escape Artist +19, Intimidate +19, Knowledge (engineering) +16, Perception +18, Sense Motive +18, Stealth +15

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Aura of Misfortune (Su): A chernobue radiates an aura of evil malaise to a radius of 30 feet. All lawful or good creatures in this area take a –1 penalty on attack rolls and weapon damage rolls. Lawful good creatures take a –3 penalty and upon first entering the aura must make a DC 20 Fortitude save or be sickened for as long as they remain in the area. This ability is Charisma-based.

Disease (Su): Qlipthoth Corruption: natural attack—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; effect 1d6 Wis and 1d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific appearance (Su): Creatures that succumb to a chernobue's horrific appearance become paralyzed with disgust for 2d6 rounds; a paralyzed creature gets a new save each round to recover from the effect, provided he is no longer aware of the chernobue or within 30 feet of it.

Light Vulnerability (Ex): A chernobue within an area of bright light takes 1 point of Constitution damage per minute it remains in the area.

Poison (Su): Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con drain; *cure* 1 save. The thick, orange poison injected by a chernobue is semi-alive. As soon as the poisoned victim is cured of the poison (by making a save, being targeted with an effect like neutralize poison, or enduring the full duration of the poison), the orange fluid bursts from the victim's body, causing 1d6 Charisma damage and rendering the victim unconscious for 2d6 rounds unless he makes a final DC 23 Fortitude save. The save DC is Constitution-based.

QLIPTHOTH, CYTHNIGOT

CR 2

XP 600

CE Tiny outsider (chaotic, evil, extraplanar, psionic, qlipthoth)

Init +1; **Senses** darkvision 60 ft., *detect hostile intent*, detect psionics; **Perception** +5

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +2

DR 5/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

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

Melee bite +6 (1d6+1 plus spores)

Space 2–½ ft.; **Reach** 0 ft.

Special attacks horrific appearance (10 feet, DC 9), violent destruction (10 feet, 3d8, DC 11)

Psi-Like Abilities (ML 7th, concentration +5)

Constant—*detect hostile intent*, *detect psionics*, *flight*, *matter agitation*^{UP} 1/day—*modify matter*^{UP}, *guidance of the ancestors*^{PRSP} (+8), *hypercognition* (ML 15th)

STATISTICS

Str 12, **Dex** 12, **Con** 11, **Int** 11, **Wis** 8, **Cha** 7

Base Atk +3; **CMB** +2; **CMD** 13 (21 vs. trip)

Feats: Lightning Reflexes, Weapon Finesse

Skills: Acrobatics +7 (+11 jump), Fly +15, Knowledge (engineering) +6, Knowledge (nature) +6, Perception +5, Stealth +15

Languages: Aklo; telepathy (touch)

SPECIAL ABILITIES

Disease (Su): Qlipthoth Corruption: natural attack—injury; *save* Fort DC 9; *onset* 1 day; *frequency* 1/day; effect 1d2 Wis and 1d2 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a cythnigot's horrific appearance become sickened for 1 round—a cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature makes a saving throw against a particular cythnigot's horrific appearance, that creature is immune to the horrific appearance of all cythnigots for 24 hours. A spellcaster that has a cythnigot as a familiar is immune to the horrific appearance of all cythnigots, and also gains a +4 bonus on saving throws made against any qlipthoth's horrific appearance.

Spores (Su): Any creature bitten by a cythnigot must make a DC 11 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled and can attempt a new DC 11 Fortitude save in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple cythnigot bites on a creature do not stack. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based.



QLIPPOTH, DEINOSCHOS CR 5

XP 1,600

CE Small outsider (aquatic, chaotic, evil, extraplanar, psionic qliploth)

Init +4; **Senses** *aura sight* 60 ft, blindsense 30 ft., darkvision 60 ft., scent;

Perception +10

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +4, **Will** +6

Defensive Abilities shell; **DR** 5/cold iron or lawful; Immue cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

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

Melee bite +10 (1d6+2 plus grab), 3 talons +9 (1d3+2)

Special Attacks gnaw, horrific appearance, tenacious grab, violent destruction (10 feet, 11d8, DC 22)

Psi-Like Abilities (ML 7th; concentration +8)

Constant—*aura sight*, *cloud mind* (3 targets, DC 15)

STATISTICS

Str 15, **Dex** 10, **Con** 17, **Int** 6, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 17 (can't be tripped)

Feats: Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills: Climb +19, Perception +10, Stealth +13, Swim +19

Languages: Aklo; telepathy 100 ft.

SQ: amphibious

SPECIAL ABILITIES

Disease (Su): Qliploth Corruption: natural attack—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; effect 1d4 Wis and 1d4 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Gnaw (Ex): When a deinoshos grappling a creature succeeds at a combat maneuver check to continue the grapple and deal damage, it deals twice its normal bite damage (2d6+4) and the gnawed foe is sickened for 1d4 rounds.

Horrific Appearance (Su): A creature that succumbs to a deinoshos's horrific appearance endures a strange form of mental numbness that halves all of its speeds for 1d4 rounds.

Shell (Ex): As a swift action, a deinoshos can withdraw into its shell. If it does so when it is grappling a creature, it remains affixed to the creature. While it remains in this state, it cannot move, activate its horrific appearance, or attack except to continue grappling a creature, but its armor bonus from natural armor increases by 4 as long as it maintains its retraction. Emerging from its shell is a move action.

Tenacious Grab (Ex): A deinoshos can use its grab ability against a target of any size. A Medium or smaller creature grappled in this way gains the grappled condition, whereas a Large or larger target does not gain the grappled condition.

QLIPPOTH, GONGORINAN

CR 11

XP 12,800

CE Medium outsider (chaotic, qliploth, evil, extraplanar, psionic)

Init +10; **Senses** all-around vision, darkvision 60 ft.; **Perception** +18

Aura horrific appearance (30 ft., DC 20)

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 137 (11d10+77)

Fort +14, **Ref** +13, **Will** +7

DR 10/lawful; Immue cold, acid, mind-affecting effects, polymorph effects;

Resist acid 10, electricity 10, fire 10; **PR** 22

OFFENSE

Speed 40 ft., climb 40 ft.

Melee +1 *scimitar* +20/+15/+10 (1d6+7/15–20), claw +17 (1d8+6 plus disease and bleed), sting +15 (1d4+3 plus disease and poison), pincer +15 (1d6+3 plus disease and grab)

Special Attacks bleed (1d6), constrict (1d6+7), oviposition, violent destruction (10 feet, 11d8, DC 22), web (+17 ranged, DC 22, 11 hp)

Psi-Like Abilities (ML 15th; concentration +16)

Constant—*defy gravity*, *slip the bonds*

At Will—*suspend life*^{UP}

3/day—*fuse flesh*^{UP} (DC 23), *defensive precognition*^{UP} (+4 bonus, swift action)

1/day—*fold space*, *brutalize wounds* (DC 21), *matter manipulation* (DC 23)

STATISTICS

Str 23, **Dex** 23, **Con** 24, **Int** 13, **Wis** 18, **Cha** 20

Base Atk +11; **CMB** +17 (+21 grapple); **CMD** 34 (42 vs. trip)

Feats: Combat Reflexes, Psionic Fist, Improved Critical (scimitar), Improved Initiative, Multiattack, Power Attack, Greater Psionic Fist

Skills: Acrobatics +20 (+24 when jumping), Climb +28, Disguise +16 (+24 as a boulder while in statue form), Knowledge (engineering) +15, Perception +18, Stealth +20 (+28 among rocks), Swim +17; Racial Modifiers +4 Acrobatics when jumping, +8 Disguise as a boulder while in statue form, +8 Stealth among rocks

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Disease (Su): Qliploth Corruption: natural attack—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; effect 1d6 Wis and 1d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a gongorinan's horrific appearance become confused for 1d4 rounds.

Oviposition (Su): A gongorinan can implant a stony egg the size of a human heart in the body of any Small or larger pinned, helpless, or willing creature as a full-round action that provokes an attack of opportunity. This action deals 1d4 points of Constitution damage to the victim. If the victim survives this damage, the egg takes root deep in the victim's body, links to his mind, and begins gestating. The egg grows rapidly, dealing 1 point of Intelligence drain every day to a minimum score of 1. Once this Intelligence drain affects a creature that already has an effective Intelligence score of 1, the egg "hatches" inside of the victim. This causes the victim to immediately transform into a horrid animal, aberration, magical beast, or vermin (the exact choice is made by the gongorinan according to its strange goals and unknowable desires), whereupon it begins living out its new life via pure instinct—this effect otherwise functions as if it were baleful polymorph to which the creature had failed its secondary Will save to retain its personality. A gongorinan can command the actions of a creature that has undergone this transformation as if the victim had been affected by dominate monster (this works even on creatures that are normally immune to such effects as a result of being mindless) as long as the gongorinan is within 120 feet of the creature. The effect can be reversed by break enchantment (DC 22—treat the gongorinan's Hit Dice

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as it caster level), but cannot be dispelled.

Poison (Ex): Sting—injury; *save* Fortitude DC 22 *frequency* 1/round for 6 rounds *effect* 1d3 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

QLIPTOTH, HYDRAGGON

CR 3

XP 800

CE Medium outsider (aquatic, chaotic, evil, extraplanar, psionic, qlipthoth)

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +4, **Will** +2

Immune cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 10 ft., swim 40 ft.

Melee mwk short sword +7 (1d6+3/19–20), mwk trident +7 (1d8+4), tongue +2 (1d3+1 plus cloud memory) or 3 tongues +2 (1d3+1 plus cloud memory) or bite +7 (1d6+4 plus cloud memory and disease)

Special Attacks horrific appearance (DC 15), violent destruction (10 feet, 4d10, DC 15)

STATISTICS

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

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

Feats: Improved Initiative, Psionic Weapon, Two-Weapon Fighting

Skills: Escape Artist +11, Knowledge (engineering) +7, Perception +8, Stealth +7, Survival +8, Swim +18; Racial Modifiers +4 Escape Artist

Languages: Aklo; telepathy 100 ft.

SQ: amphibious, beacon

SPECIAL ABILITIES

Beacon (Su): Once per day as an immediate action, a hydraggon can emit a telepathic warning of danger to all hydraggon in a 100-mile radius. A qlipthoth that receives this warning during or just before an initiative check gains a +4 bonus on that check.

Bite (Ex): A hydraggon cannot make a bite attack during a round in which it uses its tongue to attack (either with weapons or as a secondary tongue attack).

Cloud Memory (Su): When a hydraggon hits a creature with its tongue or bite attack, the target must succeed at a DC 15 Will save or have its memories clouded for 1d6 rounds (the creature takes a –3 penalty on this save if it was bitten instead of being struck by a tongue). During this time, the creature takes a –2 penalty on all attack rolls and skill checks, and it cannot use thought components when casting psychic spells. The save DC is Charisma-based.

Disease (Su): Qlipthoth Corruption: natural attack—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Wis and 1d3 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): A creature that succumbs to a hydraggon's horrific appearance becomes distracted by the monster's slithering coils and undulating tongues, and takes a –4 penalty on Perception checks and ranged attacks for 1d6 rounds.

Tongue (Ex): A hydraggon's strange tongue splits into three tentacles, each of which is capable of feats of manipulation equal to that of a human

hand. A hydraggon can wield weapons in these tongues, but if it wields more than one weapon, it must fight as if using the two-weapon fighting option. Although most hydraggon opt to wield a one-handed weapon and a light weapon, some choose instead to wield a two-handed weapon and a one-handed or light weapon—doing so uses all three of its tongues and doesn't leave one free to make a tongue attack. When a hydraggon wields a two-handed weapon in this manner, it takes a –4 penalty on attacks with the two-handed weapon and a –8 penalty on attacks with its “off-hand” weapon. If a hydraggon has a free tongue, it can use it to make a secondary natural attack that deals 1d3 points of bludgeoning damage and clouds a victim's memory (see above).

QLIPTOTH, IATHAVOS

CR 20

XP 307,200

CE Colossal outsider (chaotic, evil, extraplanar, qlipthoth, psionic)

Init –1; **Senses** all-around vision, darkvision 60 ft., low-light vision; **Perception** +37

Aura affinity field^{UP}, stench (DC 32, 10 rounds),

DEFENSE

AC 33, touch 3, flat-footed 33 (–1 Dex, +2 insight, +30 natural, –8 size)

hp 372 (24d10+240); fast healing 15

Fort +35, **Ref** +22, **Will** +35

Defensive Abilities ichor, never surprised or flat-footed; **DR** 15/cold iron and lawful; Immue cold, poison, mind-affecting effects; **Resist** acid 30, electricity 10, fire 10; **PR** 31

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +31 (4d6+17/19–20 plus disease and grab), 4 wings +29 (2d8+9 plus disease)

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

Special Attacks abominable transformation, entropic beams, horrific appearance (DC 30), violent destruction (50 feet, 24d8, DC 32)

Psi-Like Abilities (CL 20th; concentration +28)

Constant—affinity field, fortify, slip the bonds, pierce the veils

At Will—fold space, phantasmagoria (DC 21, confuses creatures that fail their save), dispel psionics^{**}, concussive onslaught^{UP} (8d6, DC 26, may move location), planar travel (DC 26), greater teleport, soul feast^{PASP}, fuse flesh (DC 28)

3/day—divert teleport^{UP}, mass ectoplasmic cocoon^{UP} (DC 25, 35-foot radius), matter manipulation (DC 26), psychosis^{UP} (DC 28, affects 4 targets), ultrablast (20d6, DC 27), quickened fuse flesh (DC 25), assimilate (DC 28), time regression^{UP}

STATISTICS

Str 40, **Dex** 8, **Con** 31, **Int** 29, **Wis** 30, **Cha** 27

Base Atk +24; **CMB** +47 (+51 grapple); **CMD** 62 (can't be tripped)

Feats: Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (claw), Multiattack, Lightning Reflexes, Power Attack, Metapsionic ability (fuse flesh, Quicken), Spell Penetration, Staggering Critical, Psionic Fist, Greater Psionic Fist

Skills: Bluff +35, Craft (Mechanical) +26, Escape Artist +23, Fly +26, Intimidate +35, Knowledge (engineering) +36, Knowledge (arcana) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (nature) +33, Perception +37, Sense Motive +37, Spellcraft

+36, Stealth +10

Languages: Aklo; telepathy 300 ft.

SPECIAL ABILITIES

Abominable Transformation (Su): If an iathavos establishes a hold on a creature of Large or smaller size, it can place that creature deep within the bristly folds of its flesh. Treat this as an engulf attack, except that at the start of the iathavos's turn, an engulfed creature must make a DC 30 Fortitude save or be transformed into a nyogoth qliploth that immediately squirms out of the iathavos's body to serve its new master. Creatures transformed into nyogoths are not controlled by the iathavos, but function and behave as if they were typical members of that species—they retain no memories or abilities they may have possessed in their previous lives. Items held or worn by the unfortunate victim remain lodged within the folds of the iathavos's body and can only be retrieved if the iathavos is helpless or dead. A creature transformed into a nyogoth in this manner can be restored to its true shape via *cleansing spirit*^{UP} or *reality revision*^{UP}. Otherwise, slaying the nyogoth allows the poor soul to be restored to life via reality revision. The save DC is Charisma-based.

Disease (Su): Qliploth Corruption: natural attack—injury; *save* Fort DC 30; *onset* 1 day; *frequency* 1/day; *effect* 3d6 Wis and 3d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Entropic Beams (Su): As a standard action once every minute, an iathavos can fire beams of entropic energy from its 10 eyes. Each of these beams of energy can be directed at a single target within 300 feet of the iathavos, but no more than one beam may be directed at any one Creature. Beams that are not directed at a creature are wasted. The qliploth must make a +15 ranged touch attack to hit with each beam. Each beam has the same effect as a ML 20th *disintegration*^{UP} (40d6 damage, DC 35 Fortitude partial for 5d6 damage), except a creature killed by this damage explodes in a 5-foot burst of energy, flesh, shadow, and smoke instead of turning into dust. Any Creature in this burst must make a DC 32 Will save or be staggered for 1 round. The save DCs are Constitution-based.

Horrific Appearance (Su): Creatures that succumb to the iathavos's horrific appearance are affected by a *Mental Evolution*TM power's effect (save that it does not function on creatures with less than 3 Intelligence) and permanently blinded.

Ichor (Su): As long as the iathavos has taken any hit point damage, thick and stringy ropes of black ichor weep from the fissures and folds in its bristly hide. This ichor extrudes from the Creature's body in a writhing nimbus of filaments at a rate of 5 feet per round, to a maximum range equal to its reach (30 feet). At the start the iathavos's turn, all Creatures in reach of these strands of ichor must make a DC 32 Reflex save or become entangled. At the start the iathavos's turn, all Creatures entangled by the ichor take 4d6 points of acid damage. If the qliploth ends its turn with no hit point damage, the ichor melts away into harmless mist, releasing all entangled creatures. The save DC is Constitution-based.

Stench (Su): The iathavos's stench ability is supernaturally disgusting—creatures that succumb to this ability are nauseated, while those that save are still sickened.

QLIPLOTH, NYOGOTH

CR 10

XP 9,600

CE Medium outsider (chaotic, evil, extraplanar, qliploth, psionic)

Init +5; **Senses** darkvision 60 ft.; **Perception** +17

Aura corrosive aura (10d6, DC 18), *untouchable aura*^{UP} (DC 18)

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)

hp 125 (10d10+70)

Fort +14, **Ref** +12, **Will** +7

Defensive Abilities acid spray; **DR** 10/lawful; Immue acid, cold, poison, mind-affecting effects; **Resist** electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee 4 bites +15 (1d6+4/9–20 plus 1d4 acid and disease), bite +15 (2d6+4/9–20 plus 1d4 acid and disease)

Special Attacks horrific appearance (DC 18), violent destruction (10 feet, 10d8, DC 22)

Psi-Like Abilities (ML 10th; concentration +13)

Constant-corrosive Aura, untouchable aura

At Will—*exhalation of the black dragon*^{UP} (5d6)

7/day—*true terror* (DC 18, 20-foot radius spread, stunned for 2 rounds)

1/day—*fold space*

STATISTICS

Str 16, Dex 21, Con 24, Int 9, Wis 19, Cha 16

Base Atk +10; CMB +13; CMD 28 (can't be tripped)

Feats: Combat Reflexes, Improved Critical (bite), Power Attack, Psionic Fist, Weapon Finesse

Skills: Craft (mechanical) +12, Fly +22, Knowledge (engineering) +12, Perception +17, Stealth +18

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Acid Spray (Su): A nyogoth's body is full of highly corrosive digestive fluid. Every time a nyogoth is damaged by a piercing or slashing weapon, all creatures adjacent to the nyogoth take 1d6 points of acid damage (2d6 acid damage if the attack is a critical hit).

Disease (Su): Qliploth Corruption: natural attack—injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Wis and 1d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a nyogoth's horrific appearance become nauseated for 1d8 rounds.

QLIPLOTH, SHOGETI

CR 7

XP 3,200

CE Large outsider (chaotic, evil, extraplanar, qliploth, psionic)

Init +7; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)

hp 80 (7d10+42)

Fort +11, **Ref** +5, **Will** +9

Defensive Abilities uncanny dodge; **DR** 10/cold iron or lawful; Immue cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6 plus disease), 4 tentacles +8 (1d4+3 plus disease and grab)

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

Special Attacks braincloud, horrific appearance (DC 15), psionic study, constrict

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(1d4+6), violent destruction (20 feet, 7d8, DC 19)

Psi-Like Abilities (ML 7th; concentration +9)

At Will—*empathic connection*^{UP} (DC 16, can affect humanoids, animals, fey, magical beasts, monstrous humanoids, dragons, aberrations, elementals, and outsiders), *natural linguist*

3/day—*compelling voice* (DC 16, affects up to 3 creatures), *feat leech*^{UP} (DC 16, 3 Feats.)

1/day—*fold space*

STATISTICS

Str 22, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 15

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)

Feats: Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (tentacles)

Skills: Craft (mechanical) +11, Escape Artist +13, Intimidate +16, Knowledge (engineering) +11, Perception +18, Sense Motive +14, Use Magic Device +16; Racial Modifiers +4 Intimidate, +4 Perception, +4 Use Magic Device,

Languages: Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Braincloud (Su): Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their Psi-Like Abilities against them.

Disease (Su): qliploth Corruption: natural attack—injury; save Fort DC 15; onset 1 day; frequency 1/day; *effect* 1d4 Wis and 1d4 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).

Psionic Study (Su): Shoggti are adept at using psionic items and can activate power trigger and power completion items as if they knew and could manifest the powers stored within.

QLIPTOTH, THOGNOROK

CR 4

XP 1,200

CE Medium outsider (aquatic, chaotic, evil, extraplanar, qliploth, psionic)

Init -1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +0, **Will** +5

Defensive Abilities all-around vision; amorphous, **DR** 5/cold iron or lawful; Immue cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 15

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 3 bites +7 (1d6+1 plus disease and poison)

Special Attacks acid web (+4 ranged, DC 16, 5 **hp**), horrific appearance, poison, violent destruction (10 feet, 5d8, DC 14)

Psi-Like Abilities (CL 5th; concentration +6)

3/day—*corrosive aura* (DC 14, 5d6), *dissolving touch*^{UP} (5d6), *expose weakness* (DC 14)

1/day—*phantasmagoria* (DC 14, 5 10-foot cubes)

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 15 (can't be tripped)

Feats: Ability Focus (acid web), Skill Focus (Stealth), Weapon Focus (bite)

Skills: Climb +9, Intimidate +9, Knowledge (geography) +7, Perception +9, Stealth +10, Swim +9

Languages: Aklo; telepathy 100 ft.

SQ: amphibious, compression

SPECIAL ABILITIES

Acid Web (Su): This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round.

Disease (Su): qliploth Corruption: natural attack—injury; save Fort DC 13; onset 1 day; frequency 1/day; *effect* 1d3 Wis and 1d3 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the qliploth's constantly sprouting and waving insectile legs, becoming sickened for 1d6 rounds (Will DC 13 negates). The save DC is Charisma-based.

Poison (Su): Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; *effect* 1d2 Str; cure 2 consecutive saves.

QLIPTOTH, THULGANT

CR 18

XP 153,600

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

Init +12; **Senses** darkvision 60 ft., *pierce the veils*; **Perception** +31

DEFENSE

AC 29, touch 21, flat-footed 17 (+12 Dex, +8 natural, -1 size)

hp 290 (20d10+180); fast healing 10

Fort +32, **Ref** +37, **Will** +25

Defensive Abilities evasion, greater concealing amorphia, slip the bonds; **DR** 15/cold iron and lawful; Immue acid, cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10; **PR** 25



OFFENSE

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

Melee 3 stings +27 (1d6+1½/9–20 plus ability drain and disease), 5 tentacles +22 (1d6+6 plus 2d6 acid and disease)

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

Special Attacks horrific appearance (DC 27), savage stingers, violent destruction (20 feet, 20d8, DC 29)

Psi-Like Abilities (ML 18th; concentration +25)

Constant—*greater concealing amorpha*, *fortify*, *slip the bonds*, *pierce the veils*

At Will—*fold space*, *dispel psionics***, *fold space*, *phantasmagoria* (DC 20, also causes confusion), *telekinetic force* (575 lbs)

3/day—*energy wave*^{UP} (DC 26, 18d6), *fuse flesh* (DC 26), *quicken brutalize wounds* (DC 23), *quicken fold space*

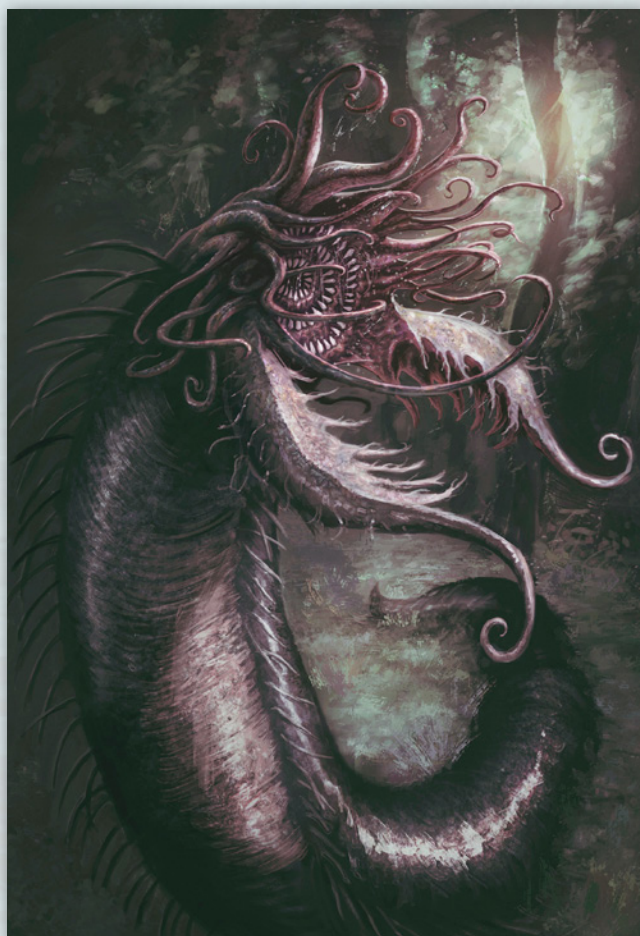
1/day—*planar travel*, *psychokinetic sphere*^{UP} (DC 25), *tornado blast*^{UP} (DC 26), *unravel psionics* (DC 26)

STATISTICS

Str 26, **Dex** 34, **Con** 29, **Int** 24, **Wis** 27, **Cha** 25

Base Atk +20; **CMB** +29; **CMD** 55 (71 vs. trip)

Feats: Combat Reflexes, Critical Focus, *Dimensional Agility*^{UM}, Greater Psionic Fist, Improved Critical (sting), Lightning Reflexes, Metapsionic ability (*brutalize wounds*, *Quicken*), Metapsionic ability (*fold space*, *Quicken*), Psionic Fist, Psionic Meditation



Skills: Acrobatics +35 (+39 jump), Bluff +30, Climb +36, Craft (Mechanical) +30, Fly +33, Intimidate +27, Knowledge (engineering) +30, Knowledge (nature) +30, Knowledge (geography) +30, Perception +31, Sense Motive +31, Spellcraft +27, Stealth +31

Languages: Aklo; telepathy 100 ft.

SQ: kinslayer

SPECIAL ABILITIES

Ability Drain (Su): A thulgant's stingers each drain a different ability score on a hit. One stinger drains 1d4 points of Strength, another drains 1d4 points of Dexterity, and the third drains 1d4 points of Charisma. Any sting's drain is negated by a DC 29 Fortitude save. The save DC is Constitution-based.

Disease (Su): Qlippoth Corruption: natural attack—injury; save Fort DC 27; onset 1 day; frequency 1/day; effect 2d6 Wis and 2d6 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a thulgant's horrific appearance are stunned for 1d4 rounds and take 1d6 points of Wisdom damage.

Kinslayer (Su): A thulgant gains a +10 racial bonus on manifest level checks to penetrate power resistance. Its attacks are treated as cold iron and lawful for the purpose of overcoming damage reduction

Savage Stingers (Su): If a thulgant hits a single target with all three stings in the same round, it tears through the victim's body, dealing an extra 3d6+12 points of damage and draining an additional 2 ability points from all six of the victim's ability scores. A single DC 29 Fortitude save negates all of this additional ability drain. The save DC is Constitution-based.

QLIPPOTH, UTUKKU

CR 8

XP 4,800

CE Medium outsider (chaotic, evil, extraplanar, psionic, qlippoth, shapechanger) Init +9; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 103 (9d10+54)

Fort +9, **Ref** +11, **Will** +13

DR 10/cold iron or lawful; Immue cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 19

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d6+7 plus consume humanity and disease) or touch +16 (consume humanity)

Special Attacks calming touch (1d6+8), consume humanity, horrific appearance (DC 18), rebuke death (1d4+4), violent destruction (10 feet, 9d8, DC 20)

Psi-Like Abilities (CL 8th; concentration +12)

Constant—*escape detection*^{UP}

3/day—*empathic condition relief*^{UP} (1d2+3 rounds), *false sensory input* (2 targets, DC 17), *forced share pain* (DC 14), *moment of terror* (DC 18), *psychic bodyguard*^{UP} (3 saves), *shared mend body* (4d8)

1/day—*incite passion*^{UP} (DC 18), *planar travel*

STATISTICS

Str 25, **Dex** 20, **Con** 23, **Int** 18, **Wis** 21, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 31

Feats: Deceitful, Improved Initiative, Harmonic Resilience, Iron Will, Metapsionic Ability (*mend body*, *Shared*)

Skills: Bluff +18, Craft (Mechanical) +16, Diplomacy +13, Disguise +18, Knowledge

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(engineering) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +17, Sense Motive +17, Use Magic Device +16

Languages: Aklo, Celestial, Common; telepathy 100 ft.

SQ: change shape (consume humanity target; minor metamorphosis, ML 8th), false prophet (Community, Healing), healer's blessing, unity (1/day)

SPECIAL ABILITIES

Consume Humanity (Su): When an utukku hits a humanoid with a slam attack, it siphons away some of that creature's humanity, leaving its victim warped and deformed. The victim must succeed at a DC 18 Fortitude save or take 1d4 points of Charisma drain. An utukku can consume humanity as a touch attack instead. It can use change shape only to assume the appearance of the last humanoid it used this ability on. The save DC is Charisma-based.

Disease (Su): Qlipthoth Corruption: natural attack—injury; save Fort DC 18; onset 1 day; frequency 1/day; effect 2d3 Wis and 2d3 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

False Prophet (Su): An utukku gains access to the granted powers of any two domains as per a cleric of a level equal to its CR (8th level for the typical utukku). The sample utukku possesses the community and healing domains.

Horrific Appearance (Su): Creatures that succumb to an utukku's horrific appearance are staggered for 1d4 rounds.

QLIPTOTH, WILBOPIK

CR 15

XP 51,200

CE Huge Outsider (Aquatic, Chaotic, Evil, Extraplanar, Psionic, qlipthoth)

Init +8; **Senses** *aura sight* 80 ft, *darkvision* 60 ft, *pierce the veils*, scent; **Perception** +32

DEFENSE

AC 30 touch 12, flat-footed 26 (+4 dex, +18 natural, -2 size)

hp 217 (15d10+135) fast healing 10

Fort +18, **Ref** +9, **Will** +15 (+23 vs mind-affecting effects);

DR 15/lawful; Immune cold, poison, mind-affecting effects; **Resist** 10 acid, 10 electricity, 10 fire

OFFENSE

Speed 20 feet, swim 80 feet

Melee 6 tentacles +25 (1d8+7 plus disease and grab)

Space 15 ft., **Reach** 15 ft

Special Attacks horrific appearance (DC 23), violent destruction (30 feet, 15d8, DC 27)

Psi-Like Abilities (ML 15, concentration +20)

Constant—*aura sight*, *barred mind*^{UP}, *cloud mind* (17 targets, DC 23), *pierce the veils*

At Will—*complex false sensory input*TM (3 senses, 3 targets, DC 23), *greater psychoport*^{UP} (self plus 50 pounds of material only), *mind thrust* (15d10, DC 23), *moment of terror* (DC 19, penalty even on successful save), *wrench* 3/day—*alienation*^{UP} (5 targets, DC 23), *anchored navigation*^{UP}, *psionic blast* (6 rounds, DC 23), *quickened wrench*, *remote viewing* (40 feet, DC 19), *sensory cascade* (DC 19, permanent)

1/day—*beckoning*TM (500 miles, grants passage), *mindhunter*^{UP}

STATISTICS

Str 30, **Dex** 18, **Con** 29, **Int** 19, **Wis** 22, **Cha** 21

Base Atk +15; **CMB** +27 (+31 grapple); **CMD** 41 (can't be tripped)

Feats: Greater Psionic Fist, Improved Initiative, Metapsionic Ability (*wrench*,

Quickened), Power Penetration, *Psionic Endowment*^{UP}, Psionic Fist, Psionic Meditation, Unavoidable Strike

Skills: Autohypnosis +24, Craft (mechanical) +22, Intimidate +23, Knowledge (engineering) +22, Knowledge (geography) +19, Knowledge (local) +19, Perception +32, Stealth +19, Survival +24, Swim +36 Racial Bonus +8 Perception, +4 Stealth, +8 Swim

Languages: Aklo, telepathy 1 mile

SQ: Amphibious, Anomaly Field, Plague Sense

SPECIAL ABILITIES

Anomaly Field (Su): The area out to one mile around a Wilbopik is difficult to interact with using magic or psionics. Scrying abilities used in the area automatically fail, and extradimensional travel within the area is barred as per *Dimensional Lock*. A Wilbopik can suppress or reactivate this ability as a standard action.

Disease (Su): qlipthoth Corruption: natural attack—injury; save Fort DC 23; onset 1 day; frequency 1/day; effect 2d4 Wis and 2d4 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to a Wilbopik's Horrific Appearance take 1d6 points of Wisdom drain and are staggered for 3 rounds.

Plague Sense (Su): When a Wilbopik detects a creature with its scent ability, it automatically knows whether that creature has been corrupted by qlipthoth Corruption, is currently affected by qlipthoth Corruption, or is not affected by qlipthoth Corruption.

QLIPTOTH-CORRUPTED CREATURES

Qlipthoth Corruption can have unpredictable and deadly effects upon creatures, warping them into dangerous abominations with an inclination towards extreme violence. Among humanoids, they are often intelligent, but their unbridled malice makes them impossible to negotiate with. Bestial Corrupted are even worse, shredding the environments around them in their mad hunger for devastation. Mages and scholars have been attempting for decades to find a cure for this affliction, but no such treatment seems within reach. Vandara has grown exponentially more dangerous since the qlipthoth arrived, and that danger looks to escalate further with every infection.

CREATING A QLIPTOTH-CORRUPTED CREATURE

"Qlipthoth-corrupted" is an acquired and inherited template that can be added to any non-Qlipthoth living creature (hereafter referred to as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here. Challenge Rating: As base creature +1.

Alignment: Always chaotic evil.

Armor Class: A qlipthoth-Corrupted creature's natural armor bonus improves by +3

Attacks: A qlipthoth-Corrupted creature gains two tentacles which deal 1d4 points of damage (1d3 for small creatures, 1d6 for large creatures) as secondary natural attacks. In addition, all of a qlipthoth-Corrupted creature's natural attacks spread Lesser qlipthoth



Corruption on each successful hit. The save DC of the disease is 10 + half the qliploth-Corrupted creature's hit dice + the creature's Charisma modifier.

Lesser Qliploth Corruption: natural attack—injury; save Fort DC varies; onset 1 day; frequency 1/day; effect 1d6 Wis and 1d6 Cha Drain; cure 1 save.

Senses: A qliploth-Corrupted creature gains the scent universal monster ability

Defensive Abilities: A qliploth-Corrupted creature gains resist 10 to acid, cold, and electricity

Special Attacks: A qliploth-Corrupted creature gains the following special attack:

Warped Snarl (Ex): A qliploth-Corrupted creature can move or stare in a certain way that normal creatures simply cannot, putting a foe off-guard. The creature is capable of making intimidate checks as a swift action rather than a standard action.

Abilities: +4 Con, +2 Str, -2 Wis (minimum 1)

SAMPLE QLIPTOTH-BLIGHTED CREATURE

QLIPTOTH-BLIGHTED GNOPH-KEH CR 12

XP 19,200

CE Large magical beast (cold)

Init +1; **Senses** darkvision 60 ft., low-light vision, snow vision; **Perception** +21

Aura cold (30 ft.)

DEFENSE

AC 28, touch 10, flat-footed 27 (+1 Dex, +18 natural, -1 size)

hp 161 (14d10+84)

Fort +16, **Ref** +12, **Will** +11

Immune cold **Resist** 10 acid, 10 electricity

Weaknesses heat susceptible, vulnerable to fire

OFFENSE

Speed 40 ft.

Melee 4 claws +20 (1d6+8 plus disease), gore +20 (1d8+8 plus disease/19–20/×3), 2 tentacles +15 (1d8+4 plus disease)

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

Special Attacks blizzard, powerful charge (gore, 2d8+1½/19–20/×3), warped snarl

STATISTICS

Str 26, **Dex** 13, **Con** 24, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +14; **CMB** +22; **CMD** 33 (41 vs. trip)

Feats: Bleeding Critical, Critical Focus, Improved Bull Rush, Improved Critical (gore), Iron Will, Lightning Reflexes, Power Attack

Skills: Climb +24, Perception +22, Stealth +14 (+22 in snow or on ice); Racial Modifiers +8 Stealth in snow or on ice

Languages: Aklo

SQ: icewalking

SPECIAL ABILITIES

Blizzard (Su): Once per hour as a standard action, a gnoph-keh can create a stationary blizzard that fills a 20-foot-radius spread. The gnoph-keh can place the center of this blizzard at any point within its reach. Multiple gnoph-kehs can use the aid another action to help a single gnoph-keh create a much larger blizzard—every additional gnoph-keh who aids the first increases the area of the blizzard's radius by 20 feet. All gnoph-kehs wishing to aid the primary creature must be within the area of that gnoph-keh's cold aura. Once created, the blizzard remains active for 1 hour if it was created in a cold environment, or for 1 minute if created anywhere

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else. The wind in the blizzard's area blows in a clockwise circular pattern at windstorm speeds, restricts visibility as fog does, and makes the region count as difficult terrain. A gnoph-keh can move through a blizzard (either one created by magic or a naturally occurring blizzard) without penalty.

Cold Aura (Su): A gnoph-keh radiates an aura of blistering cold in a 30-foot radius. Any creature that ends its turn within this area takes 2d6 points of cold damage. While in a blizzard (either one created by magic, such as the gnoph-keh's blizzard power, or a naturally occurring blizzard), any creature that takes damage from a gnoph-keh's cold aura must make a DC 24 Fortitude save to avoid being staggered by the numbing cold for 1 round. The save DC is Constitution-based.

Heat Susceptible (Su): A gnoph-keh takes a -4 penalty on all saving throws made to resist the effects of high temperatures. When a gnoph-keh takes damage from heat in this way, and the damage is from temperatures in excess of 90° F, the damage the creature takes is always lethal damage. In these conditions, the gnoph-keh's cold aura does not function at all.

Icwalking (Su): This ability works like the spider climb spell, but the surfaces the gnoph-keh climbs must be icy. The beast can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Su): A gnoph-keh can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

QLIPTOTH LORDS

A qliploth lord is a powerful and unique qliploth with special abilities. They are widely considered leaders of the qliploth, although this position is dubious.

Qliploth Lord Traits: Qliploth lords possess the following traits.

- Immunity to cold, death effects, mind-affecting effects, and poison.
- Resistance to acid 30, electricity 30, and fire 30.
- Horrific Appearance (Su) This ability functions similarly to the typical qliploth ability, save that qliploth lords' horrific appearances often create physical effects and changes in their victims. Despite these physical effects, a qliploth lord's horrific appearance remains a mind-affecting effect.
- Summon qliploth (Sp) Once per day, a qliploth lord can summon any qliploth or combination of qliploth whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level power.
- Telepathy 300 feet.
- A qliploth lord's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- Qliploth lords can grant spells to their worshipers. Granting spells does not require any specific action on the qliploth lord's behalf. All qliploth lords grant access to the domains of Chaos, Evil, and Psionics; in addition, they grant access to two other domains and a favored weapon that vary according to each qliploth lord's themes and interests. Each qliploth Lord also grants access to four subdomains.

ARISTEIAN QLIPTOTH LORDS

Although the aristeian state of any qliploth is terrifying (see the Aristeian qliploth template), a rampaging qliploth Lord spells catastrophe wherever and whenever it emerges. It is only in their aristeian state that the qliploth Lords will leave their seclusion and go on the offensive, striking all across Vandara with their enhanced abilities. In addition to the normal benefits of the aristeian template, the qliploth Lord gains the following abilities (with the exception of the mythic ability, the statistics presented on the following pages do not include these abilities).

- **Mythic:** An aristeian qliploth lord functions as a 10th-rank mythic creature, including having the mythic power ability (10/day, surge +1d12). It can expend uses of mythic power to use the mythic version of any psi-like ability denoted with a superscript "M," just as if the ability were a mythic power.
- **Rejuvenation:** The mind of a qliploth lord that is somehow slain while aristeian merges with a qliploth of the lord's choosing, selected from any living qliploth on the same planet as the qliploth lord. This functions as per the *true mind switch* power, except there is no save to avoid its effect and the typical qliploth immunity to mind-affecting effects offers no protection. After 1d10 years, the qliploth transforms into a new incarnation of its previous body as a qliploth lord, but if slain before this transformation, the qliploth lord is forever dead.
- **Supreme Psi-Like Abilities:** A qliploth lord can use the following Psi-Like Abilities once per day, augmented however they wish: *beckoning*, *cosmic perspective*^{ATE}, *greater modify matter*, *metafaculty*, reality revision (limited to physical effects that manipulate the sanctum or to effects that are relevant to the qliploth lord's interests), *shared greater metamorphosis* (ML 18th) (when used on objects or creatures that are native to the sanctum, the polymorph duration factor increases by 6), *true creation*^{UP}, and *violate identity*TM. Certain qliploth lords are capable of using some of these abilities outside their sanctum, and if so they are capable of using any of these psi-like ability they normally could use a limited number of times per day at-will instead.

QLIPTOTH LORD, ASKYJOTH

CR 24

XP 1,228,800

CE Huge outsider (chaotic, evil, extraplanar, qliploth, psionic)

Init +10; **Senses** all-around vision, *aura sight*, *pierce the veils*, see in darkness; **Perception** +37

Aura phrenic overloadTM (80 feet, DC 29)

DEFENSE

AC 41, touch 14, flat-footed 35 (+6 Dex, +27 natural, -2 size)

hp 351 (26d10+208); regeneration 15 (lawful)

Fort +28, **Ref** +21, **Will** +16

Defensive Abilities: multidimensional being, negative energy affinity, *slip the bonds* **DR** 15/cold iron and lawful; Immue cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

DEFENSE

Speed fly 60 ft. (perfect)

Melee 6 Bites +35 (3d8+10 plus disease)

Space 15 ft., **Reach** 15 ft.

Special Attacks consume spirit, desolation echo, horrific appearance (DC 33), spiritual dominion, veil of ruin (DC 33), violent destruction (26d8, 30 feet, DC 36)

Psi-Like Abilities (ML 20th; concentration +29)

Constant—*aura sight*, *phrenic overload* (DC 29, causes AC penalty and confusion and automatic mind-reading), *pierce the veils*, *slip the bonds*
At Will—*accelerated entropy*^{ML}, *PA2* (DC 29, object up to 2,000 lbs), *aura of decay*^{PASP} (DC 23), *death pact*^{PASP**}, *dispel psionics*^{**}, *ghostward*^{ML}, *PA2*, *greater psychoport*, *inverse possession*^{PASP**}, *modify matter*, *phantasmagoria* (DC 22, causes confusion), *scales of damnation*^{**}, *shaken the mortal coil*^{PASP} (200 damage, DC 29) *telekinetic force* (625 lbs), *telekinetic maneuver* (+6 bonus)

3/day—*horrid transformation*^{PASP**}, *heartbinding*^{PASP**}, *living haunter*^{PASP**}, *quicken moan of the sorrowful dead*^{PASP**} (ML 16)

1/day—*rending the veil*^{PASP} (DC 28), *summon* (level 9, any qliploth or combination of qliploth whose total combined CR is 20 or lower 100%)

(does not include the +2 bonus from Greater Psionic Endowment)

STATISTICS

Str 30, **Dex** 22, **Con** 36, **Int** 26, **Wis** 26, **Cha** 28

Base Atk +26; **CMB** +38; **CMD** 54

Feats: Combat Expertise, Dodge, **Greater Psionic Endowment**^{UP}, Harmonic Resilience, Improved Initiative, Lightning Stance, Metapsionic Ability (*moan of the sorrowful dead*, *Quicken*), Power Attack, Psionic Endowment, Wind Stance

Skills: Acrobatics +33, Craft (Mechanical) +37, Fly +33, Intimidate +38, Knowledge (dungeoneering) +37, Knowledge (engineering) +37, Knowledge (religion) +37, Knowledge (history) +37, Knowledge (geography) +37, Knowledge (planes) +37, Perception +37, Sense Motive +37, Spellcraft +37, Stealth +33

Languages: Aklo; telepathy 300 ft.

SQ: qliploth lord traits, spiritual dominion

SPECIAL ABILITIES

Consume Spirit (Su): Any creature that dies within 300 feet of Askyjoth has their soul destroyed violently, fueling the qliploth lord's powers. Such creatures explode into a burst of negative energy which deals 10d6 points of damage to the nearest creature (DC 33 Will save half), before arcing to the next-closest creature and dealing the same effect, continuing until it has affected a number of creatures equal to the destroyed creature's hit dice. If no creature is within 60 feet of an affected creature, it does not arc. No creature can be affected more than once by the same instance of this ability. The save DC is Charisma-based

Once this effect is completed, Askyjoth takes the soul of the fallen creature into itself, gaining 50 temporary hit points and ending any one power, spell, or condition that it is currently affected by. These temporary hit points stack with each other. The deceased creature's soul is destroyed and cannot be resurrected by any means.

Disease (Su): qliploth Corruption: natural attack—injury; save Fort DC 32; onset 1 day; frequency 1/day; effect 4d6 Wis and 4d6 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Desolation Echo (Su): Askyjoth is immune to as well as capable of using any psi-like ability possessed by any undead creature under its control.

Horrific Appearance (Su): Creatures that succumb to Askyjoth's horrific appearance gain the cowering condition for 1d6 rounds as they are

overcome with raw existential terror. This ability affects any intelligent creature, even those normally immune to fear. At the start of each round thereafter, a creature stunned in this way can make a choice— fight the overwhelming chaos and horror and attempt a new DC 33 Will save to end the effect and act normally on that round, or accept the chaos into its soul and ignore any further incapacitation from this effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement*, but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Askyjoth.

Multidimensional Being (Su): Askyjoth exists simultaneously in the ethereal and material planes, mitigating threats from both realms. All damage that Askyjoth takes from any weapon or ability that does not deal full damage to corporeal or incorporeal creatures is halved (for example, Askyjoth would take full damage from a *ghost touch* weapon, but not a +5 weapon). This damage is halved after applying damage reduction. As a swift action, Askyjoth can choose to alternate between being multidimensional, wholly corporeal, or wholly ethereal. While ethereal or corporeal, Askyjoth loses the damage resistance that comes from this ability. However, Askyjoth becomes immune to incorporeal effects (such as incorporeal touch attacks) while corporeal and gains all benefits of the **Greater Ethereal Form**^{UP} power while ethereal.

Spiritual Dominion (Su): Any evil or chaotic living creatures within 300 feet of Askyjoth is bound to the land of the living by profane means, compelling their body and soul to remain active in spite of their destruction. Immediately after they die and Consume Spirit is activated, such



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creatures return to life with the Forsaken Lich template and are completely under the control of Askyjoth. If the creature's body was destroyed or rendered unusable by the attack that killed it, the creature returns as a ghost under Askyjoth's control, save that the ghost lacks the rejuvenation ability and is destroyed automatically after 24 hours. In addition, any creature created by Askyjoth's Death Pact psi-like ability is under its control regardless of how the power is augmented.

Veil of Ruin (Su): As a full-round action, Askyjoth can conjure up to three 20-foot radius, 300-foot tall cylinders within 300 feet. These circles move with Askyjoth, and it may rearrange them as a standard action. A creature who is moved into a veil of ruin or is in the location where a veil would move to is allowed a DC 33 Reflex save to move out of the way. Creatures that would be inside a veil of ruin when it manifests are not allowed a save. The area inside of a veil of ruin is considered another plane and can only be escaped using an ability that allows planar travel. Effects that do not work across planar boundaries do not function from outside the veil to the inside, or vice versa. If a veil moves while a creature or object is inside, those entities move with the veil. Askyjoth as well as any undead it has created may move freely in and out of a veil of ruin, however.

While inside the veil, a creature or object takes 100 points of damage per round that ignores damage reduction and hardness. Those who die within the veil are subject to Askyjoth's Consume Spirit and Spiritual Dominion abilities. When inside its own veil, Askyjoth's regeneration increases from 15 to 40. Askyjoth can keep its veils active for 3 consecutive rounds, after which it must spend another action to reactivate them.

QLIPTOTH LORD, ESTIDOTH CR 24

XP 1,228,800

CE Huge Outsider (chaotic, evil, extraplanar, psionic, qlipthoth)

Init +21; **Senses** all-around vision, *aura sight*, darkvision 60 ft., *pierce the veils*; **Perception** +36

Aura phrenic overload (80 feet, DC 28)

DEFENSE

AC 42, touch 18, flat-footed 32 (+9 Dex, +1 Dodge, +24 natural, -2 size)

hp 351 (26d10+208); regeneration 15 (lawful)

Fort +28, **Ref** +24, **Will** +15

DR 15/cold iron and lawful; Immue cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 34

OFFENSE

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

Melee 8 slams +37 (4d6+13 plus disease)

Space 15 ft., **Reach** 15 ft. (see spacial reach)

Special Attacks exile strike, interplanar blows, horrific appearance (DC 31), spacial reach, violent destruction (26d8, 30 feet, DC 36)

Psi-Like Abilities (ML 20th; concentration +28)

Constant—*phrenic overload* (DC 28, causes AC penalty and confusion and automatic mind-reading), *aura sight*, *flight*, *slip the bonds^M*, *pierce the veils*, *catfall*, *adapt body*

At Will—*borrowed future self^{PA2}*, *dispel psionics^{**}*, *interplanetary psychoport^{ATE}*, *hustle*, *lift^{TM, PA2}* (DC 21), *sidestep^{UP}*, *fold space^M* (move action), *greater ethereal form*, *trace psychoport^{UP}*, *reposition^{**}*
3/day—*quicken wrench*, *banish^{M, UP}* (DC 27, +4 bonus), *retrieve^{UP}* (DC 25, 290 lbs), *ethereal passage^{M, UP}*, *cosmic perspective* (may manifest powers)

1/day—*time regression^M*, *summon* (level 9, any qlipthoth or combination of qlipthoth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 36, **Dex** 28, **Con** 36, **Int** 22, **Wis** 24, **Cha** 26

Base Atk +26; **CMB** +41; **CMD** 60

Feats: Combat Reflexes, Dirty Fighting^{PA0}, Dodge, Greater Psionic Fist, Improved Initiative, Metapsionic Ability (*wrench*, Quicken), Mobility, Power Attack, Psionic Fist, Snatch, Spring Attack, Unavoidable Strike, Whirlwind Attack
Skills: Acrobatics +36, Bluff +34, Craft (Mechanical) +35, Escape Artist +33, Knowledge (dungeoneering) +32, Knowledge (engineering) +35, Knowledge (geography) +32, Knowledge (planes) +35, Perception +36, Sense Motive +36, Spellcraft +35, Stealth +33

Languages: Aklo; telepathy 300 ft.

SQ: qlipthoth lord traits, spacial dance, violate restrictions

SPECIAL ABILITIES

Disease (Su): Qlipthoth Corruption: natural attack—injury; *save* Fort DC 31; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Exile Strike (Su): When Estidoth makes an attack against a creature, that creature must make a DC 31 Will save or be transported to another location within 1200 feet. Creatures that are not native to whatever plane Estidoth is attacking them on are instead affected as if by Banish. On a critical hit, a creature must instead save or be transported to a plane of Estidoth's choice.

Horrific Appearance (Su): Estidoth's horrific appearance scrambles the very fabric of space. Any creature that succumbs to Estidoth's horrific appearance is teleported to a location of the qlipthoth lord's choice within 300 feet of Estidoth. At the start of each round thereafter for 5 rounds, a creature teleported in this way can make a choice—fight the overwhelming chaos and horror and attempt a new DC 31 Will save to avoid being teleported 5d20 feet in a random direction (roll d8 to determine direction), or accept the chaos into its soul and ignore any further teleportations from this effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Estidoth.

Interplanar Blows (Su): Estidoth's attacks deal full damage to ethereal and incorporeal creatures, and never suffer from miss chance as a result of concealment or effects such as *blink* and *concealing amorphia*. In addition, Estidoth's slam attacks threaten a critical hit from 19-20, and have a x4 critical damage multiplier.

Spacial Dance (Su): As a move action, Estidoth may transport itself to anywhere in the multiverse, as the *greater psychoport* power if it is moving within the same plane or the *planar travel* power with zero chance of mishap if it is moving between planes. If Estidoth expends its psionic focus, it may use this ability as a swift action. If it has any creatures grappled or otherwise in physical contact with it, it may take them with it when it uses this ability. Due to the limitations of the Silicon Barrier, Estidoth is limited to travel on Vandara so long as the barrier remains in place.

Spacial Reach (Su): Estidoth's attacks reach through space, defying conventional limits of activity. Estidoth may make melee attacks against any target out to 1200 feet away from him, and threatens any squares out to

300 feet. In the event that Estidoth grapples a target struck by this ability, it may pull the target to any other square within its reach. In addition, Estidoth can make an additional number of attacks of opportunity each round equal to his Charisma modifier.

Violate Restriction (Su): When using horrific appearance, spacial dance, spacial reach, or any psychoportation effect, Estidoth ignores any effects such as *wrench*, *dimensional lock*, or other effects that would inhibit teleportation or psychoportation effects. In addition, Estidoth adds its Charisma modifier to initiative checks. This does not allow Estidoth to violate the Silicon Barrier.



QLIPPOTH LORD, KAZEYOTH CR 23

XP 819,200

CE Colossal outsider (chaotic, evil, extraplanar, qlippoth, psionic)

Init -1; **Senses** all-around vision, *aura sight*, blindsight special, darkvision 60 ft., *pierce the veils*; **Perception** +32

Aura phrenic overload (80 feet, DC 30)

DEFENSE

AC 40, touch 1, flat-footed 40 (+30 natural, +9 shield -1 dex, -8 size)

hp 526 (24d10+378); regeneration 15 (lawful)

Fort +33, **Ref** +16, **Will** +19

Defensive Abilities: amorphous, ectoplasmic body, indomitable advance;

DR 15/cold iron and lawful; Immue cold, critical hits, death effects,

mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

OFFENSE

Speed 40 feet, climb 40 feet

Melee slam +35 (8d6+30 plus disease)

Space 60 ft., **Reach** 60 ft.

Special Attacks engulf (DC 41, 10d6 damage), mighty trample (18d6+28, DC 41), violent destruction (24d8, 60 feet, DC 41), warping channel, warp terrain

Psi-Like Abilities (ML 20th; concentration +26)

Constant—*adapt body*, *aura sight*, *crystalline aura*^{PA2**} (currently in defensive mode with 19pp invested), *greater concealing amorphia*, *phrenic overload* (DC 30, causes AC penalty and confusion and automatic mind-reading), *pierce the veils*, *slip the bonds*

At Will—*atmospheric generation*^{ATE**}, *dispel psionics*^{**}, *ectoplasmic carpet*^{ML}, *ectoplasmic creation*^{ML, UP}, *ectoplasmic obelisk*^{ML, PA2**}, *greater ethereal form*, *greater modify matter*^{ML}, *greater psychoport*, *holographic projection*^{ATE**}, *pummelling barrage*^{PA2**}, *telekinetic force* (625 lbs), *telekinetic maneuver* (+6 bonus)

3/day—*ectoplasmic shambler*^{ML, UP}, *major ectoplasmic creation*^{ML}, *mass ectoplasmic cocoon*^{ML} (DC 27, 35 feet), *quickenened holographic projection*^{**} (ML 14th)

1/day—*summon* (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%), *true creation*^{ML}

STATISTICS

Str 48, **Dex** 8, **Con** 48, **Int** 25, **Wis** 21, **Cha** 30

Base Atk +24; **CMB** +51; **CMD** 81 (can't be tripped or bull rushed)

Feats: Cornugon Smash^{AM}, Furious Focus, Greater Vital Strike, Greater Psionic Fist, Harmonic Resilience, Improved Vital Strike, Metapsionic Ability (*holographic projection*, *Quicken*), Power Attack, Psionic Fist, Snatch, Unavoidable Strike, Vital Strike

Skills: Climb +52, Craft (Mechanical) +34, Craft (weapons) +34, Intimidate +37, Knowledge (dungeoneering) +31, Knowledge (engineering) +34, Knowledge (geography) +31, Knowledge (nature) +31, Knowledge (planes) +34, Perception +32, Sense Motive +32, Spellcraft +34

Languages: Aklo; telepathy 300 ft.

SQ: massive, qlippoth lord traits

SPECIAL ABILITIES

Disease (Su): qlippoth Corruption: natural attack—injury; *save* Fort DC 32; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Ectoplasmic Body (Su): Kazeyoth's massive body is made of ectoplasm. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), Kazeyoth counts as both an outsider and a construct. It is immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Kazeyoth is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, and is not at risk of death from massive damage.

Indomitable Advance (Su): Kazeyoth ignores all difficult terrain and is never affected by its own Warp Terrain effects. In addition, Kazeyoth adds its Constitution modifier to its CMD.

Massive (Su): Kazeyoth possesses the Massive ability of the Kaiju^{B4} subtype

Mighty Trample (Su): Kazeyoth does not need to take an action to trample

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creatures, it need merely move over them. In addition, Kazeyoth's trample deals 18d6+28 damage, and any creature that is trampled by Kazeyoth is automatically engulfed without a saving throw.

Horrific Appearance (Su): Creatures that succumb to Kazeyoth's horrific appearance slowly begin to *crystallize*, their form being subsumed by ectoplasm. The creature becomes staggered, and if exposed to this effect for more than three consecutive rounds becomes an entity of solid crystal, as if affected by the crystallize power. At the start of each round thereafter, a creature affected in this way can make a choice—fight the overwhelming chaos and horror and attempt a new DC 32 Will save to end the effects of this power and act normally on that round or accept the chaos into its soul and automatically succeed at the save to recover from the effect. This latter option undoes any effects that this ability has caused, but immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Kazeyoth.

Warp Terrain (Su): Kazeyoth is capable of reshaping the terrain around it with ease, transforming the environment into a deadly threat through creative shaping of ectoplasm. As a standard action, Kazeyoth can alter terrain around it out to an 100-foot radius, producing one of the following effects or transforming one effect into another. For each round that Kazeyoth repeats the same use of warp terrain, the radius extends by an additional 50 feet. Damage from this ability is considered chaotic, evil, magic, adamantite, and ghost touch for the purpose of striking creatures and bypassing damage reduction. The save DCs for these abilities are Charisma-based (typically 32). The effects are permanent, and are as follows:

- reshape the terrain as per the Greater Modify Matter power, save that it can affect any amount of material within the area and the changes only take the duration of the action. Creatures that are within 5 feet of an effect that would capture them (such as terrain which would swallow them up or walls that would create a prison around them) are allowed a Reflex save to escape the enclosure. If a creature is trapped inside an object, they become entangled until they can make a DC 32 Strength check or Escape Artist check to escape. A creature already entangled by this ability who is affected by this ability on an upcoming turn must save or become helpless, unable to move in any way but capable of taking mental actions. This ability never does damage to creatures.
- cause the area to erupt into spikes, blades, and other hazardous edges. All creatures within 5 feet of a solid surface (excluding any creatures or any equipment they are carrying) take 10d6 points of piercing damage (reflex half). Moving along a surface affected by this ability deals 4d6 points of piercing damage per 5 feet of movement, and affected surfaces are always considered difficult terrain. Kazeyoth can use this ability to deal damage to creatures which are entangled by its abilities, and such creatures instead take 20d6 points of piercing damage with no saving throw.
- fill the area with ectoplasm in various forms. All solid surfaces in the area (excluding any creatures or any equipment they are carrying) become coated in an effect similar to the Ectoplasmic Sheen power (DC 32 Reflex save and must succeed on a Strength check to stand). In addition, Kazeyoth may create 5 *walls of ectoplasm* (ML 20th) across anywhere in the area. Although this ability is still permanent, it can be removed with a successful

manifestation of dismiss ectoplasm (DC 31).

- stabilize or destabilize any structures in the area (excluding any creatures or any equipment they are carrying), increasing or decreasing their hardness by 5. Any object that would be reduced to below 0 hardness explodes violently, dealing 2d6 points of slashing damage to all else in a 10-foot radius (reflex save for half). The damage increases by 4d6 and the radius by 20 feet for each size the object is above medium (max 18d6 and 90 feet for colossal entities). Such destruction may also cause events such as cave-ins or collapses.

Warping Channel (Su): Kazeyoth can manifest any of its Psi-Like Abilities at any range within the effect of its Warp Terrain Ability. In addition, it perceives everything within warped terrain as if it had blindsight out through wherever is affected.



CR 23

CE Large outsider (chaotic, evil, extraplanar, psionic, qliploth)

DEFENSE

hp 484 (25d10+347); regeneration 15 (lawful)

DR 15/cold iron and lawful, 5/-; Immue cold, critical hits, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

Speed 160 ft., fly 60 ft. (good)

Melee 4 unarmed strikes +42/+42/+42/+42/+42/+42/+37/+37/+37/+37/+32/+32/+32/+32/+27/+27/+27/+27 (3d10+27 plus disease/19-20) or 4 +5 adamantite scimitars +42/+42/+42/+42/+37/+37/+37/+37/+32/+32/+32/+32/+27/+27/+27/+27 (1d8+14/8-20) or 4 claws +37 (5d6+13 plus disease)

Space 10 ft., **Reach** 10 ft.

Special Attacks abundant step, assassin's path, come and get me, dervish path, disruptive, empty body, eternal warrior, expanded path, flurry of blows, formless mastery, ki hurricane, ki pool (19), ki strike (lawful, magic, cold iron, silver, and adamantine), light steps, martial power, mighty rage (+8 Str and Con, +4 Will, 55 rounds/day), one touch, pathweaving, psionic proficiency, qinggong power (greater blind-Fight), quivering palm, spellbreaker, stunning Fist, style strike 2/round (flying kick, foot stomp, knockback kick, spin kick), twisting path, unarmed strike, violent destruction (25d8, 20 feet, DC 35), wind jump, world serpent spirit, world serpent totem, world serpent totem unity

Psionic Powers Known (ML 20th; 218PP; base save DC 20 + power level; concentration +29)

Talents—*detect psionics, lesser fortify*

1st—*call weaponry*^{UP}, *distract*^{UP}, *force screen*^{UP}, *metaphysical weapon*^{UP},
prevenom weapon^{UP}, *stomp*^{UP}, *vigor*

2nd—*hustle, repositioning strike*^{UP}, strength of my enemy

3rd—ectoplasmic grapnel, empathic feedback, vampiric blade^{UP}

4th—*backlash*^{UP}, *thundering step*^{UP}, *vanishing strike*^{UP}, *zealous fury*^{UP}

5th—*biting cold*^{UP}, *bonding strike*^{UP}, *psychofeedback*, *summoning strike*^{UP}

6th—brutalize wounds, *dispelling buffer*^{UP}, *upheaval*^{UP}

Psi-Like Abilities (ML 20th; concentration +26)

Constant—*aura sight*, *danger sense*^{UP} (improved uncanny dodge), *flight*, *greater precognition*^M, *lifeseeker*^{TRI} (85 feet, senses nonliving creatures, grants line of sight and effect), *personal barred mind*, *pierce the veils*^M, *slip the bonds*, *steadfast perception*

At Will—*deflect*^{UP}, *dispatch*^{UP**}, *dispel psionics*^{**}, *feat leech*^M, *greater psychoport*, *improvise*^{M, PA2} (21 rounds), *second chance*^{UP} (+3), *sidestep*, *tactical precognition*^{**}

3/day—bullet time^{M, PA2**}, cosmic awareness^M, hypercognition, mind palace^M,
^{PA2} (10 dice) quickened feat leech (DC 25, 8 Feats:)

1/day—*metafaculty*^M, *summon* (level 9, any qliploth or combination of qliploth whose total combined CR is 20 or lower 100%)

Str 36, Dex 36, Con 36, Int 26, Wis 28, Cha 24

Base Atk +25; CMB +39; CMD 74

Feats: [Advanced Dervish Path](#)^{UP}, [Catch Off-Guard](#), [Combat Reflexes](#), [Deep Focus](#)^{UP}, [Dirty Fighting](#), [Double Slice](#), [Dragon Ferocity](#)^{UP}, [Dragon Style](#)^{UC}, [Greater Psionic Fist](#), [Greater Trip](#), [Hustle Power](#), [Improved Critical \(Unarmed Strike\)](#), [Improved Disarm](#), [Improved Trip](#), [Improved Unarmed Strike](#), [Medusa's Wrath](#), [Metapsionic Ability \(feat leech, Quicken\)](#), [Overchannel](#), [Power Attack](#), [Power Channeler](#)^{UP}, [Psionic Body](#)^{UP}, [Psionic Disarm](#)^{UP}, [Psionic Fist](#), [Psionic Meditation](#), [Quicken Power](#), [Stunning Fist](#), [Talented](#)^{UP}, [Throw Anything](#), [Unavoidable Strike](#)

Skills: Acrobatics +41, Autohypnosis +37, Bluff +35, Craft (mechanical) +36, Craft (weapons) +36, Fly +35, Intimidate +35, Knowledge (engineering) +35, Knowledge (martial^{pow}) +35, Knowledge (planes) +35, Perception +37, Sense Motive +37, Spellcraft +36, Stealth +37

Languages: Aklo, Tongue of Sun and Moon; telepathy 300 ft.

SQ: ability mimicry, boundless knowledge, fast movement, fuelled by vengeance, meditative adaptation, psionic concentration, qliploth lord traits, tireless rage, versatile combatant

Combat Gear: 4 +5 adamantite scimitars

SPECIAL ABILITIES

Ability Mimicry (Su): Liktruoth is capable of replicating the skills and talents of other creatures to a perfect degree. At the start of the day, Liktruoth gains the abilities of three 20th-level characters each using whatever combination of classes they desire (for example, a 20th-level bard, a 7th-level wizard/3rd-level cleric/10th-level mystic theurge, and a 20th-level nightmare constructor dread). These abilities do not include hit dice, base attack bonus, saving throws, feats, or skills, but do include proficiencies, bonus feats and any other class features (including spellcasting and manifesting) that the class possesses. Liktruoth treats its effective class level as however many levels it is treated as having in that class, and cannot have the same class selected multiple times, but can select archetypes. If Liktruoth selects any prestige classes to replicate using this ability, it must meet any prerequisites for those prestige classes. Liktruoth can change its selected classes using its meditative adaptation ability. Each time it selects a class, it can change any options that it has (spells known, rage powers selected, etc). Liktruoth is able to manifest whatever resources were needed in order to use its class features (such as a wizard's spellbook, a witch's familiar, a bladesworn magus' black blade, or an occultist's implements). Liktruoth can select classes even if their alignments would be incompatible or if Liktruoth is not of the proper alignment, such as bard and paladin. In the statblock above, Liktruoth is replicating a 20th-level unchained monk, a 20th-level psychic warrior, and a 20th-level barbarian.

Boundless Knowledge (Su): Liktruoth considers all skills to be class skills and can take 10 on any skill check

Disease (Su): qlippoth Corruption: natural attack—*injury*; *save* Fort DC 29; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): Creatures that succumb to Liktruoth's horrific appearance are completely read and understood completely by the qliploth lord, unable to combat it. All attacks made by an individual affected by this ability against Liktruoth automatically miss, and Liktruoth automatically

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succeeds on any saving throws made against effects generated by a creature affected by this ability. At the start of each round thereafter, a creature affected in this way can make a choice—fight the overwhelming chaos and horror and attempt a new DC 29 Will save to end this effect and act normally on that round or accept the chaos into its soul and automatically succeed at the save to recover from the effect of this ability. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Liktruoth.

Meditative Adaptation (Su): In a process that takes 8 hours, Liktruoth can reorient its mind and body to take on a new set of abilities. This allows Liktruoth to reselect its feats, skill point allocation, and emulated classes from the ability mimicry ability.

Psionic Concentration (Su): Liktruoth is capable of regaining psionic focus as a free action, and may even expend and regain psionic focus multiple times in the same action to apply multiple effects (for example, applying the effects of both greater psionic weapon and deep impact), but cannot apply the same effect more than once to the same action.

Versatile Combatant (Su): Liktruoth is proficient with all weapons and armor, and takes no penalty for fighting with multiple weapons in each of its 4 arms. In addition, it can make iterative attacks with any weapons it uses regardless of what hands are wielding it. This counts as the two-weapon fighting and improved two-weapon fighting feats for the purpose of meeting prerequisites.

QLIPTOTH LORD, NYORBADOTH

CR 25

XP 1,638,400

CE Colossal outsider (chaotic, evil, extraplanar, psionic, qlipthoth)

Init +5; **Senses** all-around vision, *aura sight*, darkvision 60 ft., *pierce the veils*, *touchsight* 140 ft.; **Perception** +37

Aura interference fieldTM (35 feet, no save, automatic failure)

DEFENSE

AC 45, touch 15, flat-footed 40 (+8 Deflection, +5 Dex, +40 natural, -8 size)

hp 602 (28d10+448); regeneration 15 (lawful)

Fort +32, **Ref** +21, **Will** +15

Defensive Abilities: energy absorption, power immunity **DR** 15/cold iron and lawful; Immue cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30, sonic 30;

OFFENSE

Speed 50 ft., burrow 50 ft., fly 60 ft. (good)

Melee bite +39 (7d12+20 plus disease), 4 claws +38 (5d8+20 plus disease)

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

Special Attacks horrific appearance (DC 32), master kineticist, violent destruction (28d8, 50 feet, DC 40)

Psi-Like Abilities (ML 20th; concentration +28)

Constant—*aura sight*, *energy retort*, *flight*, *interference field* (35 feet, no save), *mental barrier*^{UP}, *pierce the veils*, *selective negation field*^{TM/RI**} (may change powers as swift action), *slip the bonds*, *touchsight*

At Will—*concussion blast*^{**}, *concussive onslaught* (8d6, may redirect), *dispel psionics*^{**}, *energy ball*^{M, UP} (DC 28, 20d6), *energy bolt*^{M, UP} (DC 28, 20d6), *energy burst*^{M, UP} (DC 28, 20d6), *energy current*^{M, UP} (DC 28, 20d6), *energy dagger*^{P/ALZ**}, *energy missile*^{M, UP} (DC 28, 20d6), *energy push*^{M, UP} (DC 28, 20d6), *energy rings*^{M, P/ALZ**}, *energy stun*^{M, UP} (DC 28, 20d6), *energy touch*^{P/ALZ**}, *energy wall*^{M, UP}, *energy wave*^M (DC 28, 20d6), *greater psychoport*, *upheaval*, *retarget power*^{M, P/ALZ} (DC 28)

3/day—*disintegration* (DC 28, 40d6), *null psionics field*^M, *quicken energy ball*, *reddopsi*

1/day—*unravel psionics*^M, *summon* (level 9, any qlipthoth or combination of qlipthoth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 46, **Dex** 21, **Con** 42, **Int** 15, **Wis** 23, **Cha** 26

Base Atk +28; **CMB** +52 (+56 grapple); **CMD** 71 (can't be tripped)

Feats: Combat Reflexes, Dazzling Display, Disheartening Display^{ACG}, Furious Focus, *Ghost Attack*^{UP}, Greater Psionic Fist, Harmonic Resilience, Metapsionic Ability (*energy ball*, *Quicken*), Power Attack, Psionic Fist, Psionic Meditation, Snatch, Unavoidable Strike, Weapon Focus (Bite)

Skills: Autohypnosis +37, Craft (mechanical) +33, Intimidate +39, Knowledge (engineering) +33, Knowledge (planes) +33, Perception +37, Sense Motive +37, Spellcraft +33

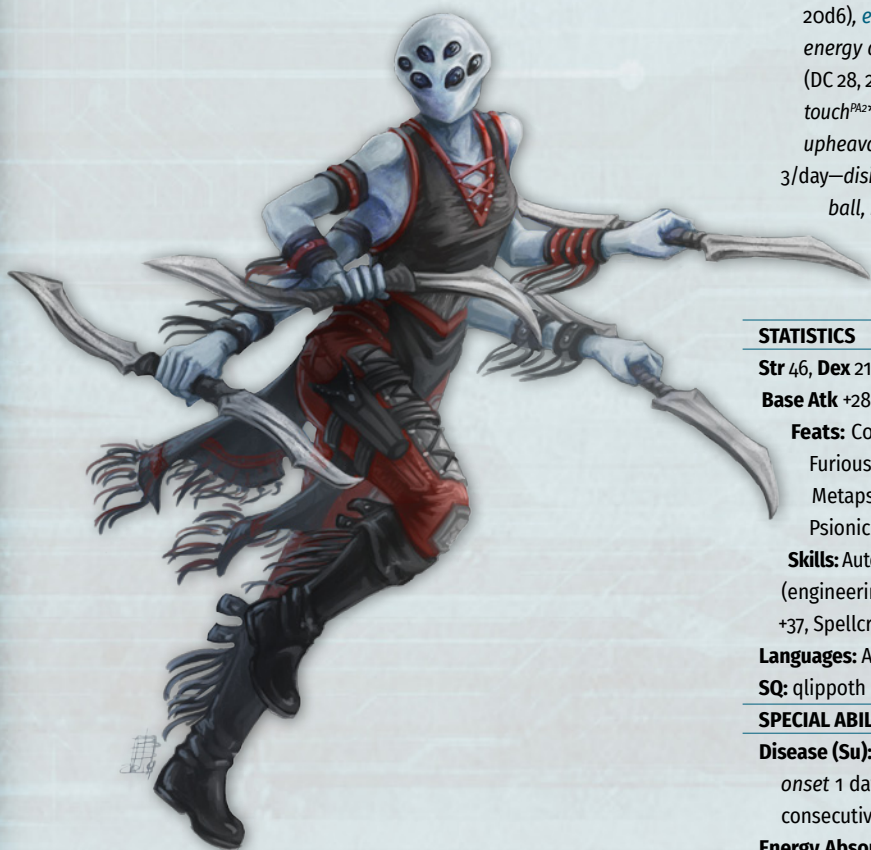
Languages: Aklo; telepathy 300 ft.

SQ: qlipthoth lord traits

SPECIAL ABILITIES

Disease (Su): qlipthoth Corruption: natural attack—injury; *save* Fort DC 32; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Energy Absorption (Su): Whenever Nyorbadoth would be targeted by an





effect that deals energy damage of his active energy type (including those which would be negated by his power immunity or resistances), he takes no damage from the energy and instead uses it to bolster himself. Until the end of his next turn, whenever Nyorbadoth uses a psi-like ability which deals the same type of damage as the energy absorbed, he may affect it with one of the following metapsionic feats: Maximize power, empower power, persistent power, burrowing power, concussive power, rime power, thundering power, widen power, selective power, malleable power, lingering power, focused power, flaring power, explosive power, ectoplasmic power, chain power, redirect power, sickening power, split psionic ray, toppling power, or enlarge power.

Horrific Appearance (Su): Creatures that succumb to Nyorbadoth's horrific appearance take 10d6 points of damage of Nyorbadoth's active energy type (fortitude half). At the start of each round thereafter, a creature damaged in this way can make a choice—fight the overwhelming chaos and horror and attempt a new DC 32 Will save to avoid taking this damage again or accept the chaos into its soul and ignore any further damage from this effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Nyorbadoth.

Master Kineticist (Su): Nyorbadoth's abilities ignore all energy resistance or power resistance that targets may possess. What's more, Nyorbadoth can change its active energy type as a free action once per round. In addition,

Nyorbadoth can choose force, positive energy, and negative energy as active energy types in addition to normal energy types, causing powers to deal damage of that type without any additional effects by virtue of type (such as the damage bonus from being fire damage).

Power Immunity Nyorbadoth is immune to any psionic effects that are subject to power resistance.

QLIPPOTH LORD, REMALOTH CR 25

XP 1,638,400

CE Large Outsider (chaotic, evil, extraplanar, psionic, qliploth)

Init +15; **Senses** all-around vision, *aura sight*, darkvision 60 ft., *pierce the veils*; **Perception** +40

Aura phrenic overload (80 feet, DC 30)

DEFENSE

AC 43, touch 29, flat-footed 32 (+11 Dex, +9 Insight, +14 natural, –1 size)

hp 462 (28d10+308); regeneration 15 (lawful)

Fort +36, **Ref** +36, **Will** +27

Defensive Abilities improved uncanny dodge, prescient tactician; **DR** 15/cold iron and lawful; Immune cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 36

OFFENSE

Speed 40 ft., fly 120 ft. (perfect)

Melee 6 wings +36 (1d10+11 plus disease)

Space 10 ft., **Reach** 10 ft.

Special Attacks horrific appearance (DC 36), usurp mind, violent destruction

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(28d8, 20 feet, DC 30)

Psi-Like Abilities (ML 20th; concentration +32)

Constant—*aura sight*, *cloud mind* (DC 32, 25 targets), *lifeseeker* (105 feet, gives line of effect) *phrenic overload* (DC 30, causes AC penalty and confusion and automatic mind-reading), *personal barred mind*, *pierce the veils*, *slip the bonds*

At Will—*alienation* (DC 26), *battlesense*^{**}, *compelling voice*^{M**}, *complex false sensory input*^{**}, *coordinate as one*^{**}, *dispel psionics*^{**}, *disruption*^{Pa2**} (DC 25), *ego whip*^{M**}, *empathic connection*^{M**}, *greater psychoport*, *hallucination*^{Pa2**} (DC 23), *hostile empathic transfer*^{M**} (DC 25), *memory modification*^M (DC 26), *mind control*^{M**}, *mind probe*^{M**} (DC 27), *obsession*^{Tti} (DC 25, 1 day/level, more severe), *prowess as one*^{**}, *psionic blast*^M (DC 32, 8 rounds), *psychosis*^{M**}, *remote viewing* (DC 26, 40 feet), *sense as one*^{**}, *Skills: as one*^{**}, *tactical suppression*^{Tti**}, *technique as one*^{**}, *withstand as one*^{**}

3/day—*awestrike*^{Tti**}, *contagious assign imperative*^{Tti**} (ML 18), *deadly fear*^{UP**}, *incarnate*, *latent programming*^{Tti**}, *mental contagion*^{Pa2**} (DC 28), *metaconcert*^{**}, *psychic reformation*^M (no penalty), *quicken*, *insurrection*^{Tti**} (ML 14th), *violate identity*^{**}

1/day—*ardent legion*^{UP}, *last stand*^{UP}, *microcosm*^{M, UP**}, *summon* (level 9, any qliploth or combination of qliploth whose total combined CR is 20 or lower 100%)

(does not include the +2 bonus to save DCs from greater psionic endowment)

STATISTICS

Str 24, **Dex** 32, **Con** 32, **Int** 28, **Wis** 28, **Cha** 34

Base Atk +28; **CMB** +36; **CMD** 57

Feats: *Cushion the Blow*^{UP}, *Flyby Attack*, *Greater Cushion the Blow*^{UP}, *Greater Psionic Endowment*, *Harmonic Resilience*, *Improved Cushion the Blow*^{UP}, *Improved Initiative*, *Killing Madness*^{Tti}, *Metapsionic Ability (insurrection, Quicken)*, *Metapsionic Ability (assign imperative, contagious)*^{Tti}, *Opportunistic Conscriptio*^{Pa2}, *Overchannel*, *Psionic Endowment*, *Psionic Meditation*

Skills: *Autohypnosis* +40, *Bluff* +43, *Craft (mechanical)* +37, *Diplomacy* +40, *Intimidate* +43, *Knowledge (dungeoneering)* +37, *Knowledge (engineering)* +40, *Knowledge (history)* +37, *Knowledge (local)* +37, *Knowledge (planes)* +40, *Perception* +40, *Sense Motive* +40, *Spellcraft* +40, *Stealth* +35

Languages: Aklo; telepathy 300 ft. (see mastermind's collective)

SQ: mastermind's collective, qliploth lord traits

SPECIAL ABILITIES

Disease (Su): qliploth Corruption: natural attack—injury; *save* Fort DC 31; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha Drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su): All creatures that fall victim to the Remaloth's horrific appearance become entranced by her appearance, gaining the fascinated condition and automatically being inducted into her collective. While fascinated in this way, no threat can allow the creature another saving throw or chance to break free. Only an active awakening by another individual is capable of liberating a creature from this effect.

Mastermind's Collective (Su): Remaloth possesses a collective as a 20th-level vitalist, as well as the telepathy, spirit of many, and health sense abilities of the vitalist class. Remaloth may have any number of creatures in her collective and treats all of her Psi-Like Abilities as if they had the network descriptor. In addition, creatures entered into Remaloth's collective cannot

leave for any reason unless actively freed by an *aura alteration*^{UP}, *bend reality*, or *psychic surgery*^{UP} power or by similarly powerful magic. In addition, Remaloth suffers no penalties for creatures in her collective dying.

Prescient Tactician (Su): Remaloth adds her Intelligence modifier as an insight bonus to AC and saving throws. In addition, she gains the improved uncanny dodge class feature.

Usurp Mind (Su): Creatures inside the Remaloth's collective are never allowed a saving throw against her Psi-Like Abilities. In addition, when manifesting a power with the mind-affecting descriptor, Remaloth may expend psionic focus to force all creatures that fail their saving throws



to be inducted into her collective.

QLIPTOTH LORD, ZELOVOTH

CR 24

XP 1,228,800

CE Gargantuan outsider (chaotic, evil, extraplanar, qliploth, psionic)

Init +11; **Senses** all-around vision, *aura sight*, *darkvision* 60 ft, *pierce the veils*; **Perception** +35

Aura phrenic overload (80 feet, DC 26)

DEFENSE

AC 40, *touch* 15, *flat-footed* 31 (+7 Dex, +2 dodge, +25 natural, -4 size)

hp 542 (27d10+394); *regeneration* 15 (lawful)

Fort +29, **Ref** +22, **Will** +14

DR 15/cold iron and lawful; *Immue cold*, *death effects*, *mind-affecting effects*, *poison*; **Resist** acid 30, *electricity* 30, *fire* 30; **PR** 35

OFFENSE

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

Melee maw +36 (2d10+13/9–20), 4 bites +36 (2d8+13/9–20), 6 tentacles +34 (2d6+6/9–20 plus grab)

Space 20 ft., **Reach** 20 ft. (30 ft. with tentacles)

Special Attacks constrict (2d6+13), gaze weapon, horrific appearance (DC 29), polymorph plague, rend (any 2 attacks, 2d6+19), vicious transformation, violent destruction (27d8, 40 feet, DC 37)

Psi-Like Abilities (ML 20th; concentration +26)

Constant—*aura sight*, *flight*, *phrenic overload* (DC 26, causes AC penalty and confusion and allows mind-reading), *pierce the veils*, *slip the bonds*, *true metamorphosis*^M (currently +3 natural armor, 2 bite attacks, rend, +6 Con, +6 Dex, +2 Str, Cleave, Improved Critical, Poison), *affinity field*^M

At Will—*bloodfountain*^{M, PA2**}, *caustic transfusion*^{PA2**}, *dispel psionics*^{**}, *fracture pattern*^{PA2**}, *greater ethereal form*, *greater psychoport*, *involuntary body function*^{PA2} (DC 17, 20 targets, nauseated), *major metamorphosis*^M (3 from each for menus C), *malefic metamorphosis*^{**}, *modify matter*, *sympathetic drain*^{PA2} (DC 26, 10 rounds), *telekinetic force* (625 lbs), *telekinetic maneuver* (+6 bonus), *temporary blindness*^{PA2} (DC 26, 20 targets, permanent, only 1 save), *vascular disrption*^{PA2**}

3/day—*captivity bond*^{M, PA2**}, *cloned twin*^{PA2**}, *epidermal fissure*^{PA2**}, *fuse flesh*^M (DC 26), *fusion*^{M, UP}, *fission*^{M, UP}, *hidden body* (able to take mental actions), *incarnate*, *quickened malefic metamorphosis*^{**} (ML 14)

1/day—*summon* (level 9, any qliploth or combination of qliploth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 36, **Dex** 25, **Con** 38, **Int** 25, **Wis** 21, **Cha** 22

Base Atk +27; **CMB** +44 (+48 grapple); **CMD** 66 (can't be tripped)

Feats: Combat Reflexes, Deep Focus, Dodge, Greater Psionic Fist, Harmonic Resilience, Improved Initiative, Improved Metamorphosis, Metapsionic Ability (*malefic metamorphosis*, *quicken*), Multiattack, Power Attack, Psionic Body, **Psionic Dodge**^{UP}, Psionic Fist, Psionic Meditation

Skills: Autohypnosis +35, Craft (mechanical) +35, Fly +45, Intimidate +36, Knowledge (dungeoneering) +34, Knowledge (engineering) +37, Knowledge (history) +34, Knowledge (nature) +34, Knowledge (planes) +37, Perception +35, Sense Motive +35, Spellcraft +37, Stealth +25; Racial Modifiers +10 Fly

Languages: Aklo; telepathy 300 ft.

SQ: biomorphic adaptation, qliploth lord traits

SPECIAL ABILITIES

Biomorphic Adaptation (Su): Zelovoth is capable of using its *Fusion* Psi-like ability on creatures of any type, rather than those that are just its own type.

Disease (Su): qliploth Corruption: natural attack—injury; save Fort DC 29; onset 1 day; frequency 1/day; effect 4d6 Wis and 4d6 Cha Drain; cure 2 consecutive saves. The save DC is Charisma-based.

Gaze Weapon (Su): As a free action at the start of his turn, Zelovoth can gape his central maw wide to expose the horrific red eye lodged in what should be his throat. This gaze weapon has a range of 30 feet, and affects them simultaneously with *Greater Metamorphosis* and *Malefic Metamorphosis* effects (ML 20 on both, Fortitude DC 37 resists). Zelovoth chooses what effects of these powers take effect on the targets. If Zelovoth so chooses, it may affect a target with only one of these powers. These powers are permanent until dispelled. Zelovoth can keep his maw open for up to 3 consecutive rounds, after which his throat-eye closes and this gaze weapon cannot be used again for 1 minute. The save DC is Constitution-based.

Horrific Appearance (Su): Creatures that succumb to Zelovoth's horrific

appearance are stunned. At the start of each round thereafter, a creature stunned in this way can make a choice— fight the overwhelming chaos and horror and attempt a new DC 29 Will save to end the stun effect and act normally on that round or accept the chaos into its soul and automatically succeed at the save to recover from the stun effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Zelovoth.

Maw (Su): Zelovoth's central maw is a primary attack that threatens a critical hit on a roll of 19–20. A creature hit by Zelovoth's maw while his gaze weapon is active takes a –4 penalty on its next saving throw against the gaze attack.

Polymorph Plague (Su): Any creature that has been affected by one of Zelovoth's psychometabolism effects becomes "contagious." For 24 hours after the creature's initial transformation, any other creature that touches or is touched by the affected creature must succeed at a Fortitude save (DC = 10 + 1/2 the affected creature's HD + the affected creature's Constitution modifier) to resist assuming the same psychometabolism effect as the affected creature.

Vicious Transformation (Su): When Zelovoth changes form using *True Metamorphosis*, it may choose to create weapons of the following type rather than the normal natural weapons allowed by the power. It may choose one of the following, which all of the natural weapons (between 1 and 3) become.

Blade: talon +36 (3d6+13/9–20)

Clawed Hand: claw +36 (2d6+13 plus bleed damage equal to the damage dealt by the claw)

Serpent Head: bite +36 (1d8+13 plus poison: bite—injury; save Fort DC 37; frequency 1/round for 12 rounds; effect 1d4 Dex drain and slowed for 1 round; cure 3 consecutive saves)

CHARACTER OPTIONS

The following chapter contains additional options for characters in the Vandara Setting.

ARCHETYPES

Unless otherwise noted, archetypes function as described in the *Pathfinder Roleplaying Game Advanced Class Guide*.

APOSTATE (DREAD^{UP} ARCHETYPE)

The power of the qlipthoth is doubtless great and mysterious, but one of its most mysterious aspects did not emerge until after their contact with the Vandarans. The fear that the gods cannot or will not intervene in the lives of mortals, the fear that one's mortal life has no meaning in the face of a greater universe, is a potent tool used by those willing to face such truths head-on.

Blasphemous Philosopher: The apostate adds Diplomacy and Knowledge (Arcana, Planes, and Religion) to his class skills, but loses Acrobatics, Climb, Stealth, and Swim as class skills.

Spook (Su): When an apostate of 11th level has a shadow twin active, all enemies within 30 feet of the dread or shadow twin must make concentration checks to successfully cast a spell or manifest a power (DC 10 + the dread's level + the dread's Charisma modifier). If a creature in the area failed this check since the end of the apostate's last turn, the shadow twin uses a separate action pool instead of sharing the round's actions with the dread for that round. This means that it and the dread could both make attacks in the same round.

At 15th level, if any creature within 30 feet of the dread or shadow twin fails their check, the dread and shadow twin may project an *antimagic field* or *null psionics field*^{UP} centered on them which they themselves are unaffected by for 1 round.

This ability replaces twin fear

Apostate's Deliverance (Su): At 18th level, the apostate can expend 2 uses of terrors to cast *mage's disjunction* as a spell-like ability or *unravel psionics*^{UP} as a psi-like ability, with a caster or manifester level equal to his dread level. By expending 3 uses of terrors, he can use both abilities at once so long as they target the same area. This ability replaces the terror gained at 18th level.

Terrors: The following new terrors are designed to complement the Apostate but can be selected by any dread.

Severance: When the dread strikes a creature with an attack, he may affect the target with a *dispel magic* or *dispel psionics* effect with a caster or manifester level equal to his dread level. This effect improves from *dispel magic* to a targeted *greater dispel magic* starting at 11th level. The dread must be at least 6th level to select this terror.

Shake Faith: When the dread strikes a creature with his devastating touch, the target must make a Will save or have their casting and manifesting abilities impaired for 1 minute. While impaired in this way, the creature must attempt a concentration check whenever they cast a spell or use a power (DC 10 + the dread's level + the dread's Charisma modifier). Failure means that they lose the spell or power.

CHAINMASTER (SOULKNIFE^{UP} ARCHETYPE)

The kytons are among the most mysterious horrors known to Vandarans, their powers and philosophy still poorly understood even by vetted scholars. That said, there are a select few who have glimpsed the madness of these beings and turned their gaze away, obtaining hints of the profane goals which drive these corrupted beings. In the process, they have acquired a great deal of skill with the Kyton's abominable fighting style.

Mind Chains: When forming their mind blade, a chainmaster's blades are less damaging than normal, being treated as one size smaller than normal for the purpose of determining damage dice. However, a chainmaster's mind blade possesses the reach and trip properties regardless of form and can be used to attack adjacent creatures as well. The chainmasters mind blades always appear to be some sort of chain. Any feats or abilities that may be applied to a spiked chain can be applied to a mind chain. This ability replaces mind blade but counts as mind blade for the purpose of how class features function with it and for meeting prerequisites (as well as for being modified by other archetypes).

Dancing Chains (Su): At 5th level, the chainmaster learns to



manipulate his mind chains more dexterously. He may wield and manipulate objects as well as creatures with his mind chains as if they were hands and gains a +2 bonus on all combat maneuvers made with his mind chains. Finally, the chainmaster's mind chains gain the grappleAPG quality. This ability replaces quick draw.

Grievous Wounds (Su): Starting at 8th level, the chainmaster learns to inflict great pain on himself to intensify the suffering of his enemies. If his mind chain possesses the vicious weapon property, the bonus damage as well as the backlash damage increases by 1d6. These increase by 1d6 again at 12th level and every 4 levels thereafter. At 16th level, any attacks made with a vicious mind chain ignore the DR and Hardness of any targets they strike and increase their critical hit damage multiplier by 1 (to a maximum of x6). This ability replaces the blade skills gained at 8th and 16th levels.

Soul Bondage (Su): At 20th level, the mind chains of the chainmaster feed off the souls of those they bring down. Any creature reduced to 0 hit points or fewer by a chainmaster's mind chain has its soul trapped in the chainmaster's body (as per *Soul Bind* with a save DC equal to 10 + half the chainmaster's level + the Chainmaster's Wisdom modifier). Any creature which has its soul trapped in this way grants bonuses to the Chainmaster as if it had been completely assimilated with an *assimilate*^{UP} power. Finally, a chainmaster can manifest and maintain his mind chains in a *null psionics field* without having to make a Will save, although it still loses any enhancement bonuses and special abilities. This ability replaces Mind Blade Mastery.

DEPTHLORD (ORACLE ARCHETYPE)

The deepest recesses of the Erebine are host to strange and ancient magics untapped since the Maker's War. There are beings who attempt to harness this strange esoterica and others who find it forced upon them by fortune. Nonetheless, these Depthlords are known and feared by all who dwell in the darkness.

Class Skills: A Depthlord adds Knowledge (dungeoneering), Knowledge (engineering), and Use Magic Device to her list of class skills. This replaces the bonus skills the Depthlord gains from her mystery.

Deep Arcana (Ex): At 2nd level, the Depthlord's connection to the Erebine infuses her mind with strange and powerful magic. She selects one spell from the psychic spell list that is at least one level lower than the highest-level oracle spell she can cast. The Depthlord gains this as a bonus spell known. The spell is treated as one level higher than its true level for all purposes. The Depthlord may choose an additional spell at 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th levels.

This ability replaces the bonus spells she would normally gain at these levels from her chosen mystery.

Revelations: A Depthlord can select the following revelations regardless of her chosen mystery

Maker-Forged Resilience: The Depthlord gains Spell Resistance and Power Resistance equal to 11 + her Depthlord level. She can lower or reactivate this spell resistance as a move action

Outertech Infusion: When casting a spell, the Depthlord can cause the spell to interact with other effects as if it was a psionic power rather than a spell. The effective number of power points spent on

the spell is equal to twice the spell's level -1 (minimum 0).

Mysteries: The following oracle mysteries complement the Depthlord archetype: Apocalypse, Battle, Dark Tapestry, Dragon, Lore, and Metal



ELDRITCH DOOM (ANTIPALADIN ARCHETYPE)

The alien powers of the qliphoth distort the minds and bodies of all they touch, imbuing these creatures with knowledge so horrible that the victims are quickly driven to madness. Unable to cope with the oblivion of existence in the void, some of these soldiers take up arms in the name of their insane, all-powerful patrons. The beings known as eldritch doom spread the truth of the outer powers wherever they may travel, ripping apart the minds of all who attempt to resist the will of the void.

Smite Abomination (Su): The powers of the beyond imbue the eldritch doom with the ability to combat other tainted creatures. This ability functions as smite good, but instead works on creatures of the aberration type, worshippers of outer gods, great old ones, or qliphoth Lords, or creatures with the psionic subtype, dealing double damage if a creature is more than one of these. This ability replaces smite good, and counts as smite good for the purpose of meeting prerequisites.

Detect Good: The eldritch doom can manifest *detect psionics*^{UP} as

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a psi-like ability in place of detect good, although he can still use detect good as normal.

Touch of the Void (Su): Starting at 3rd level, whenever the eldritch doom strikes a creature with an attack, he may have the target take a -1 cumulative penalty to AC and Will saves for a number of rounds equal to the eldritch doom's Charisma Modifier. At 6th level and every 4 levels thereafter, this penalty increases by 1 (to a maximum of -5 at 18th level). The eldritch doom may use this ability a number of times per day equal to $\frac{1}{2}$ his eldritch doom level + his Charisma modifier.

Starting at 4th level, the eldritch doom may expend two uses of this ability to affect every creature within 30 feet with Touch of the Void. The targets are allowed a will saving throw (DC $10 + \frac{1}{2}$ the user's eldritch doom level + the eldritch doom's Charisma modifier) to negate this effect.

This ability replaces touch of corruption and channel negative energy but counts as both for the purpose of meeting prerequisites.

CRUELITIES

An eldritch doom channels his cruelties through his Touch of the Void ability rather than Touch of Corruption. In addition, the eldritch doom may select the following cruelties in addition to the regular cruelties starting at each level.

6TH LEVEL

Confused: The target becomes confused, as by the *Confusion* spell, using the eldritch doom's level as the caster level

12TH LEVEL

Insane: The target becomes permanently insane, as by the *Insanity* spell, using the eldritch doom's level as the caster level.

Mindshattered: The target is subject to the *deadly fear*^{UP} power, using the eldritch doom's level as the manifester level and the save DC of this cruelty as the DC of the power.

MANIFESTING

At 4th level, the eldritch doom gains manifesting as a gifted blade of one level lower.

This ability replaces spells.

Eldritch Augmentation (Su): At 5th level, the eldritch doom gains the ability to call upon the powers of his dark patron in a more visceral manner. A number of times per day equal to his Charisma modifier, the eldritch doom may manifest *minor metamorphosis*^{UP} as a psi-like ability with a manifester level equal to his antipaladin level. This improves to *metamorphosis* at 11th level. At 15th level, the eldritch doom may manifest either *greater metamorphosis* or *form of doom*^{UP} as a psi-like ability.

This ability replaces Fiendish Boon

RESHAPER (CRYPTIC ARCHETYPE)

As cryptics learn about the myriad bizarre patterns that fill the universe, some begin to realize how limited their own forms are. These individuals take to modifying themselves with psionics, becoming unrecognizable as they willingly accept strange corruptions to their patterns.

Warped Appearance (Ex): Rather than tattoos, a reshaper's powers manifest in various deformities, mutilations, and discolorations across her body. The reshaper's known powers can be identified via Knowledge (Dungeoneering or Engineering) checks with a DC equal to $15 + \text{double the power's level}$.

When a cryptic manifests one of her powers, it creates a visual or auditory pattern of energy during the action taken to manifest the pattern. While the reshaper's powers have the normal displays for psionic powers – auditory, mental, and the like – this pattern unique to the reshaper cannot be suppressed as normal displays can be suppressed.

This ability replaces pattern designs.

Aberrant Restructuring: Whenever she would gain a cryptic insight, a reshaper may instead gain 2 customization points which can be used to select aberrant aegis customizations. A reshaper uses her cryptic level as her aberrant level for the purpose of determining what customizations she can select.

Metamorphic Insight: At 7th level, the reshaper adds *metamorphosis* to her list of powers known. At 16th level, she adds *greater metamorphosis* to her list of powers known.

This ability replaces the powers known gained at 7th and 16th levels.

Supreme Insight: A reshaper gains access to the following supreme insight.

Reshaped Perfection: The reshaper has achieved a bodily pattern which stands above all others. Her type changes to outsider

(native), she gains DR 10/psionic, and she treats her manifester level as 4 higher for all manifestations of *metamorphosis* or *greater metamorphosis* powers.

RUSTWORN HUNTER (SLAYER ARCHETYPE)

In extreme conditions, hunters must adapt to contend with their prey. In the case of those in Dorukalad, adaptation means learning to utilize more potent armaments and extensive strategy in order to succeed in battle.

Weapon and Armor Proficiencies: In addition to normal proficiencies, a rustworn hunter is proficient with heavy armor and sniper weapons.

Delayed Study: A rustworn hunter does not gain the studied target class feature until 5th level, and the bonus from studied target is always one less than it would be for normal slayers.

Armored Blending (Ex): At 6th level, a rustworn hunter has learned to adapt to stalking prey while heavily armored. He does not suffer any armor check penalties on stealth checks.

This ability replaces the slayer talent gained at 6th level.

Wasteland Sentinel (Ex): At 12th level, a rustworn hunter can use

their armor to insulate themselves from environmental threats. While wearing heavy armor, the rustworn hunter gains fire, cold, and acid resistance equal to his rustworn hunter level. This ability replaces the slayer talent gained at 12th level.

STEELDUSTER (RANGER ARCHETYPE)

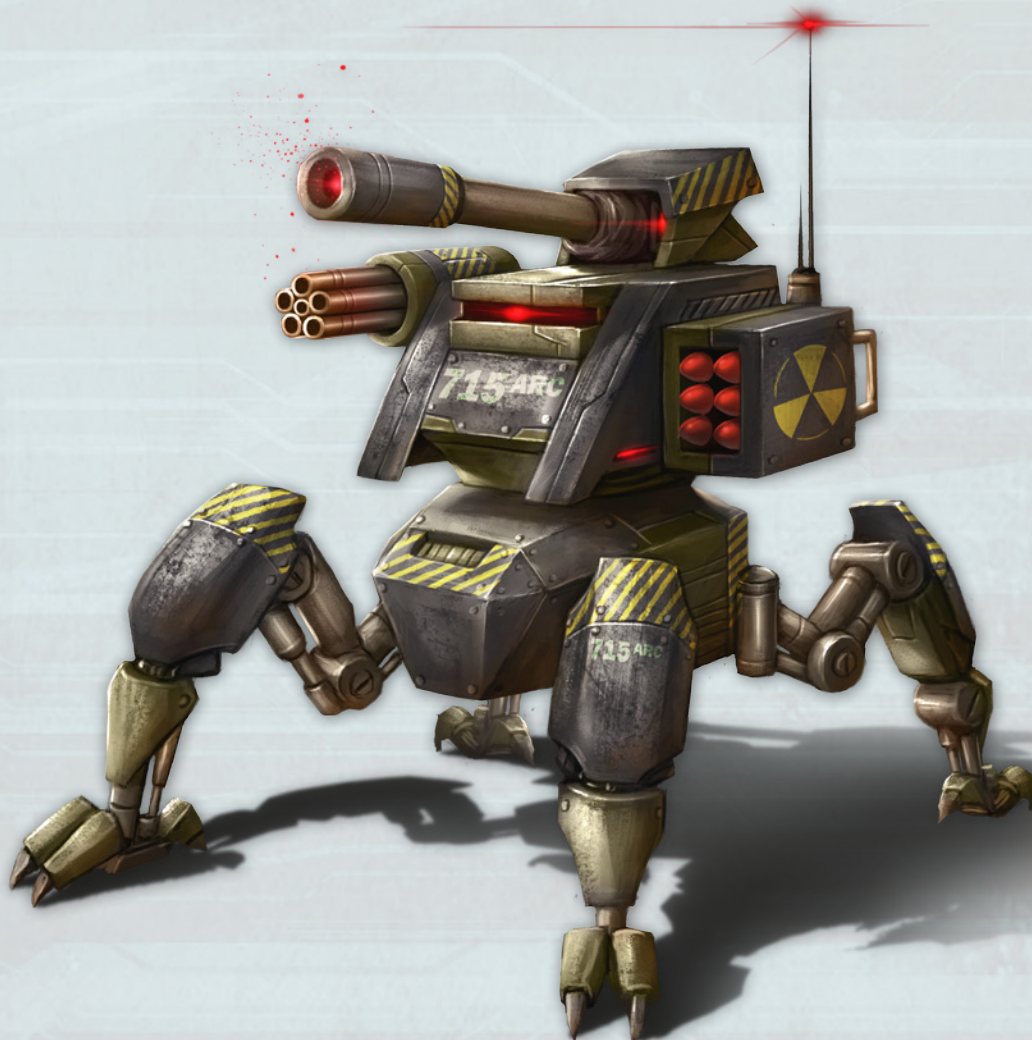
Among the many pilots of Sajac, few are more respected than the Steeldusters, scouts and explorers who venture into the Ashfields aboard their mechs to fight the qlippoth on their own ground and scavenge the wastes for whatever survived the alien onslaught.

Class Skills: A steelduster gains Piloting and Engineering (or Fly and Knowledge (engineering) if using Pathfinder skills) as class skills, losing Life Science and Mysticism (or Handle animal and Spellcraft).

Bonded Mech: Starting at 1st level, the steelduster gains a mech as described in "Mech Rules and Body Types"

This ability replaces Wild Empathy and Spellcasting

Mech Expertise (Ex): Starting at 2nd level, whenever the Steelduster would gain a combat style feat, he may select feats from the following list in addition to feats he could normally select: Cockpit Jacker, Craft



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Mech, Craft Technological Arms and Armor, Cybernetic Integration, Extra Mech Enhancement, Field Mechanic, Pilot Render, Salvage Crafter, Technologist, and Vehicle Expert. He does not need to meet the prerequisites for these feats to select them.

Mechanical Scout: At 4th level, if the steelduster selects an animal companion for his hunter's bond class feature, his companion gains the synthetic companion archetype. In addition, the steelduster may have his animal companion merge into his mech as per an unaugmented *hidden body*^{UP} power.

Starting at 11th level, the steelduster's companion becomes aware of everything the host is aware of while piloting the mech, although the companion can still take no actions while fused.

Starting at 19th level, while the steelduster's animal companion is fused with his mech, the animal companion can pilot the mech in place of the steelduster. While piloting the mech in this way, the animal companion uses its own ability scores which are modified by the mech.

This ability replaces quarry and improved quarry and modifies Hunter's Bond. This does not make the steelduster incompatible with other archetypes that modify Hunter's Bond.

FEATS

BOON MECH

Your dabbling in other disciplines has not reduced your piloting skill

Prerequisite: Mech or Companion Vehicle, Pilot level 3rd

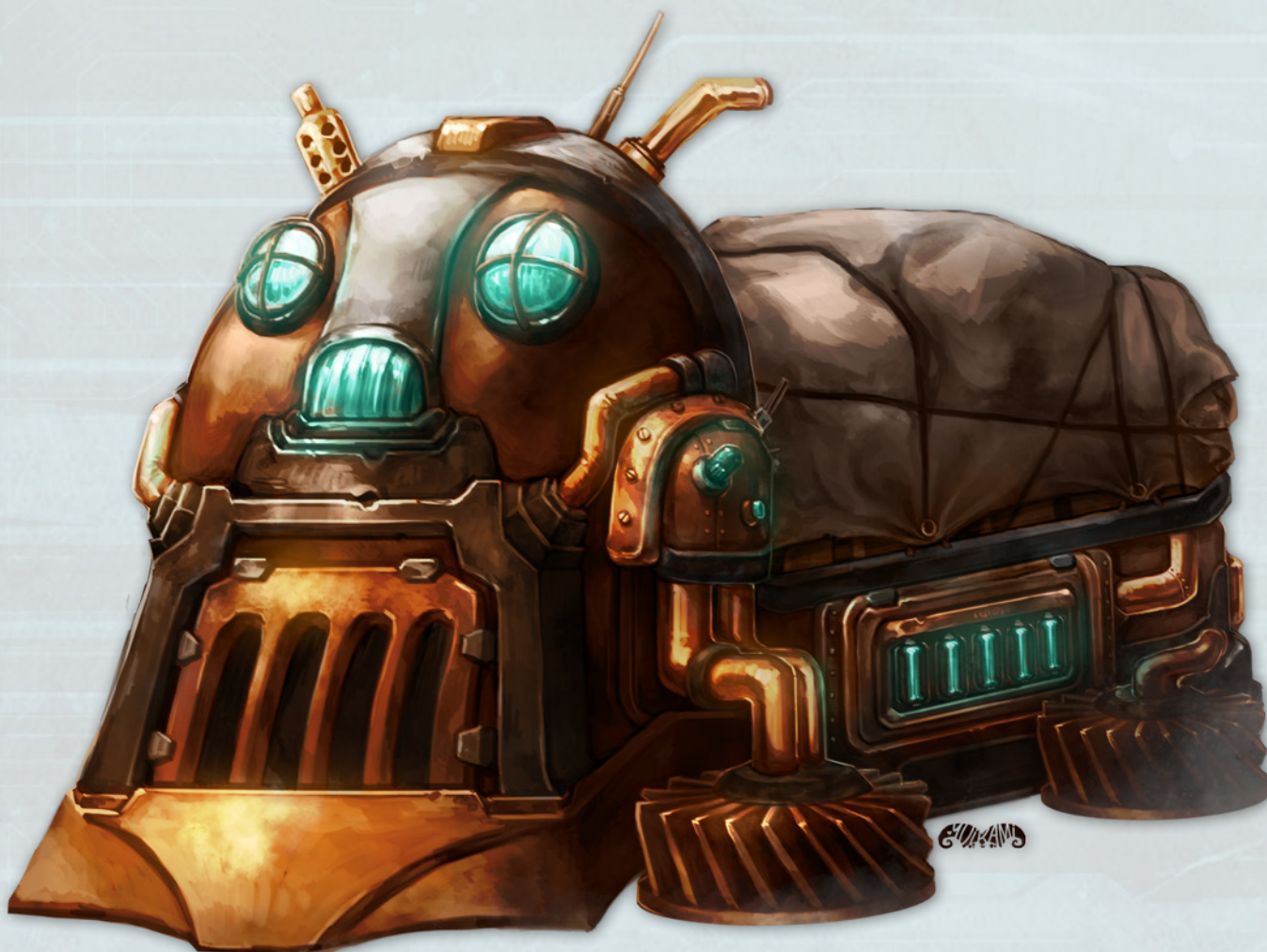
Benefit: The abilities of your mech or companion vehicle are calculated as though your class were 4 levels higher, to a maximum effective pilot level equal to your character level. If you have more than one mech or companion vehicle, choose one to receive this benefit. If you lose or replace your mech or companion vehicle, you can apply this feat to the replacement.

Special: You can select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different mech or companion vehicle.

HARMONIC RESILIENCE

Powers and Spells alike fail to penetrate your defenses

Benefit: Any spell resistance or immunity that you possess also applies against psionic powers that allow power resistance, and vice versa.



KILLING MADNESS

Creatures cannot live with the effects your powers place upon their mind

Benefit: Whenever you reduce a creature to 0 sanity^{HA} or deal enough damage to a mental ability score that the damage exceeds that ability score, the creature dies rather than suffering from the normal effects. Creatures killed in this way cannot be raised by any effect save for *Reality Revision* or similarly powerful magic.

MECHANICAL INITIATE

You have acquired skill with mechs in an unorthodox manner

Prerequisite: Technologist, Skill Focus (Engineering, Craft (Mechanical), Ride, Fly, Piloting, or Knowledge (Engineering), Vehicle Expert^{ATE}, Knowledge (Engineering) or Engineering 5 ranks

Benefit: You gain access to a bonded mech as a pilot of your character level -4. If you later gain a mech through another source, the effective pilot level granted by this feat stacks with that granted by other sources, up to your total character level.

METAPSIONIC ABILITY (PSIONIC)

You have learned to enhance your innate psionic abilities to more dramatic effect.

Prerequisites: Ability to use at least one psi-like ability.

Benefits: Choose one psi-like ability that the creature possesses and one metapsionic feat. Three times per day, the creature may manifest this psi-like ability as if it were affected by this metapsionic feat. When they do so, the manifester level for the psi-like ability is reduced by a number of levels equal to the number of additional power points the metapsionic feat would normally cost. This cannot cause the manifester level of the psi-like ability to go below the minimum manifester level needed to manifest the power, and if this happens then the psi-like ability cannot be affected by that particular metapsionic feat. The creature need not expend psionic focus in order to apply the metapsionic feat to the psi-like ability.

SOUL KEEPER

You subsume the metaphysical essence of your victims

Prerequisite: Outsider type

Benefits: Whenever you kill a creature, you absorb its soul into your body. You gain a +1 sacred or profane bonus (chosen when taking this feat) to attack rolls and saving throws for 1 round after you kill a creature, and these bonuses are increased by 1 if the creature you killed was another outsider. In addition, if somebody attempts to resurrect a creature you killed, they must succeed at a caster level check (DC 8 + ½ your hit dice + your Charisma modifier) or else the spell fails.

PSIONIC POWERS

The following psionic powers were originally printed in *Terrors from the Id: The Book of Psionic Horror*. They have been reprinted here for use alongside several of the monsters in this book.

ASSIGN IMPERATIVE

Discipline: Telepathy (curse, mind-affecting)

Level: Telepath 6

Display: Auditory and Mental

Manifesting Time: 10 minutes

Range: close (25 feet + 5 feet/level)

Target: One creature

Duration: Permanent

Saving Throw: None; **Power Resistance:** yes

Power Points: 11

One of the most terrifying abilities of any telepath, this power distorts the ambitions of a target for a permanent duration. You command the target to perform or refrain from specific action, forcing the target to follow the given instructions until the job is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the power remains in effect for a maximum of 1 day per manifester level. A clever recipient can subvert some instructions. This power cannot be dispelled as normal, and only a *cleansing spirit*, *bend reality*, or similarly powerful instance of magic can end its effects. Even still, these effects require a successful manifester level check (DC 10 + your manifesting ability score modifier + the number of power points spent on this power) in order to dispel this power. However, a *psychic surgery* power is strong enough to end the effects of this power automatically.

Augment: In addition to the ways that *mind control* can be augmented, this power can be augmented in the following ways.

1. If you spend 4 additional power points, you may manifest this power as a standard action. If you do, the target is allowed a Will save.
2. If you spend 4 additional power points, you may force a creature under the effects of this power to perform actions against its nature, including self-destructive actions. The creature is allowed a saving throw to break away from this effect if subjected to a flagrant command of this manner.
3. If you spend 2 additional power points, you may deteriorate the mind and body of the targeted creature should their efforts prove insufficient. Once per day, you may cause a target to take a -3 penalty to all of its ability scores. These penalties are cumulative but can never reduce an ability score below 1.

AWESTRIKE

Discipline: Telepathy (mind-affecting)

Level: Dread 6, Psion/Wilder 7, Tactician 7

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Area: 60-foot spread centered on you

Duration: 1 round/level, see text

Saving Throw: Will partial, see text; **Power Resistance:** yes

Power Points: 11 dread, 13 psion/wilder and tactician

You unleash a telepathic shockwave that overtakes the minds of targets, forcing them to stunned silence before your awesome presence.

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All creatures that fail their saving throws against this effect become helpless for 1 round/level, unable to comprehend the full extent of power they are witnessing. Each round on its turn, a creature affected by this power may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity.

Augment: This power can be augmented in the following ways

1. For every 2 power points you spend augmenting this power, the range increases by 10 feet and the DC increases by 1.
2. If you spend 2 additional power points and expend psionic focus, this power has a persistent effect. For 1 round/level, any creature that enters the area of this power must save against this power's effects.
3. If you spend 4 additional power points, a creature that recovers from this power early after being affected by it for at least 1 round is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

BECKONING

Discipline: Clairsentience (Calling)

Level: Seer 1

Display: Mental

Manifesting Time: 1 minute

Range: 100 miles

Target: up to 20 entities of 6 HD or fewer; see text

Duration: instantaneous

Saving Throw: none; **Power Resistance:** no

Power Points: 1

A psychic signal emanates to all creatures of specific type out to an 100-mile radius, which can be delivered to up to 20 such creatures, starting with the nearest creatures until the limit has been met. This power can't contact creatures with more than 6 Hit Dice. You can't send a specific message, but this power can be characterized as an open invitation to make contact and establish communication. If there is an appropriate entity within range, the power succeeds automatically. You don't know whether the message was received, nor any specific details about what creatures received it or how many. Creatures that receive the message know the location and distance from where the power was manifested. Because this power doesn't call or summon the target, the target must have its own way to reach the place where the spell was cast. How creatures respond to a beckoning power is circumstantial and it is possible the creatures will simply ignore the power. Creatures that come and investigate do so in their own time. They usually arrive cautiously, aware of the potential for ambush. Targets of the power might inform their organization or community if they have one. There are no restrictions on how the creatures react to being contacted, and they might respond with hostility, parley, entertain an alliance, or subjugate the manifester and their related community. Using this power counts as mentally contacting the creature for the purpose of any of its special abilities (such as the star-spawn of Cthulhu's overwhelming mind). For the purpose of powers like remote viewing, the creature has firsthand knowledge of you and a connection similar to if it possessed a likeness of you.

Augment: This power can be augmented in the following ways

1. If you spend 2 additional power points, the range of this power increases to 200 miles. 4 points increases the range to 500 miles, while 6 points increases the range to infinite on the same plane. 8 points enables this power to work across planes
2. If you spend 10 additional power points, you may choose to have this power act not only as a signal, but as a passage for creatures you contact. One creature that hears this ability may teleport immediately to the location of the manifester as an immediate action if it so chooses. This causes the power to gain the [teleportation] descriptor. For every 2 power points you spend beyond this, you may transport one additional creature
3. If you spend 6 additional power points, you may manifest this power as an immediate action
4. For every additional power point you spend augmenting this power (including as part of other augments), you may beckon creatures with 2 additional hit dice

ECTOPLASMIC VOYAGER

Discipline: Psychometabolism

Level: Dread 6, Egoist 6, Psychic Warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: touch

Target: you and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: no and Will negates (harmless); **Power Resistance:** no and yes (harmless)

Power Points: 11

This power functions as Ectoplasmic Form, save that the manifester can affect others and also travel at a much greater speed. As a free action, a creature affected by this ability can change the fly speed granted by this power from 20 feet (perfect) to 600 feet (poor) or back to 20 feet (perfect). A creature can regain its physical form as desired and later resume the ectoplasmic form. Each change to and from ectoplasmic form takes 5 rounds, which counts toward the duration of the power (as does any time spent in physical form). As noted above, you can dismiss the power, and you can even dismiss it for individual characters and not others.

Augment: If you spend 4 additional power points, you may reduce the time needed to change between physical and ectoplasmic form to one move action.

FALSE SENSORY INPUT, COMPLEX

Discipline: Telepathy (mind-affecting)

Level: Telepath 5

Display: Mental

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 9



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This power functions as False Sensory Input, save that the effects are more potent and can take more forms. Two senses rather than 1 are affected by this power, and it is possible to create sensations where none exist or alter the perceived size of an entity by more than 50%.

Augment: In addition to using the augments of False Sensory Input, this power can be augmented in the following ways

1. For every 2 additional power points you spend, you may affect an additional sense with this power.
2. If you spend 2 additional power points, you may use this power to interfere with clarifying abilities. Any creature affected by this power loses any insight bonuses they possess. If you spend 2 additional power points beyond this, any insight bonuses it possesses become penalties of equal amount.
3. For every 2 additional power points you spend on this power (including as part of another augment), the save DC increases by 1.

INSURRECTION

Discipline: Telepathy (mind-affecting)

Level: Dread 4, Psion/Wilder 4

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 feet + 5 feet/level)

Target: 1 creature/2 manifester levels within range

Duration: 1 round/level

Saving Throw: Will negates; **Power Resistance:** yes

Power Points: 7

You sow discord and tension in your opponent's mind, stemming them to violence against their former allies. The affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by an insurrection to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. Affected creatures will continue to attack unconscious allies until they are dead and may go beyond killing them if the character knows that resurrection is easily obtainable. If there are no creatures which the creature would be able to attack while acting abnormally, it moves in a random direction that turn.

Augment: This power can be augmented in the following ways

1. For every 2 power points you spend, the save DC increases by 1 and an additional target may be selected with this power. Additional targets must be within 15 feet of the original
2. If you spend 6 additional power points, the target has a 75% chance to attack the nearest target each round rather than 50%.

INTERFERENCE FIELD

Discipline: Psychokinesis

Level: Psion/Wilder 4, Psychic Warrior 4, Tactician 4

Display: Auditory

Manifesting Time: 1 standard action

Range: 20 feet

Area: 20-foot emanation centered on you

Duration: 1 round/level

Saving Throw: Fortitude partial; **Power Resistance:** no

Power Points: 7

Psychokinetic static floods the area, making it difficult for foes to focus or utilize their abilities. Creatures within this aura that fail their Fortitude save take a -8 penalty on all concentration checks made while inside the area of this effect and may not concentrate on powers or spells while in the area. Those that succeed on their save take only a -4 penalty on such checks.

Augment: This power can be augmented in the following ways

1. If you expend psionic focus, you may exempt yourself from the effects of this power
2. If you spend 6 additional power points, you may cause this power to not have a Fortitude save, treating all creatures inside the area as if they had failed their save.
3. For every 2 power points spent augmenting this power (including as part of other augments), the save DC increases by 1 and the range increases by 10 feet

LATENT PROGRAMMING

Discipline: Telepathy (mind-affecting)

Level: Dread 6, Psion/Wilder 6, Tactician 6, Vitalist 6

MANIFESTING

Display: Mental, Auditory

Manifesting Time: 1 hour

EFFECT

Range: Close (25 feet + 5 feet/level)

Target: One Creature

Duration: permanent until discharged

Saving Throw: see text; **Power Resistance:** yes

Power Points: 11

Delicately, you place a trigger inside the target's mind, setting it to take effect when certain conditions are met. This power functions as *trigger power*^{UP}, save that the power you set to trigger is placed in the target creature's mind rather than on your body and that the power cannot have a range of personal. You must still manifest the power you wish to set to trigger, and if its normal manifesting time is longer than 1 hour, the manifestation time for that power is used instead. The target is allowed a save against that power at the time of its initial manifesting, but the power does not take effect unless the trigger (set at the moment the creature is affected) occurs.

A creature can only be affected by one Latent Programming power at a time, but a single manifester can have multiple instances of this power active upon multiple creatures. In addition, this power can be made permanent with an incarnate power (minimum ML 19th) at a cost of 27,500 gp. If this is done, the power becomes latent again when its duration expires, and can be reactivated by the same trigger an infinite number of times.

Augment: This power can be augmented in the following ways

1. If you spend 2 additional power points, you may use *latent programming* to set a power that would otherwise have a range of personal.
2. If you spend 2 additional power points, you may have this power

affect a creature or object that the target is touching rather than the target itself. For example, you could force a creature to make a save against *malefic metamorphosis* as soon as it shakes hands with the target creature.

LIFESEEKER

Discipline: Athanatism

Level: Cryptic 5, Dread 5, Marksman 4, Psychic Warrior 5, Psion/Wilder 5, Tactician 5

Display: Mental

Manifesting Time: 1 standard action

Range: personal

Area: 60-foot radius spread centered on manifester

Duration: 10 minute/level

Saving Throw: none; **Power Resistance:** no

Power Points: Marksman 7, Others 9

Reaching out, you probe the area around you for any signs of life, detecting all souls or other entities that wander your vicinity. You automatically detect any living creatures that are in the area, knowing their exact location. This ability works even through physical barriers, and line of effect is not required in order to sense an entity with this ability. This ability only works on living creatures, so undead, objects, and constructs are not detected.

Augment: This power can be augmented in the following ways

1. If you spend 4 additional power points, you automatically possess line of effect with your psionic powers on any creature that you detect, even if it would otherwise be on the other side of some obstacle.
2. If you spend 4 additional power points, this power also works on undead and constructs.
3. For every additional power point you spend, the range of this ability increases by 5 feet

MALEFIC METAMORPHOSIS

Discipline: Psychometabolism

Level: Psion/Wilder 3, Vitalist 3

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: 1 creature

Duration: permanent

Saving Throw: Fortitude Negates; **Power Resistance:** yes

Power Points: 5

While enhancing one's abilities with psychometabolic power is difficult, inhibiting those of an opponent are a technique that many find easier to gain a grasp upon. On a failed Fortitude save, the target creature is affected by one of the following penalties

- A -6 penalty to one ability score
- Size is decreased by up to 2 size categories
- Target loses use of a limb. If this limb is a leg, fin, wing or other method of mobility, the target's speed that uses that limb is halved. If it loses all such limbs, it cannot use that method of movement. If this limb is an arm, the target loses the ability to

manipulate anything (including weapons) with that arm. If all arms are disabled in this way, the target cannot apply somatic components to spells.

- The target becomes blind or deaf, as chosen by the manifester.
- The target's natural armor decreases by 3 (minimum 0)
- The target's damage reduction is reduced by 5 (minimum 0)
- Any regeneration or fast healing the target possesses is reduced by 5 (minimum 0). If the target's regeneration cannot be bypassed, it cannot be reduced below 1.
- The target's fly maneuverability is reduced by 2 steps. If it would go below poor, the target loses the ability to fly.
- The target takes a -4 penalty on all attack rolls, skill checks, ability checks, and saving throws
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. This ability can only be selected up to twice. The second time, it causes the target to only have a 25% chance of acting normally

This power cannot be dispelled normally, but any effect that would remove ability damage is capable of removing the effects of this power.

Augment: This power can be augmented in the following ways

1. For every 4 additional power points you spend, you may select another effect to apply to a creature. The same effect can be applied any number of times unless stated otherwise.
2. If you spend 2 additional power points, the range increases from touch to close (25 feet + 5 feet/level). For every 2 points you spend on top of this, you may select an additional target within range.
3. If you spend 4 additional power points, you gain the ability to affect a creature with multiple manifestations of this power.
4. For every 2 power points you spend augmenting this power (including as part of other augments), the save DC increases by 1.

MENTAL EVOLUTION

Discipline: Psychometabolism

Level: Cryptic 5, Dread 5, Psion/Wilder 5, Tactician 5, Vitalist 5

Display: Olfactory, Mental

Manifesting Time: 1 standard action

Range: Medium (100 feet + 10 feet/level)

Target: one creature

Duration: Instantaneous

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 9

Reaching into a creature's mental faculties, you radically alter the thinking capacity of your target, enhancing it to sophisticated Intelligence or reducing it to animalistic instinct.

If this ability is used on a creature with an Intelligence score of 2, 1, or -, the manifester rolls 3d6 and changes the creature's Intelligence score to the result. In addition, the creature's Charisma score increases by +1d6, or +2d6 if the creature was originally mindless. The creature gains feats and skills as appropriate to its new Intelligence score and gains the ability to understand one language that the manifester knows plus an additional number equal to its Intelligence modifier. The affected creature is friendly toward you and is of an alignment chosen by the manifester. However, the manifester has no special

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empathy or connection with a creature affected in this way.

If this power is used on an intelligent creature (intelligence score of 3 or higher), the power instead has a degrading effect. The target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma- based skills, cast spells, manifest powers, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish

The effects of this power can only be removed via psychic surgery, bend reality, cleanse spirit, or similarly powerful magic.

Augment: This power can be augmented in the following ways

1. If you expend 2 additional power points, you may give a creature whose Intelligence score you increase the ability to speak any language that it understands.
2. If you spend 2 additional power points, this power ignores power resistance
3. For every 2 additional power points you spend (including those spent as part of other augments), the DC of this power increases by 1

OBSESSION

Discipline: Telepathy (Mind-Affecting)

Level: Psion/Wilder 3

Display: Auditory and Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

Placing an overwhelming compulsion in the target's mind, you guide them towards a certain mission, object, or entity. If the target of the creature's obsession is an object, place, or creature, the creature will pursue that entity and not allow it to leave their sight, resisting violently if they are forcibly separated. If the target of the creature's obsession is an objective or quest, they will work ardently to complete that objective so long as they remain affected by this power. This power does not cause the creature to perform any actions that would be suicidal or otherwise heavily detrimental to itself (killing a powerful ally is normally considered detrimental in this manner but sabotaging their weapon or otherwise interfering with their activity would not). However, the creature takes a -2 penalty on all attack rolls, skill checks, and saving throws when acting in opposition to their obsession.

When you manifest this power, you may choose to have instill it with either loving or hateful emotions. If the target's obsession is fueled by love, it will try to safeguard and protect the target of its obsession however it can. If the target is fueled by hateful emotions, it will do everything in its power to inhibit or interfere with the target of its obsession. You have no special influence over a creature affected by this power, but this effect may cause a target to do things that would normally be out of its nature.

Augment: This power can be augmented in the following ways

1. If you spend 4 additional power points, this power's duration increases to 1 day/level
2. If you spend 4 additional power points, the penalty from this power becomes more severe. For every hour that the target spends acting against its obsession (or for every day, if the duration of the power is 1 day/level), the target takes 2 points of Wisdom damage. This damage can be healed by acting in accordance with the obsession in a major way (such as finding the item you are obsessed with or grievously harming the reputation of someone you hate) or by acting on the obsession for at least 10 minutes.

PHRENIC OVERLOAD

Discipline: Telepathy (mind-affecting)

Level: Dread 6, Telepath 7, Tactician 7

Display: Auditory, Mental

Manifesting Time: 1 standard action

Range: personal

Area: 40-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will partial (see text); **Power Resistance:** Yes

Power Points: 13 telepath and tactician, 11 dread

Psychic signals bombard all those nearby as the erratic and complex thoughts of their fellows unrelentingly flood the minds of all inside the field. Creatures inside the area of this power (excluding the manifester) struggle to operate in the maelstrom, taking a -4 penalty on all attack rolls, saving throws, and skill checks. In addition, by making a concentration check as a move action (DC 10 + the number of power points spent on this power + your manifesting ability score modifier), a creature (including the manifester) can pick out the thoughts of a particular creature, as the Read Thoughts power with no saving throw allowed.

Augment: This power can be augmented in the following ways.

1. If you expend psionic focus, you may omit a number of creatures within the area from the effects of this power equal to your Intelligence modifier.
2. If you spend 4 additional power points, creatures affected by this power must succeed on a Will save or be confused so long as they remain in the area and for 1 round after they leave.
3. If you spend 2 additional power points, you may also impose a -4 penalty on the AC of all affected creatures as well as to the save DCs of all of their abilities.
4. If you spend 2 additional power points, you automatically succeed on any concentration checks made to read the minds of creatures within the effects of this power and may read thoughts as a swift action.
5. For every 2 power points you spend augmenting this power (including as part of other augments), its range increases by 10 feet and the save DC increases by 1.

SELECTIVE NEGATION FIELD

Discipline: Psychokinesis

Level: Cryptic 6

Display: Auditory and Olfactory

Manifesting Time: 1 standard action

Range: 10 feet

Area: 10-foot radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: none; **Power Resistance:** no

Power Points: 11

Having learned to identify and understand the unique patterns of each individual psionic power, you suppress only certain signals to prevent the utility of certain tactics. Choose one psionic power. This ability functions as a *null psionics field*, but only for that particular power. Only the exact power mentioned is affected—a selective negation field set to prevent the manifesting of concealing amorpha would not prevent manifesting of greater concealing amorpha. If you move into an area where a previously manifested power you have selected as a suppressed power is in effect, that power is affected as if by *null psionics field*.

This power can even negate a *null psionics field*, another selective negation field, or any power that specifies immunity to *null psionics field*. Multiple instances of this power can overlap. Their effects stack, preventing the functioning of every power targeted by any of the multiple emanations. Power effects created by artifacts or deities cannot be suppressed by Selective negation field.

Augment: This power can be augmented in the following ways

1. For every additional power point you spend, you may choose an additional power to be affected by this power.
2. If you expend 4 additional power points, the duration of this power extends to 1 hour/level.
3. For every 2 additional power points you expend, the range of this power increases by 5 feet.

TACTICAL SUPPRESSION

Discipline: Telepathy (mind-affecting) (network)

Level: Cryptic 3, Dread 3, Psion/Wilder 3, Psychic Warrior 3, Tactician 3, Vitalist 3

Display: Mental and Olfactory

Manifesting Time: standard action

Range: Close (25 feet + 5 feet/level)

Target: 1 creature

Duration: 1 minute/level

Saving Throw: Will negates; **Power Resistance:** Yes

Power Points: 5

Forcing your will on an opponent, you mentally block one of their abilities from use. When you manifest this power, choose one feat, power, or skill. On a failed save, the target may not use that selected ability for the duration of this power, nor any abilities that require it as a prerequisite (if a skill is selected, treat the target as if they had no ranks in that skill). This power does not give you knowledge of what feats, powers, or skills that the target possesses; if you choose to suppress an ability that the creature does not have, the effect is wasted.

Augment: This power can be augmented in the following ways

1. For every 2 additional power points you spend, you may select another target within 15 feet of the original target and may

suppress one additional ability that each target possesses. You may suppress different abilities for each target.

2. If you spend 6 additional power points, you learn what powers, skills, and feats the target possesses once they fail their Will save. You may then choose which abilities to suppress from those that you know the target has.
3. If you spend 6 additional power points, you gain the benefits of any feats or skills that you suppress, as well as the ability to manifest any powers you suppress, for the duration of this power.
4. For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

VIOLATE IDENTITY

Discipline: Telepathy (mind-affecting)

Level: Telepath 8

Display: Mental

Manifesting Time: 1 standard action

Range: close (25 feet + 5 feet/level)

Target: 1 creature

Duration: permanent

Saving Throw: Will negates; **Power Resistance:** yes

Power Points: 15

You delve deep into the mind of your target, learning everything that they know and sculpting their worldview to your liking. When a creature fails a saving throw, you immediately understand all of their thoughts and memories and why they view the world as they do. You may rearrange, delete, or otherwise rewrite the creature's memories however you wish, altering their memories, teachings, ideas, and any other concepts that you desire to be changed. While this may be used to alter the targets opinions and knowledge, you may not directly cause an alignment shift by tinkering with the target's memories, nor may you alter the creature's class levels, feats, or other abilities in any way. This power's effects can be reversed only by a psychic surgery or reality revision power, or by similarly power magic. The target has no idea that its memory has been altered once the power has been manifested.

Augment: This power can be augmented in the following ways

1. For every 2 power points you spend, the save DC of this power increases by 1
2. If you spend 2 additional power points, you may change the target's alignment with this power
3. If you expend psionic focus, you may leave the target permanently insane, afflicting them with a single madness of your choice when the power is completed. You may choose the specifics of this madness, such as what the character incorrectly perceives when afflicted by a delusion or hallucination madness.

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