

ADVENTURE PATH PLUG-INS



BY JULIAN NEALE AND JASON NELSON



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# ANCIENT IDOLS



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ROLEPLAYING GAME COMPATIBLE



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ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

PC:DH = Official companion for dungeoneers.

PC:MM = Official companion for players in the marketplace for magic.

OA = *Pathfinder Roleplaying Game Occult Adventures*

PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*





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This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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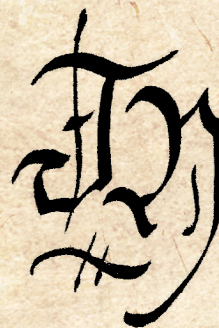
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# WHAT YOU WILL FIND INSIDE ANCIENT IDOLS

**Ancient Idols** provides a treasure trove of knowledge for incorporating the monuments and monoliths of elder civilizations into your Pathfinder campaign. Objects of cultic worship, idols draw power from adoration and sacrifice, but also provide great power to those studied in the ancient mysteries or willing to sacrifice soul and sanity! Within you'll find tons of new rules for both animated and inanimate idols and their sacrifices and holy days, with sample idols from tiny statuettes to towering colossi, ranging from CR ½ to 20. You'll also find rules for integrating idols and monoliths with the spirit world and networks of eldritch energies bounded in ley lines, as well as fantastic new character options like the **idol champion**, **qahin**, and **idolater** for devotees of these elder idols, whether heroic PCs or devious cult master NPCs. The ruined wonders of fallen empires surround you, but with **Ancient Idols** you can bring them to glorious life in your campaign!

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!





## Ancient Idols

Essentially a combination of artifacts and intelligent items, idols are powerful objects that have gained sentience and command magical abilities that they can use to perform amazing acts. Idolatry has a long tradition in the real world, and it isn't uncommon for people to build cults around powerful items. Some idols can even grant spells to their followers, blurring the lines between object worship and true divinity even further.

Idols aren't typically intentionally created, and more often than not they have evolved to what they are now over ages of veneration. For instance, a simple totem might begin to respond to the calls of those who honor it only after hundreds of years of worship and thousands of sacrifices made in its honor.

Idols can show up in any place and in any campaign that features ancient societies, strong magic, or otherworldly forces. An idol can be at the center of an antagonistic cult, with the ancient item pulling the strings of its mortal followers, and proving to be the true threat in the long run. A benevolent idol might instead be in need of rescue, perhaps pleading with a group of adventurers to move it to another location or protect it from those who wish to do it harm.

A beneficial idol can be a source of power for a group of PCs who are undertaking a quest that is important to it. As they are often ancient things, idols can also serve as sources for lost or obscure information or as sparks for further adventures.

A strange amalgamation of magic item and minor deity, an idol is a self-aware object that possesses extraordinary power. Its influence waxes and wanes with the success or decline of its cult and the sacrifices its cult provides.

Unlike with magic items, an idol's creation is not always intentional. In some instances, statues and objects used as the focus of prayers and divine requests absorb some sentience of their own. For example, an ancient oak might obtain idol status after centuries of veneration in a sacred druidic grove, or the mummified corpse of a revered saint could eventually become an idol and the source of unexpected divine power.

The growth of an idol's power and cult often takes years, as aspiring religious leaders attract worshipers, entice wealthy benefactors, and supplicate their idols, struggling to stave off the degeneration that naturally occurs when idols lose favor. Idols gain extraordinary powers as they acquire followers and influence, and older idols with large followings possess a host of abilities that can threaten—or aid—entire regions.

Idols share much in common with intelligent magic items; they have alignments, mental ability scores, languages, senses, and a variety of special abilities. These abilities allow idols to exert their will over devotees and grant favored followers slivers of their power in return for supplication. An idol gains these abilities through worship and sacrifice, and they increase the idol's Ego score. The higher an idol's Ego score, the more powerful it becomes, leading to larger cults that can become benevolent organizations or dangerous foes.

As they possess Intelligence, Wisdom, and Charisma scores (see below), idols can sometimes be considered creatures, and should be treated as constructs when such situations arise.

## Ability Scores

Like intelligent magic items, idols possess all three mental ability scores: Intelligence, Wisdom, and Charisma. Each one of these ability scores begins at a value of 10, but can be increased to as high as 20 through sacrifices (see below). For every 10,000 gp in sacrifices the idol receives, the idol can increase all three of its ability scores by 2 points, or increase one of these ability scores by 4 points and one other ability score by 2 points. Each time an idol's ability scores advance through sacrifice, its Ego score (see below) increases by 3 as a result of its improved ability modifiers.

## Ego and Alignment

Ego is a measure of the total power and force of personality that an idol possesses. An idol starts with a base Ego score of 5 plus the sum of its ability score modifiers, and its Ego score increases as it gains followers. Idols have wills of their own, and as embodiments of their alignments, are always absolutely true to their alignments. If a worshiper is not faithful to an idol's goals, a personality conflict erupts.

These struggles for dominance use the Items against Characters rules to determine how the idol maintains its influence over its followers and dominance over its cult leaders.

Number of Worshipers	Ego Modifier
Up to 10	+1
11 to 50	+2
51 to 100	+3
101 to 200	+4
201 to 500	+6
501 to 1,000	+8
1,001 to 2,000	+12
2,001 to 3,000	+16
3,001 and higher	+20

## Communication and Senses

All idols have the ability to see and hear within 60 feet and can communicate empathically. Empathy allows the idol to encourage or discourage certain actions through urges and emotions. An idol reads and understands Common plus a number of additional languages equal to its Intelligence modifier, and gains or loses additional means of communication and senses as its power and Ego score ebb and flow. An idol with an Ego score of 10 or higher gains the ability to speak the languages it knows.

An idol with an Ego score of 15 or higher doubles the range of its senses to 120 feet, and gains darkvision out to 120 feet. An idol with an Ego score of 30 or higher gains blindsense, can communicate via telepathy with creatures within 100 feet, and can use *comprehend languages* at will.



## Composition

Whether they're massive stone statues or golden arks, idols each have an Armor Class, hardness, and hit points for normal magical objects of their size and composition.

For every 10 points of the idol's Ego score, add 2 to its hardness and 10 to its hit points.

An idol's Fortitude and Reflex saving throw bonuses are equal to  $2 + 1/2$  its Ego score (rounded down); to determine its Will save bonus, add the idol's Wisdom modifier to this amount.

**Difficult to Destroy:** An idol can't be destroyed by normal means. Though it has hit points and can be broken like other objects, it can't be completely destroyed by taking additional hit point damage. Idols are instead destroyed when a creature successfully performs a very specific and often difficult task. The GM should determine what action is necessary to destroy an idol when she designs the idol, and these destruction requirements should be thematic to the idol's background, abilities, and role.

## Sacrifices

Sacrifices come in a number of forms—sacred feasts, magic items, the weapons of slain enemies, gold, and the blood of slaughtered creatures are just a few possibilities.

For an idol to benefit from such offerings, they must be offered up in the idol's presence—typically within a 20-foot radius of the idol—and can't be removed or disturbed for 1 day.

**Sacrificed Items:** The sacrifice value of feasts and treasures is based on their standard costs as listed in the equipment tables in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*. All such items must be freely given. After 1 day, sacrificed food spoils and non-magical treasure mysteriously vanishes from sight. Magic items offered in this manner receive a Will save with a DC equal to  $10 + 1/2$  the idol's Ego score. Items that succeed at their saves are not sacrificed, though they don't gain immunity from further sacrifice attempts. Artifacts can't be sacrificed.

**Blood Sacrifice:** Slaughtered living creatures also increase the power of an evil idol when sacrificed. A creature without an Intelligence score is not a suitable sacrifice for an evil idol, and attempting to sacrifice such a creature may offend the idol. Animal sacrifices offer the least benefit; a creature with an Intelligence score of 1 or 2 has a sacrifice value of 250 gp per Hit Die.

The tortured awareness of fate felt by a creature with an Intelligence of 3 or greater offers the most advantage to the idol, having a value equal to 500 gp per Hit Die when it's slaughtered, plus an additional 100 gp for each point of Intelligence bonus the creature has. A nonevil idol that accepts a blood sacrifice immediately shifts its alignment to evil. The remains of a blood sacrifice vanish after 1 day.

**Sacrificial Limits:** Although cults may offer sacrifices as if

their idols were insatiable, the benefits an idol can gain in a single month is limited. The maximum sacrifice value an idol can benefit from in a month is equal to its Ego score  $\times$  500 gp (see Holy Days for exceptions to this maximum).

**Idol Entropy:** Power gained by idols is not permanent, and worshipers must maintain whatever strength an idol has achieved through offerings. Without sacrifice and veneration, idols eventually become nearly inert vessels for a trapped, frustrated entity, relying on whispered promises to entice the weak-willed to rebuild their congregations. Not only does an idol's Ego score decrease when its popularity among worshipers declines, but an idol that doesn't receive monthly sacrifices whose sacrifice values total at least its Ego score  $\times$  100 gp also takes 2 points each of Charisma, Intelligence, and Wisdom drain at the start of the following month (to a minimum of 10 each), decreasing its Ego score accordingly, and loses the use of one special ability. This is permanent, though the points and abilities can be regained through sacrifice and worship as normal.





## Holy Days

Three days per year are especially holy to idol-worshipping cults. Each month can contain at most one holy day.

These days are set when the GM designs the idol and can't change later. On these days, the normal monthly limit on the maximum sacrifice value the idol can benefit from temporarily alters. For the 24-hour period of a holy day, the idol's cult can offer and the idol can benefit from sacrifices whose value is up to the normal monthly limit, and these sacrifices don't otherwise count toward the monthly limit. This amount stacks with any sacrifice value already accrued earlier in the month for the purposes of gaining ability score increases, but any value accrued on the holy day is spent first. At the end of the day, any unspent sacrifice value from the holy day expires. Blood cults often initiate their most diabolical plans on holy days in hopes of increasing their idol's power and influence, emerging from underground cabals to affect great slaughter in the communities in which they hide. Such cults also often make painstaking preparations several days in advance of their idols' holy days—activity that might tip off savvy adventurers and others who would thwart their plans.

## Abilities

An idol gains one of the following special abilities for every 5 points of Ego it has, and for every 10 points of Ego the idol has, it can select one additional special ability that it can access only on its holy days. Some abilities have another ability or a minimum Ego score as prerequisites. These abilities can be selected only once unless otherwise specified.

Activating an ability or concentrating on an active ability is a standard action for the idol, unless otherwise stated in the ability's description. The caster level for these effects is equal to half the idol's Ego score.

**Animate (Su):** This item can animate at will, as per the spell *animate object*. The idol retains its mental ability scores as normal in this animated form.

**Channel Energy (Su):** The idol can release a pulse of negative or positive energy to cause or heal damage, as befits its alignment. This functions as the channel energy cleric class ability, but the pulse radiates in a 60-foot radius centered on the idol, and deals or heals 1d6 points of damage for every 5 points of Ego the idol has ( $DC = 10 + \frac{1}{4}$  the idol's Ego score + the idol's Charisma modifier).

The idol can use this ability a number of times per day equal to  $3 +$  its Charisma modifier.

**Conceal (Su):** The idol is warded from divination spells, as if under the effects of a *nondetection* spell with the idol's Ego score serving as the DC.

**Deific Aura (Su):** The idol radiates a holy or unholy presence. An idol with an Ego score of at least 10 gains the benefits of a permanent *protection from chaos/evil/good/law* spell, as appropriate for its alignment. An idol with an Ego score of at least 20 gains the benefits of a permanent magic circle of *protection from chaos/evil/good/law* instead. An idol with an Ego

score of 30 or more gains the benefits of a *hallow* or *unhallow* spell instead.

**Divine Source (Su):** The idol can grant divine spells to worshipers, allowing them to select it as their deity for the purposes of determining their spells and domains. The idol selects two domains upon taking this ability. These must be alignment domains matching the idol's alignment if possible; if not, it can select the remaining domain or domains from among all domains. The idol grants access to these domains as if it were a deity. Creatures that gain spells from the idol don't receive any spells per day of levels higher than one-quarter the idol's Ego score (minimum 1); they lose those spell slots. The idol can select this ability one additional time, adding one additional domain, to a maximum of three domains. An idol must have an Ego score of at least 10 to select this ability.

**Enthrall (Su):** Once per day, the idol can trigger subtle reverence in the minds of nearby creatures. This ability functions similarly to an *enthrall* spell, though the idol need not speak or sing—its divine presence manifests as a gentle ecstatic hum in the minds of witnesses, potentially swaying the weak-willed toward veneration. An unwilling target can negate this effect with a successful Will save ( $DC = 12 +$  the idol's highest ability score modifier).

**Feast or Famine (Su):** Once per month, the idol can reward its followers by exerting its influence over the weather, usually by manifesting rain to relieve droughts and yield fertile crops through an effect similar to *control weather*.

Conversely, angered idols can turn the weather against their followers to show displeasure or to reflect their mood toward trespassers, creating the more hostile seasonal effects of *control weather*.

**Fly (Su):** The idol gains a fly speed of 30 feet with average maneuverability. The idol must have the animate ability to select this ability.

**Immortal Promise (Su):** The idol grants a form of immortality to some of its worshipers. Each day, the idol selects a number of its worshipers equal to its Ego score. While within 1 mile of the idol, these selected worshipers do not age; do not need to eat, drink, or breathe; and do not suffer any ill effects from extreme heat or extreme cold. The recipients of this gift can change daily on the idol's whim. The idol must have an Ego score of 10 or more to select this ability.

**Revelry (Su):** Once per day, the idol can thrum with deific power, affecting a number of enthralled supplicants equal to its Ego score with an effect similar to *heroes' feast*, with a caster level equal to half its Ego score. The idol must have the enthrall ability to select this ability.

**Skill Ranks (Ex):** The idol gains 10 skill ranks. These ranks must be applied to Intelligence-, Wisdom-, or Charisma-based skills, unless the idol has the animate ability (allowing it to select Acrobatics) or the fly ability (allowing it to select Fly). This ability can be selected multiple times.

**Spellcasting (Sp):** The idol gains the ability to cast a limited number of spells as spell-like abilities. This ability can be



selected more than once. Each time it is selected, the idol gains 5 points to spend on spells. A spell costs a number of points equal to its spell level (minimum 1).

The idol can activate each spell-like ability once per day. By spending double the cost for a spell, the idol can use that spell-like ability up to three times per day. All spells must come from the cleric spell list. No spell can have a level higher than one-quarter the idol's Ego score (minimum 1). The caster level for these spells is equal to  $1/2$  of the idol's Ego score, and the save DC for these spells is equal to  $10 +$  the spell level  $+$  the idol's highest ability score modifier.

**Supernatural Presence (Su):** The idol's presence is supernaturally unsettling or captivating. Foes within range of the idol's influence may become frightened or shaken. The range is 60 feet, and the duration of the fear effect is 5d6 rounds.

An affected opponent can resist the effects with a successful Will save (DC =  $10 + 1/4$  the idol's Ego score  $+$  the idol's highest ability score modifier). An opponent that succeeds at the saving throw is immune to that idol's presence for 24 hours. On a failed save, the opponent is shaken, or frightened if it has 4 Hit Dice or fewer. This is a mind-affecting fear effect.

**Teleport (Sp):** Once per day, the idol can teleport as per the spell. The idol must have either the spellcasting ability or the fly ability to select this ability.

## Idol Champion (T  mplat  )

This template allows idols to have special followers, and is therefore useful for campaign story and adventure purposes. How someone becomes an idol champion is deliberately vague; it could just be that an idol decides a loyal follower is now an idol champion. If an idol has the immortal promise ability, the effective immortality granted should help storylines within a campaign, as to how that particular idol might fit that campaign.

### Creating an Idol Champion

Idol champion is an acquired template that can be added to any creature that has Intelligence and Charisma scores of at least 6. An idol champion retains all the base creature's statistics and special abilities except as noted here. An idol can have a maximum number of idol champions equal to  $1/2$  its ego score.

**Challenge Rating:** Same as the base creature  $+0$ .

**Special Qualities:** An idol champion gains the following.

**Idol Caretaker (Su):** When an idol champion serves an idol, the idol champion performs various tasks such as prayers and rituals that reduce the rate of idol entropy, maintaining the idol's power. While the normal value of monthly sacrifices to





an idol must normally be at least its Ego score x 100 gp, the presence of an idol champion who performs this maintenance reduces its effective Ego score by the idol champion's level (or Hit Dice) for purposes of this value, to a minimum of Ego score of 0.

An idol champion must perform such tasks for four hours a day, for at least 70% of a particular month's days to gain this benefit. When several idol champions serve a particular idol, each idol champion after the leader treats the leader as being 1 level higher, for purposes of reducing monthly maintenance cost.

*Idol Promise (Su):* If the served idol has the immortal promise ability and grants those benefits to an idol champion, the idol champion retains those benefits at any distance from the idol, not just within 1 mile of it.

*Idol Enhancer (Su):* At 3rd level, an idol champion that serves an idol enhances its power. The idol that the idol champion serves is treated as being one category higher for purposes of the number of worshippers and ego modifier gained, as long as he has performed tasks necessary to maintain the idol's power that month. For example, an idol with between 11-50 worshippers looked after by a 3rd level idol champion counts as an idol with between 51-100 worshippers. For every 3 levels gained beyond 3rd level (6th, 9th, 12th, 15th, and 18th level), the idol is treated as being an additional category higher, up to +6 categories higher at 18th level; however, this bonus cannot raise the effective number of worshippers beyond the 3,001+ category. When several idol champions serve a particular idol, each idol champion after the leader treats the leader as being 1 level higher, for purposes of this ability. An idol champion does not have to use any or all of these category improvements. While increasing the category to higher levels might seem attractive, some idol champions might prefer not to increase the category too much, because the monthly maintenance cost still has to be met, if it has a value higher than 0 gp. With lower numbers of actual worshippers, meeting the maintenance cost might become tricky at times. The idol itself (that is, the GM) will usually have an opinion on what it prefers.

## Idols and Ley Lines

Idols and monoliths can be created anywhere, but they often are used to mark natural confluences of mystic power, which their cultic followers may be following without even being aware of them. This network of energy channels called **ley lines**<sup>OA</sup> can be tapped into by characters of great insight and wisdom, or the ambition to plug into a world of power beyond themselves. While a GM could certainly map out a system of ley lines that connects key locations and places of power in the campaign world, though even with that preparatory work the PCs inevitably will want to look for ley lines in places the GM had not considered. A simple solution is to use the following system to randomly determine the likelihood that there is an active ley line within 1 mile of wherever the PCs might be.

To determine the base caster level of the nearest ley line in any given location, roll 1d10, subtract 5, and add each of the following modifiers that apply:

### Caster Level Terrain Type

-5	Urban (population over 25,000)
-2	Urban (population 5,000-25,000)
-1	Aquatic, Underground
+0	Plains, Cold, Desert
+1	Forest, Jungle, Swamp
+2	Mountains

### Caster Level Terrain Feature

+1	Oasis, spring, headwaters of a river, or river mouth
+1	Island
+1	Terminus of glacier
+2	Active volcano, geyser, or other geothermal feature
+2	Waterfall





Caster Level	Sacred Place
+1	Shrine, standing stone, or sacred grove
+1	Area of <i>hallow</i> or <i>unhallow</i> spell
+2	Temple, cathedral, or stone circle
+5	Permanent interplanar portal or gate

Caster Level	Astronomical Event
+1	Equinox or solstice
+1	Meteor shower
+2	Lunar eclipse
+2	Comet
+5	Solar eclipse

If the result of the modified die roll would give a caster level of 0 or less, there is no active ley line within 1 mile. The result of the die roll persists for 1 month, after which ley lines could shift and change and you may reroll.

## Idols and Spirits

Idols are tied to the spirit world, drawing their power from its connection with the material world and allowing those able to connect with the spirits the ability to channel the power stored and channeled by the idol. In addition to this abstract meaning of spirits as representing the power of immaterial entities of this world and those beyond, in some cases spirits also refer to specific types of creatures. Any of the feats, spells, or class features described in this book that refer to spirits include creatures of the following types, subtypes, or categories:

**Bonded Spirits:** Eidolons, familiars, phantoms, and sentient constructs.

**Nature Spirits:** Elementals, fey, **imperial dragons**<sup>B3</sup>, outsiders native to the elemental planes.

**Spirits of the Dead:** Haunts, phantoms, incorporeal undead.

**Wandering Spirits:** Any creature with the incorporeal subtype or using *astral projection* or possession effects, or any similar effect that is described as separating the spirit from the body (GM's discretion).

**Spirit Subtype:** For ease of classification, all creatures listed above can be categorized as having the spirit subtype, indicating their close association with the spirit world.

**Spirit-Servants:** At the GM's option, any creature with class levels as a medium, shaman, spiritualist, summoner, or witch may be considered to have the spirit subtype for the purpose of effects that detect or affect spirits.

## Designing Animated Idols

While the rules for idols are presented in the appendix, this section provides help to GMs who want to design the stat blocks for animated idols; that is, idols with the *animate* idol ability. Because who doesn't want their lovingly designed idol to be directly involved in combat? One aspect of animated objects, per the *Pathfinder Roleplaying Game Bestiary*, is that their Challenge Ratings normally range from 1/2 to 11, depending

on their size (although the CR can be increased if the object uses additional construction points from what they normally have, but this means that the object will be underpowered in most values as a result).

However, idols can have an ego score ranging from 5 to 40, and the various benefits of the ego score should be matched to an appropriate CR, based on base save bonuses. For example, an ego of 40 means that an idol has base save bonuses of +22; comparing that figure with *Table 1-1: Monster Statistics By CR* from the *Pathfinder Roleplaying Game Bestiary* indicates that those bonuses should be used with a creature of CR 20. Comparing base save bonuses to CR based on *Table 1-1*<sup>B1</sup> indicates that CR range based on ego ranges from CR 1/2 to CR 20. So there is a mismatch, because the CR range for basic animated objects is limited, yet idols are a fascinating concept and should allow for use at all levels of play.

With that in mind, this section outlines steps to take when creating animated idol stat blocks of a wide range of CRs. Note that much of the necessary work is already done for the GM, in the short-form stat blocks that follow. To begin with, the GM should choose the CR that he wants the idol to have; this will determine the ego score required. The GM can then design the idol's traits and abilities as an idol, and descriptive or story elements. When choosing a CR, he should also consider encounter planning, although this can be done after the idol design is completely finished. If an encounter with a particular idol is meant to be a key part or the climax of an adventure, the idol should have allies, rather than being encountered alone, so as to avoid being swiftly defeated because of action economy issues. Therefore, the GM should also consider what allies the idol has in an encounter.

*Table 4: Idol Ego Score* summarizes the various benefits of particular ego scores, and the last column suggests a suitable CR for each ego score. Each column is largely self-explanatory (although the idol rules section should be read first), but the "base save DC" column needs a bit more explanation. The base save DC is that derived from an idol's ego score, and equals the minimum saving throw DC for any idol abilities that set the DC based on its ego score. If an idol doesn't have any abilities that require such saving throws, the Base Save DC column should be ignored. However, if an idol does have abilities that require use of the base save DC, then it should be noted that that number is too low; the superscript number in that column is the number that the DC should be increased, using either a bonus from a high ability score, the Ability Focus<sup>B1</sup> feat, and/or some other means, so that the relevant idol abilities have an appropriate DC for the CR. For example, at CR 8 the primary ability save DC is 18 (per *Table 1-1*<sup>B1</sup>), and the relevant ego score is 18-19, but the Base Save DC column gives a value of "14<sup>4</sup>"; therefore, the GM decides that the idol needs 18 Charisma, which will give a +4 bonus, so that the save DC is 18, as appropriate for a CR 8 creature.

After choosing the idol's CR, the GM should decide the idol's size, which has an impact on many of its statistics, such as Strength and Dexterity scores, natural armor bonus, bonus hit points, base damage with its slam attack, base construction



## Idol Ego Score

Ego Score	Bonus Hardness	Bonus Hit Points	Base Save DC	Base Save Bonus	Base Idol Abilities	Holy Day Idol Abilities	Suitable for CR
5	N/A	+0	11 <sup>0/1</sup>	+4	1	+0	1/2/1
6 - 7	N/A	+0	11 <sup>2</sup>	+5	1	+0	2
8 - 9	N/A	+0	12 <sup>2</sup>	+6	1	+0	3
10 - 11	+2	+10	13 <sup>3</sup>	+7	2	+1	4
12 - 13	+2	+10	13 <sup>3</sup>	+8	2	+1	5
14	+2	+10	13 <sup>3</sup>	+9	2	+1	6
15	+2	+10	13 <sup>3</sup>	+9	3	+1	6
16 - 17	+2	+10	14 <sup>3</sup>	+10	3	+1	7
18 - 19	+2	+10	14 <sup>4</sup>	+11	3	+1	8
20 - 21	+4	+20	15 <sup>3</sup>	+12	4	+2	9
22 - 23	+4	+20	15 <sup>4</sup>	+13	4	+2	10
24	+4	+20	16 <sup>4</sup>	+14	4	+2	11
25	+4	+20	16 <sup>4</sup>	+14	5	+2	11
26 - 27	+4	+20	16 <sup>5</sup>	+15	5	+2	12
28 - 29	+4	+20	17 <sup>4</sup>	+16	5	+2	13
30 - 31	+6	+30	17 <sup>5</sup>	+17	6	+3	14
32 - 33	+6	+30	18 <sup>5</sup>	+18	6	+3	15
34	+6	+30	18 <sup>6</sup>	+19	6	+3	16
35	+6	+30	18 <sup>6</sup>	+19	7	+3	16
36 - 37	+6	+30	19 <sup>5/6</sup>	+20	7	+3	17/18
38 - 39	+6	+30	19 <sup>7</sup>	+21	7	+3	19
40	+8	+40	20 <sup>7</sup>	+22	8	+4	20

points (CP), and so on. Idols are best restricted to a particular range of CRs, based on their size. *Table 5: Idol Size and CR Range* details the range of CRs that have short-form stat blocks in this book.

## Idol Size and CR Range

Idol Size	CR Range
Tiny	1/2 - 6
Small	3 - 6
Medium	3 - 7
Large	5-7, 9-10
Huge	7, 9-12, 14-15
Gargantuan	9, 11-12, 14-17
Colossal	11, 14-17, 19-20

The rest of this section provides short-form stat blocks for GMs for each size category of idol, with multiple entries for each category. To avoid repetition, some information is not repeated for the stat blocks. They include ability scores only for Strength and Dexterity. Skills and languages can only be





determined once the GM has chosen the idol's Intelligence score, so are not included.

The attack bonus and damage values have all been designed so as to meet the expected damage value (EDV) for a CR against the typical AC of that CR (except where the idol's AC is higher than normal for the CR, in which case EDV is lower than usual). If an ability is included in the stat block, such as (mythic) Vital Strike or *bull's strength* spell-like ability, those abilities should be used during combat, as they contribute to this value.

The GM needs to choose the idol's mental ability scores, remaining feats, skill points, construction point use, idol abilities (including holy day abilities), and mythic abilities (if

### Designer's Note: Use of Mythic Ranks

Animated objects, being constructs, do not have a Constitution score; therefore, at a CR higher than the base CR, an animated idol needs to be a mythic creature, because adding mythic ranks is the most efficient way to add much needed hit points and Armor Class improvements. For most of the stat blocks that follow, both mythic ranks and additional Hit Dice are added to provide a more effective challenge. The relevant (mythic) information is included in the stat blocks, although the GM still needs to choose mythic abilities, and in some cases, mythic feats. Reading the "Modify an Existing Monster" section in **Chapter 6: Building a Mythic Creature** section of *Pathfinder Roleplaying Game Mythic Adventures* is helpful, especially looking at the various mythic feats and abilities that have already been selected. If the GM doesn't want to select additional mythic abilities or use mythic surge, that's perfectly fine, as the stat blocks will work fine without them.

Note that if an idol has DR/epic, the DR does not replace whatever hardness it has. If an idol's attacker can bypass the idol's hardness, the attacker still faces the DR, unless he is using an epic weapon as well. Remember also that the simple arcane (or divine) spellcasting mythic ability grants spell-like abilities, not spells.

relevant) that have not already been recommended, and then make any necessary final adjustments.

All animated idols have the following (base) traits:

**Senses** darkvision 60 ft., low-light vision; **Immune** construct traits; **Speed** 30 ft.

To avoid repetition, this information is not repeated below.

### Tiny Animated Idols

All Tiny creatures have a space and reach entry of:

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

**CR** 1/2; Tiny construct; **Init** +2; **AC** 18 (+2 Dex, +4 natural, +2 size), touch 14, flat-footed 16; **hp** 5 (1d10); **Fort** +4, **Ref** +6, **Will** +4; **Defensive Abilities** hardness 5; **Melee** 2 slams +5 (1d3-2); **Str** 6, **Dex** 14; **Base Atk** +1; **CMB** -3; **CMD** 9; **Feat** Weapon Finesse; **SQ**

construction point (additional attack), ego 5, idol ability (animate)

**CR** 1/MR 1; Tiny construct (mythic); **Init** +2; **AC** 19 (+2 Dex, +5 natural, +2 size), touch 14, flat-footed 17; **hp** 15 (1d10+10); **Fort** +4, **Ref** +6, **Will** +4; **Defensive Abilities** hardness 5; **Speed** 40 ft.; **Melee** slam +5 (1d3+2); **Special Attacks** mythic power (1/day, surge +1d6); **Str** 6, **Dex** 14; **Base Atk** +1; **CMB** -3; **CMD** 9; **Feat** Weapon Finesse<sup>M</sup>; **SQ** construction point (faster), ego 5, idol ability (animate), mythic abilities (2)

**CR** 2/MR 1; Tiny construct (mythic); **Init** +2; **AC** 19 (+2 Dex, +5 natural, +2 size), touch 14, flat-footed 17; **hp** 21 (2d10+10); **Fort** +5, **Ref** +7, **Will** +5; **Defensive Abilities** hardness 5; **Melee** 2 slams +6 (1d3+2); **Special Attacks** mythic power (1/day, surge +1d6); **Str** 6, **Dex** 14; **Base Atk** +2; **CMB** -2; **CMD** 10; **Feat** Weapon Finesse<sup>M</sup>; **SQ** construction point (additional attack), ego 6-7, idol ability (animate), mythic abilities (2)

**CR** 3/MR 1; Tiny construct (mythic); **Init** +2/-18, dual initiative<sup>MA</sup>; **AC** 19 (+2 Dex, +5 natural, +2 size), touch 14, flat-footed 17; **hp** 26 (3d10+10); **Fort** +6, **Ref** +8, **Will** +6; **Defensive Abilities** hardness 5; **Melee** slam +7 (1d3+2); **Special Attacks** mythic power (1/day, surge +1d6); **Str** 6, **Dex** 14; **Base Atk** +3; **CMB** -1; **CMD** 11; **Feat** Vital Strike, Weapon Finesse<sup>M</sup>; **SQ**





construction point (additional movement [pick one]), ego 8-9, idol ability (animate), mythic abilities (1 + dual initiative<sup>MA</sup>)  
**CR 4/MR 2**; Tiny construct (mythic); **Init** +2/-18, dual initiative<sup>MA</sup>; **AC** 20 (+2 Dex, +6 natural, +2 size), touch 14, flat-footed 18; **hp** 52 (4d10+30); **Fort** +7, **Ref** +9, **Will** +7; **Defensive Abilities** hardness 7; **Melee** slam +8 (1d3+2); **Special Attacks** mythic power (2/day, surge +1d6); **Str** 8, **Dex** 14; **Base Atk** +4; **CMB** +1; **CMD** 13; **Feat** Vital Strike, Weapon Finesse<sup>M</sup>; **SQ** construction point (additional attack), ego 10-11, idol abilities (1+ animate, holy day +1), mythic abilities (2 + dual initiative<sup>MA</sup>)

**CR 5/MR 2**; Tiny construct (mythic); **Init** +2/-18, dual initiative<sup>MA</sup>; **AC** 20 (+2 Dex, +6 natural, +2 size), touch 14, flat-footed 18; **hp** 57 (5d10+30); **Defensive Abilities** hardness 7; **DR** 5/epic; **Fort** +8, **Ref** +10, **Will** +8; **Melee** 2 slams +10 (1d4+2); **Special Attacks** mythic power (2/day, surge +1d6); **Str** 8, **Dex** 14; **Base Atk** +5; **CMB** +2; **CMD** 14; **Feat** Improved Natural Attack<sup>B1</sup>, Weapon Finesse<sup>M</sup>, Weapon Focus (slam); **SQ** construction point (additional attack), ego 12-13, idol abilities (1+ animate, holy day +1), mythic abilities (2 + dual initiative<sup>MA</sup>)

**CR 6/MR 3**; Tiny construct (mythic); **Init** +7/-13, dual initiative<sup>MA</sup>; **AC** 22 (+3 Dex, +7 natural, +2 size), touch 15, flat-footed 19; **hp** 73 (6d10+40); **Fort** +9, **Ref** +12, **Will** +9; **Defensive Abilities** hardness 7; **DR** 5/epic; **Melee** 2 slams +13 (1d3+3); **Special Attacks** mythic power (3/day, surge +1d6); **Str** 6, **Dex** 16; **Base Atk** +6; **CMB** +2; **CMD** 15; **Feat** Improved Initiative, Weapon Finesse<sup>M</sup>, Weapon Focus<sup>M</sup> (slam); **SQ** construction point (additional attack), ego 15, idol abilities (2+ animate, holy day +1), mythic abilities (3 + dual initiative<sup>MA</sup>)

## Small Animated Idols

All Small creatures have a space and reach entry of:  
**Space** 5 ft.; **Reach** 5 ft.

Note that no stat block is provided for a basic (non-mythic) Small idol, because it does not deal enough damage for the CR.

**CR 3/MR 1**; Small construct (mythic); **Init** +1/-19, dual initiative<sup>MA</sup>; **AC** 17 (+1 Dex, +5 natural, +1 size), touch 12, flat-footed 16; **hp** 31 (2d10+20); **Fort** +6, **Ref** +7, **Will** +6; **Defensive Abilities** hardness 5; **Melee** 2 slams +5 (1d4); **Special Attacks** mythic power (1/day, surge +1d6); **Str** 10, **Dex** 12; **Base Atk** +2; **CMB** +1; **CMD** 12; **Feat** Weapon Focus<sup>M</sup>; **SQ** construction point (additional attack), ego 8-9, idol ability (animate, holy day +0), mythic abilities (dual initiative<sup>MA</sup>, simple arcane spellcasting [bull's strength x3])

**CR 4/MR 2**; Small construct (mythic); **Init** +1/-19, dual initiative<sup>MA</sup>; **AC** 18 (+1 Dex, +6 natural, +1 size), touch 12, flat-footed 17; **hp** 56 (3d10+40); **Fort** +7, **Ref** +8, **Will** +8; **Defensive Abilities** hardness 7; **Melee** 2 slams +6 (1d6); **Special Attacks** mythic power (2/day, surge +1d6); **Str** 10, **Dex** 12, **Wis** +2; **Base Atk** +3; **CMB** +2; **CMD** 13; **Feat** Improved Natural Attack<sup>B1</sup>, Weapon Focus<sup>M</sup>; **SQ** construction point (additional attack), ego 10-11, idol abilities (1+ animate, holy day +1), mythic abilities (1 + dual initiative<sup>MA</sup>, simple arcane spellcasting [2 spell levels, plus bull's strength x3]) Note that the mythic ability

score increase has gone to Wisdom; change this to another mental ability score if desired.

**CR 5/MR 2**; Small construct (mythic); **Init** +5; **AC** 18 (+1 Dex, +6 natural, +1 size), touch 12, flat-footed 17; **hp** 62 (4d10+40); **Fort** +8, **Ref** +9, **Will** +8; **Defensive Abilities** hardness 7; **Melee** 2 slams +8 (1d4+1); **Special Attacks** mythic power (2/day, surge +1d6); **Str** 12, **Dex** 12; **Base Atk** +4; **CMB** +4; **CMD** 15; **Feat** Improved Initiative, Weapon Focus<sup>M</sup>; **SQ** construction point (additional attack), ego 12-13, idol abilities (1+ animate, holy day +1), mythic abilities (1 + dual initiative<sup>MA</sup>, simple arcane spellcasting [4 spell levels, plus bull's strength x3])

**CR 6/MR 3**; Small construct (mythic); **Init** +8/-12, dual initiative<sup>MA</sup>; **AC** 19 (+1 Dex, +7 natural, +1 size), touch 12, flat-footed 18; **hp** 77 (5d10+50); **Fort** +9, **Ref** +10, **Will** +9; **Defensive Abilities** hardness 7; **DR** 5/epic; **Melee** 2 slams +9 (1d4+1); **Special Attacks** mythic power (3/day, surge +1d6); **Str** 12, **Dex** 12; **Base Atk** +5; **CMB** +5; **CMD** 16; **Feat** Improved Initiative, Power Attack<sup>M</sup>, Weapon Focus<sup>M</sup>; **SQ** construction point (1), ego 15, idol abilities (2+ animate, holy day +1), mythic abilities (3 + dual initiative<sup>MA</sup>)

## Medium Animated Idols

All Medium creatures have a space and reach entry of:  
**Space** 5 ft.; **Reach** 5 ft.

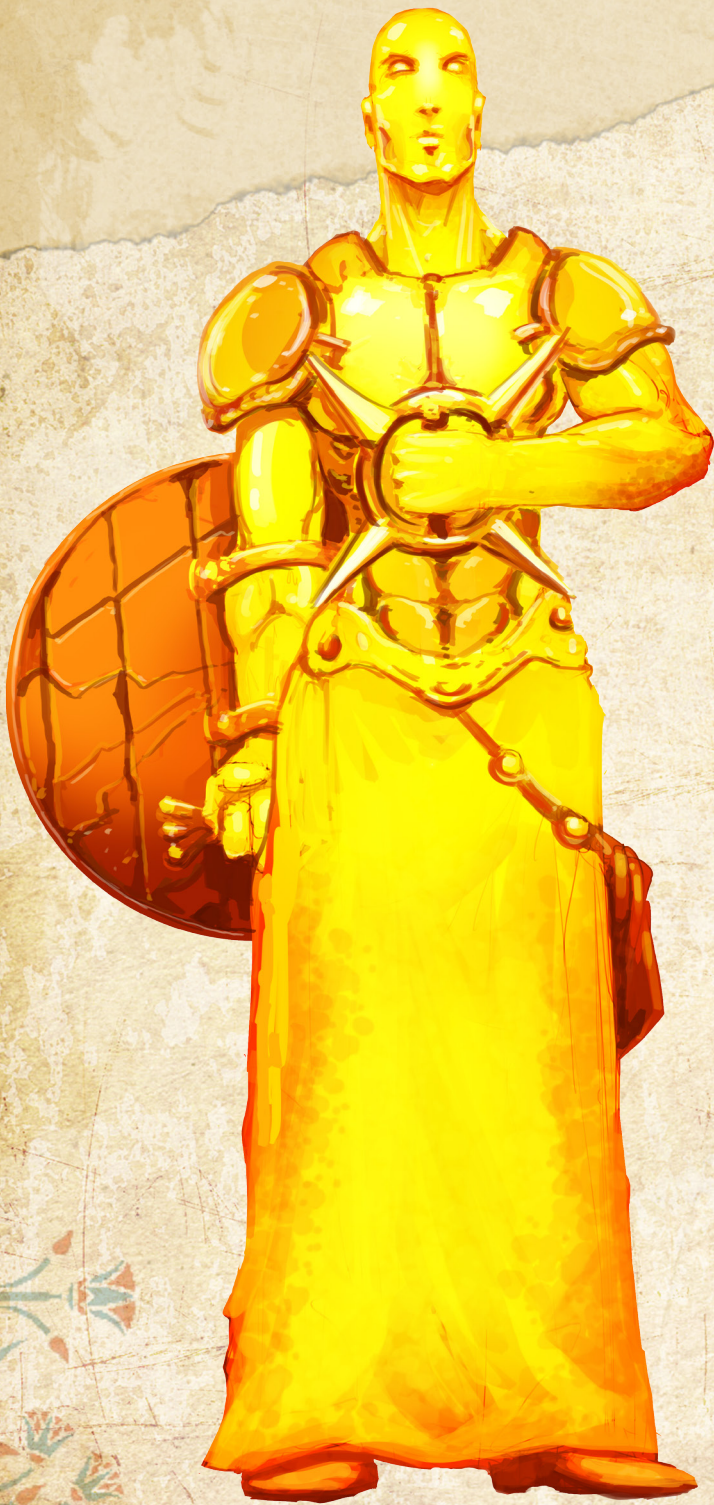
**CR 3**; Medium construct; **Init** +4; **AC** 14 (+4 natural), touch 10, flat-footed 14; **hp** 36 (3d10+20); **Fort** +6, **Ref** +6, **Will** +6; **Defensive Abilities** hardness 5; **Melee** 3 slams +6 (1d6+2); **Str** 14, **Dex** 10; **Base Atk** +3; **CMB** +5; **CMD** 15; **Feats** Improved Initiative, Weapon Focus (slam); **SQ** construction points (additional attack x2), ego 8-9, idol abilities (animate, holy day +0)

**CR 4/MR 2**; Medium construct (mythic); **Init** +0; **AC** 16 (+6 natural), touch 10, flat-footed 16; **hp** 66 (3d10+50); **Fort** +7, **Ref** +7, **Will** +7; **Defensive Abilities** hardness 7; **Melee** 3 slams +8 (1d8+3); **Special Attacks** mythic power (2/day, surge +1d6); **Str** 16, **Dex** 10; **Base Atk** +3; **CMB** +6; **CMD** 16; **Feats** Improved Natural Attack<sup>B1</sup>, Weapon Focus<sup>M</sup> (slam); **SQ** construction points (additional attack x2), ego 10-11, idol abilities (1+ animate, holy day +1), mythic abilities (3)

**CR 5/MR 2**; Medium construct (mythic); **Init** +4/-16, dual initiative<sup>MA</sup>; **AC** 17 (+7 natural), touch 10, flat-footed 17; **hp** 72 (4d10+50); **Fort** +8, **Ref** +8, **Will** +8; **Defensive Abilities** hardness 10; **Melee** 2 slams +9 (1d6+3); **Special Attacks** mythic power (2/day, surge +1d6); **Str** 16, **Dex** 10; **Base Atk** +4; **CMB** +7; **CMD** 17; **Feats** Improved Initiative, Weapon Focus<sup>M</sup> (slam); **SQ** construction points (additional attack, stone), ego 12-13, idol abilities (1+ animate, holy day +1), mythic abilities (2 + dual initiative<sup>MA</sup>)

**CR 6/MR 3**; Medium construct (mythic); **Init** +7/-13, dual initiative<sup>MA</sup>; **AC** 17 (+7 natural), touch 10, flat-footed 17; **hp** 97 (5d10+70); **Fort** +9, **Ref** +9, **Will** +9; **Defensive Abilities** hardness





18; **hp** 93 (6d10+60); **Fort** +10, **Ref** +10, **Will** +10; **Defensive Abilities** hardness 10; **DR** 5/epic; **Melee** 2 slams +11 (1d6+3); **Special Attacks** mythic power (3/day, surge +1d6); **Str** 16, **Dex** 10; **Base Atk** +6; **CMB** +9; **CMD** 19; **Feats** Dodge<sup>M</sup>, Improved Initiative, Weapon Focus<sup>M</sup> (slam); **SQ** construction points (additional attack, stone), ego 16-17, idol abilities (2+ animate, holy day +1), mythic abilities (2 + dual initiative<sup>MA</sup>), simple arcane spellcasting [8 spell levels, plus *bull's strength* x3]

## Large Animated Idols

All Large creatures have a space and reach entry of:  
**Space** 10 ft.; **Reach** 10 ft. (tall) or 5 ft. (long)

**CR** 5; Large construct; **Init** -1; **AC** 17 (-1 Dex, +1 dodge, +8 natural, -1 size), touch 9, flat-footed 17; **hp** 62 (4d10+40); **Fort** +8, **Ref** +7, **Will** +8; **Defensive Abilities** hardness 12; **Melee** 2 slams +10 (1d8+6); **Str** 22, **Dex** 8; **Base Atk** +4; **CMB** +11; **CMD** 21; **Feats** Dodge, Weapon Focus (slam); **SQ** construction points (additional attack, metal [steel]), ego 12-13, idol abilities (1+ animate, holy day +1)

**CR** 6/MR 3; Large construct; **Init** +6; **AC** 18 (-1 Dex, +10 natural, -1 size), touch 8, flat-footed 19; **hp** 92 (4d10+70); **Fort** +9, **Ref** +8, **Will** +9; **Defensive Abilities** hardness 10; **Melee** 3 slams +10 (1d8+7); **Special Attacks** mythic power (3/day, surge +1d6); **Str** 24, **Dex** 8; **Base Atk** +4; **CMB** +12; **CMD** 21; **Feats** Combat Reflexes<sup>M</sup>, Improved Initiative<sup>M</sup>; **SQ** construction points (additional attack x2, stone), ego 15, idol abilities (2+ animate, holy day +1), mythic abilities (4)

**CR** 7/MR 3; Large construct; **Init** +7/-13, dual initiative<sup>MA</sup>; **AC** 19 (+10 natural, -1 size), touch 9, flat-footed 19; **hp** 97 (5d10+70); **Fort** +10, **Ref** +10, **Will** +10; **Defensive Abilities** hardness 10; **DR** 5/epic; **Melee** 2 slams +11 (1d8+6); **Special Attacks** mythic power (3/day, surge +1d6); **Str** 22, **Dex** 10; **Base Atk** +5; **CMB** +12; **CMD** 22; **Feats** 1+ Improved Initiative<sup>M</sup>, Weapon Focus (slam) & +1<sup>M</sup>; **SQ** construction points (1 + additional attack, stone), ego 16-17, idol abilities (2+ animate, holy day +1), mythic abilities (3 + dual initiative<sup>MA</sup>)

**CR** 9/MR 4; Large construct; **Init** +8/-12, dual initiative<sup>MA</sup>; **AC** 22 (+2 dodge, +11 natural, -1 size), touch 11, flat-footed 20; **hp** 123 (6d10+90); **Fort** +12, **Ref** +12, **Will** +12; **Defensive Abilities** hardness 12; **DR** 5/epic; **Melee** 3 slams +13 (1d8+7); **Special Attacks** mythic power (4/day, surge +1d8); **Str** 24, **Dex** 10; **Base Atk** +6; **CMB** +14; **CMD** 24; **Feats** Dodge<sup>M</sup>, Improved Initiative<sup>M</sup>, Weapon Focus (slam); **SQ** construction points (additional attack x2, stone), ego 20-21, idol abilities (3+ animate, holy day +2), mythic abilities (4 + dual initiative<sup>MA</sup>)

**CR** 10/MR 4; Large construct; **Init** +7/-13, dual initiative<sup>MA</sup>; **AC** 20 (-1 Dex, +12 natural, -1 size), touch 8, flat-footed 21; **hp** 134 (8d10+90); **Fort** +13, **Ref** +12, **Will** +13; **Defensive Abilities** hardness 14; **DR** 5/epic; **Melee** 2 slams +17 (2d6+8); **Special Attacks** mythic power (4/day, surge +1d8); **Str** 26, **Dex** 8; **Base Atk** +8; **CMB** +17; **CMD** 26; **Feats** 1+ Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup>, Weapon Focus<sup>M</sup> (slam); **SQ**

7; **DR** 5/epic; **Melee** 3 slams +9 (1d6+3); **Special Attacks** mythic power (3/day, surge +1d6); **Str** 16, **Dex** 10; **Base Atk** +5; **CMB** +9; **CMD** 20; **Feats** Improved Initiative<sup>M</sup>, Toughness<sup>M</sup>, Weapon Focus (slam); **SQ** construction points (additional attack x2), ego 15, idol abilities (2+ animate, holy day +1), mythic abilities (3 + dual initiative<sup>MA</sup>)

**CR** 7/MR 3; Medium construct (mythic); **Init** +4/-16, dual initiative<sup>MA</sup>; **AC** 20 (+2 dodge, +8 natural), touch 12, flat-footed



construction points (additional attack, metal [steel]), ego 22-23, idol abilities (3+ animate, holy day +2), mythic abilities (3 + dual initiative<sup>MA</sup>, simple arcane spellcasting<sup>MA</sup> [16 spell levels, plus *mage armor* x4])

## Huge Animated Idols

All Huge creatures have a space and reach entry of:

**Space** 15 ft.; **Reach** 15 ft. (tall) or 10 ft. (long)

**CR** 7; Huge construct; **Init** -2; **AC** 20 (-2 Dex, +1 dodge, +13 natural, -2 size), touch 7, flat-footed 21; **hp** 88 (7d10+50); **Fort** +10, **Ref** +8, **Will** +10; **Defensive Abilities** hardness 17; **Melee** slam +16 (2d6+15); **Str** 30, **Dex** 6; **Base Atk** +7; **CMB** +19; **CMD** 28; **Feats** 1+ Dodge, Vital Strike, Weapon Focus (slam); **SQ** construction points (metal [mithral]), ego 16-17, idol abilities (2+ animate, holy day +1)

**CR** 9/**MR** 4; Huge construct; **Init** +6/-14, dual initiative<sup>MA</sup>; **AC** 21 (-2 Dex, +15 natural, -2 size), touch 6, flat-footed 23; **hp** 138 (7d10+100); **Fort** +12, **Ref** +10, **Will** +12; **Defensive Abilities** hardness 14; **DR** 5/epic; **Melee** slam +17 (2d6+18); **Special Attacks** mythic power (4/day, surge +1d8); **Str** 34, **Dex** 6; **Base Atk** +7; **CMB** +21; **CMD** 29; **Feats** 3+ Improved Initiative<sup>M</sup> & +1<sup>M</sup>; **SQ** construction points (2+ metal [steel]), ego 20-21, idol abilities (3+ animate, holy day +2), mythic abilities (4 + dual initiative<sup>MA</sup>)

**CR** 10/**MR** 4; Huge construct; **Init** +8; **AC** 23 (+15 natural, -2 size), touch 8, flat-footed 23; **hp** 149 (9d10+100); **Fort** +13, **Ref** +13, **Will** +13; **Defensive Abilities** hardness 14; **DR** 5/epic; **Melee** 3 slams +19 (2d6+10); **Special Attacks** mythic power (4/day, surge +1d8); **Str** 30, **Dex** 10; **Base Atk** +9; **CMB** +21; **CMD** 31; **Feats** 3+ Improved Initiative<sup>M</sup>, Weapon Focus<sup>M</sup> (slam); **SQ** construction points (additional attack x2, metal [steel]), ego 22-23, idol abilities (3+ animate, holy day +2), mythic abilities (5)

**CR** 11/**MR** 5; Huge construct; **Init** +7; **AC** 24 (-2 Dex, +18 natural, -2 size), touch 6, flat-footed 26; **hp** 165 (10d10+110); **Fort** +14, **Ref** +12, **Will** +14; **Defensive Abilities** hardness 19; **DR** 5/epic; **Melee** slam +22 (2d6+18); **Special Attacks** mythic power (5/day, surge +1d8); **Str** 34, **Dex** 6; **Base Atk** +10; **CMB** +24; **CMD** 32; **Feats** 3+ Improved Initiative<sup>M</sup>, Vital Strike<sup>M</sup>, Weapon Focus<sup>M</sup> (slam); **SQ** construction points (metal [mithral]), ego 25, idol abilities (4+ animate, holy day +2), mythic abilities (6)

**CR** 12/**MR** 5; Huge construct; **Init** +9; **AC** 25 (+1 dodge, +16 natural, -2 size), touch 8, flat-footed 24; **hp** 176 (12d10+110); **Fort** +15, **Ref** +15, **Will** +15; **Defensive Abilities** hardness 14; **DR** 10/epic; **Melee** 3 slams +22 (3d6+10); **Special Attacks** mythic power (5/day, surge +1d8); **Str** 30, **Dex** 10; **Base Atk** +12; **CMB** +24; **CMD** 34; **Feats** 3+ Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>B1</sup>, Weapon Focus<sup>M</sup> (slam) & +1<sup>M</sup>; **SQ** construction points (additional attack x2, metal [steel]), ego 26-27, idol abilities (4+ animate, holy day +2), mythic abilities (6)

**CR** 14/**MR** 6; Huge construct; **Init** +10/-10, dual initiative<sup>MA</sup>; **AC** 25 (+17 natural, -2 size), touch 8, flat-footed 25; **hp** 201 (13d10+130);



**Fort** +17, **Ref** +17, **Will** +17; **Defensive Abilities** hardness 16; **DR** 10/epic; **Melee** 2 slams +24 (2d6+11); **Special Attacks** mythic power (6/day, surge +1d8); **Str** 32, **Dex** 10; **Base Atk** +13; **CMB** +26; **CMD** 36; **Feats** 5 + Improved Initiative<sup>M</sup>, Weapon Focus<sup>M</sup> (slam) & +1<sup>M</sup>; **SQ** construction points (1 + additional attack, metal [steel]), ego 30-31, idol abilities (5+ animate, holy day +3), mythic abilities (5 + dual initiative<sup>MA</sup>, simple arcane spellcasting<sup>MA</sup> [24 spell levels, plus *mage armor* x4])

**CR** 15/**MR** 6; Huge construct; **Init** +11; **AC** 26 (+1 Dex, +1 dodge, +17 natural, -2 size), touch 10, flat-footed 25; **hp** 207 (14d10+130); **Fort** +18, **Ref** +19, **Will** +18; **Defensive Abilities** hardness 16;



**DR** 10/epic; **Melee** 3 slams +24 (2d6+10); **Special Attacks** mythic power (6/day, surge +1d8); **Str** 30, **Dex** 12; **Base Atk** +14; **CMB** +26; **CMD** 38; **Feats** 3+ Dodge, Improved Initiative<sup>M</sup>, Power Attack<sup>M</sup>, Weapon Focus<sup>M</sup> (slam); **SQ** construction points (additional attack x2, metal [steel]), ego 32-33, idol abilities (5+ animate, holy day +3), mythic abilities (6 + simple arcane spellcasting<sup>MA</sup> [26 spell levels, plus *mage armor* x4])

## Gargantuan Animated Idols

All Gargantuan creatures have a space and reach entry of:  
**Space** 20 ft.; **Reach** 20 ft. (tall) or 15 ft. (long)

Note that for the CR 11 and 14 stat blocks, one of the mythic ability score bonuses has gone to Wisdom; change this to another mental ability score if desired.

**CR** 9; Gargantuan construct; **Init** +2; **AC** 21 (-2 Dex, +17 natural, -4 size), touch 4, flat-footed 23; **hp** 135 (10d10+80); **Fort** +12, **Ref** +10, **Will** +12; **Defensive Abilities** hardness 19; **Melee** slam +21 (4d6+21); **Str** 38, **Dex** 6; **Base Atk** +10; **CMB** +28; **CMD** 36; **Feats** 2 + Improved Initiative, Improved Natural Attack<sup>Bi</sup>, Weapon Focus (slam); **SQ** construction points (1+ metal [mithral]), ego 20-21, idol abilities (3+ animate, holy day +2)

**CR** 11/MR 5; Gargantuan construct; **Init** +7; **AC** 23 (-2 Dex, +19 natural, -4 size), touch 4, flat-footed 25; **hp** 185 (10d10+130); **Fort** +14, **Ref** +12, **Will** +15; **Defensive Abilities** hardness 12; **DR** 5/epic; **Melee** 2 slams +22 (3d6+15); **Special Attacks** mythic power (5/day, surge +1d8); **Str** 40, **Dex** 6, **Wis** +2; **Base Atk** +10; **CMB** +29; **CMD** 37; **Feats** 3 + Improved Initiative<sup>M</sup>, Weapon Focus (slam) & +2<sup>M</sup>; **SQ** construction points (3+ additional attack, stone), ego 25, idol abilities (4+ animate, holy day +2), mythic abilities (6)

**CR** 12/MR 5; Gargantuan construct; **Init** +8; **AC** 24 (-1 Dex, +19 natural, -4 size), touch 5, flat-footed 25; **hp** 196 (12d10+130); **Fort** +15, **Ref** +14, **Will** +15; **Defensive Abilities** hardness 12; **DR** 10/epic; **Melee** 2 slams +23 (4d6+15); **Special Attacks** mythic power (5/day, surge +1d8); **Str** 40, **Dex** 8; **Base Atk** +12; **CMB** +31; **CMD** 40; **Feats** 4 + Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup> & +2<sup>M</sup>; **SQ** construction points (3+ additional attack, stone), ego 26-27, idol abilities (4+ animate, holy day +2), mythic abilities (6)

**CR** 14/MR 6; Gargantuan construct; **Init** +9; **AC** 28 (-1 Dex, +23 natural, -4 size), touch 5, flat-footed 29; **hp** 221 (13d10+150); **Fort** +17, **Ref** +16, **Will** +19; **Defensive Abilities** hardness 21; **DR** 10/epic; **Melee** 2 slams +24 (3d6+14); **Special Attacks** mythic power (6/day, surge +1d8); **Str** 38, **Dex** 8, **Wis** +4; **Base Atk** +13; **CMB** +31; **CMD** 40; **Feats** 4 + Improved Initiative<sup>M</sup>, Power Attack<sup>M</sup>, Weapon Focus (slam) & +1<sup>M</sup>; **SQ** construction points (additional attack, metal [mithral]), ego 30-31, idol abilities (5+ animate, holy day +3), mythic abilities (7)

**CR** 15/MR 6; Gargantuan construct; **Init** +9/-11, dual initiative<sup>MA</sup>; **AC** 30 (-1 Dex, +2 dodge, +23 natural, -4 size), touch 7, flat-footed 29; **hp** 227 (14d10+150); **Fort** +18, **Ref** +17, **Will** +18; **Defensive Abilities** hardness 16; **DR** 10/epic; **Melee** slam +27 (4d6+24);

**Special Attacks** mythic power (6/day, surge +1d8); **Str** 42, **Dex** 8; **Base Atk** +14; **CMB** +34; **CMD** 45; **Feats** 3 + Dodge<sup>M</sup>, Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup>, Weapon Focus (slam) & +1<sup>M</sup>; **SQ** construction points (1+ metal [mithral]), ego 32-33, idol abilities (5+ animate, holy day +3), mythic abilities (6 + dual initiative<sup>MA</sup>)

**CR** 16/MR 7; Gargantuan construct; **Init** +12; **AC** 31 (+1 Dex, +2 dodge, +22 natural, -4 size), touch 9, flat-footed 28; **hp** 248 (16d10+160); **Fort** +19, **Ref** +20, **Will** +19; **Defensive Abilities** hardness 16; **DR** 10/epic; **Melee** 3 slams +28 (4d6+14); **Special Attacks** mythic power (7/day, surge +1d10); **Str** 38, **Dex** 12; **Base Atk** +16; **CMB** +34; **CMD** 47; **Feats** 4 + Dodge<sup>M</sup>, Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup>, Weapon Focus<sup>M</sup> (slam) & +1<sup>M</sup>; **SQ** construction points (1+ additional attacks x2, metal [steel]), ego 35, idol abilities (6+ animate, holy day +3), mythic abilities (8)

**CR** 17/MR 7; Gargantuan construct; **Init** +12; **AC** 31 (+1 Dex, +2 dodge, +22 natural, -4 size), touch 9, flat-footed 28; **hp** 295 (18d10+196); **Fort** +20, **Ref** +21, **Will** +20; **Defensive Abilities** hardness 16; **DR** 10/epic; **Melee** 3 slams +28 (3d6+21); **Special Attacks** mythic power (7/day, surge +1d10); **Str** 38, **Dex** 12; **Base Atk** +18; **CMB** +36; **CMD** 49; **Feats** 6 + Dodge<sup>M</sup>, Improved Initiative<sup>M</sup>, Toughness<sup>M</sup> & +1<sup>M</sup>; **SQ** construction points (1+ additional attacks x2, metal [steel]), ego 36-37, idol abilities (6+ animate, holy day +3), mythic abilities (8)

## Colossal Animated Idols

All Colossal creatures have a space and reach entry of:  
**Space** 30 ft.; **Reach** 30 ft. (tall) or 20 ft. (long)

**CR** 11; Colossal construct; **Init** +2; **AC** 24 (-2 Dex, +24 natural, -8 size), touch 0, flat-footed 26; **hp** 171 (13d10+100); **Fort** +14, **Ref** +12, **Will** +14; **Defensive Abilities** hardness 24; **Melee** slam +23 (4d6+27); **Str** 46, **Dex** 6; **Base Atk** +13; **CMB** +39; **CMD** 47; **Feats** 6 + Improved Initiative; **SQ** construction points (metal [adamantine]), ego 25, idol abilities (4+ animate, holy day +2)

**CR** 14/MR 6; Colossal construct; **Init** +11; **AC** 27 (+1 Dex, +24 natural, -8 size), touch 3, flat-footed 26; **hp** 241 (13d10+170); **Fort** +17, **Ref** +18, **Will** +17; **Defensive Abilities** hardness 11; **DR** 10/epic; **Speed** 60 ft.; **Melee** 2 slams +23 (6d6+18 plus grab); **Special Attacks** constrict (6d6+18), mythic power (6/day, surge +1d8); **Str** 46, **Dex** 12; **Base Atk** +13; **CMB** +39 (+43 grapple); **CMD** 50; **Feats** 5 + Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup> & +2<sup>M</sup>; **SQ** construction points (additional attack, constrict, faster x3, grab), ego 30-31, idol abilities (5+ animate, holy day +3), mythic abilities (7)

**CR** 15/MR 6; Colossal construct; **Init** +11; **AC** 29 (+1 Dex, +26 natural, -8 size), touch 3, flat-footed 28; **hp** 247 (14d10+170); **Fort** +18, **Ref** +19, **Will** +18; **Defensive Abilities** hardness 16; **DR** 10/epic; **Melee** 3 slams +24 (4d6+18); **Special Attacks** mythic power (6/day, surge +1d8); **Str** 46, **Dex** 12; **Base Atk** +14; **CMB** +40; **CMD** 51; **Feats** 6 + Improved Initiative<sup>M</sup> & +2<sup>M</sup>; **SQ** construction points (2+ additional attack x2, metal [steel]), ego







32-33, idol abilities (5+ animate, holy day +3), mythic abilities (7) **CR** 16/**MR** 7; Colossal construct; **Init** +12; **AC** 30 (+1 Dex, +27 natural, -8 size), touch 3, flat-footed 29; **hp** 268 (16d10+180); **Fort** +19, **Ref** +20, **Will** +19; **Defensive Abilities** hardness 16; **DR** 10/epic; **Speed** 50 ft.; **Melee** slam +26 (6d6+27); **Special Attacks** mythic power (7/day, surge +1d10), trample (6d6+27, DC 36); **Str** 46, **Dex** 12; **Base Atk** +16; **CMB** +42; **CMD** 53; **Feats** 5 + Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup>, Vital Strike<sup>M</sup> & +2<sup>M</sup>; **SQ** construction points (faster x2, metal [steel], trample), ego 35, idol abilities (6+ animate, holy day +3), mythic abilities (8)

**CR** 17/**MR** 7; Colossal construct; **Init** +12; **AC** 32 (+1 Dex, +29 natural, -8 size), touch 3, flat-footed 31; **hp** 279 (18d10+180); **Fort** +20, **Ref** +21, **Will** +20; **Defensive Abilities** hardness 21; **DR** 10/epic; **Melee** 3 slams +29 (4d6+18); **Special Attacks** mythic power (7/day, surge +1d10); **Str** 46, **Dex** 12; **Base Atk** +18; **CMB** +44; **CMD** 55; **Feats** 7 + Improved Initiative<sup>M</sup>, Weapon Focus & +3<sup>M</sup>; **SQ** construction points (additional attack x2, metal [mithral]), ego 36-37, idol abilities (6+ animate, holy day +3), mythic abilities (8)

**CR** 19/**MR** 8; Colossal construct; **Init** +14; **AC** 34 (+2 Dex, +30 natural, -8 size), touch 4, flat-footed 32; **hp** 332 (19d10+228); **Fort** +21, **Ref** +23, **Will** +21; **Defensive Abilities** hardness 21; **DR** 10/epic; **Melee** 3 slams +31 (6d6+18); **Special Attacks** mythic power (8/day, surge +1d10); **Str** 46, **Dex** 14; **Base Atk** +19; **CMB** +45; **CMD** 57; **Feats** 6 + Improved Initiative<sup>M</sup>, Improved Natural Attack<sup>Bi</sup>, Toughness<sup>M</sup>, Weapon Focus<sup>M</sup>, & +1<sup>M</sup>; **SQ** construction points (additional attack x2, metal [mithral]), ego 38-39, idol abilities (6+ animate, holy day +3), mythic abilities (9)

**CR** 20/**MR** 8; Colossal construct; **Init** +14/-6, dual initiative; **AC** 36 (+2 Dex, +32 natural, -8 size), touch 4, flat-footed 34; **hp** 350 (20d10+240); **Fort** +22, **Ref** +24, **Will** +22; **Defensive Abilities** hardness 28; **DR** 10/epic; **Melee** slam +30 (4d6+27); **Special Attacks** mythic power (8/day, surge +1d10); **Str** 46, **Dex** 14; **Base Atk** +20; **CMB** +46; **CMD** 58; **Feats** 6 + Improved Initiative<sup>M</sup>, Quicken Spell-Like Ability<sup>Bi</sup> (*unbreakable construct*<sup>UM</sup>), Toughness<sup>M</sup>, Vital Strike<sup>M</sup> & +1<sup>M</sup>; **SQ** construction points (metal [adamantine]), ego 40, idol abilities (7+ animate, holy day +4), mythic abilities (7 + dual initiative<sup>MA</sup>, simple arcane spellcasting<sup>MA</sup> [25 spell levels, plus *unbreakable construct*<sup>UM</sup> x3])

## Idolatrous Class Options

The following class options focus on idol worship, including an extensive archetype for the **shaman**<sup>ACG</sup> hybrid class as well as a prestige class that allows primitive apostates of any faith to take up the worship of ancient idols.

### Qahin (Shaman Archetype)

Qahins (kah-HEENS; optional feminine *qahina*) are priests dedicated to the spirit world, seeing divinity in all things. They revere the wisdom of the ancients, keeping the old ways

alive and tapping into their legacy wherever they have built idols to mark places of power in the natural world, where the spirits could be called and would answer. Qahins embrace the mystery cults handed down through generations of oral tradition that predate knowledge of the modern gods. Qahins may preserve this eldritch lore of the elder races for the sake of knowledge itself, or for more selfish reasons to attain power for its own sake. Those venerating benevolent spirits may follow their lead in helping others in need of the spirits' protection, while those serving cruel and vengeful spirits may spread fear and misery as emissaries of wrath for the forgotten powers in the world, but most qahins take elements from many different spirits and weave them together in their own animistic theology.

**Alignment:** As qahins preach the necessity of balance and a proper detachment as go-betweens for spirits and the creatures of the material world, their alignment must be at least partly neutral.

**Class Skills:** Qahins add Climb, Knowledge (geography), Knowledge (history), Swim, and Use Magic Device to their list of class skills.

**Weapon and Armor Proficiency:** Qahins are proficient with all simple weapons except crossbows, in addition to the battleaxe, bolas, greatclub, net, and throwing axe. Qahins are proficient with light and medium armor but not with shields.

Because of their spiritual oaths, qahins are prohibited from wearing metal armor; thus they may wear only padded, leather, or hide armor, or other special armors constructed from organic materials such as bone, *ironwood*, or dragonhide. A qahin who wears prohibited armor or wields a prohibited shield is unable to cast her spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

**Idol Worship:** A qahin draws her spiritual knowledge and inspiration from the idols and cultic wisdom of the ancients, which allows them to tap into ley lines and nodes of residual power that pools in the natural world and binds it to the spiritual world. Her idol may be one sculpted by elder clans and civilizations, or one she has discovered in the natural world as a relic of unbounded power, but each idol represents a single spirit, among those normally available to shamans. If her idol is destroyed, she can attune a new idol to her current spirit with 24 hours of meditation and a sacrifice worth 100 gp.

A qahin's choice of spirit is normally permanent, but she may change her spirit by discovering or creating a suitable idol dedicated to the new spirit. She must forswear calling upon her former spirit for 30 days while meditating upon the new idol, and at the end of this time must sacrifice an offering worth at least 100 gp times her shaman level to the spirit of her new idol.

At 4th level, when she gains the wandering spirit power, before she can select a wandering spirit she must first discover or create an idol dedicated to that spirit. Crafting an idol takes 7 days, but an existing idol can be attuned in just 24 hours. A





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sacrifice worth at least 100 gp to the idol's associated spirit attunes the idol to the qahin. Once the idol is attuned, she may use her wandering spirit class feature to attract spirits of that type (and use their hexes, if she has the wandering hex class feature).

A qahin must pray to her idols, just as a shaman communes with her spirit animal, in order to prepare her spells. If her idol is not in her possession, she must succeed on a concentration check with a DC of 20 + the spell's level. This alters spirit, wandering spirit, and spells.

**Idol Focus (Su):** At 3rd level, a qahin can invest her mental focus into her idol as an occultist does into his implements. She gains a number of points of mental focus equal to 1 + her shaman level. At 1st level, she selects a single implement school, and can expend her mental focus to activate focus powers from that implement school. At 3rd level and every 4 levels thereafter she can select an additional implement school and expend her mental focus to activate focus powers from that school. Unlike an occultist, a qahin need not use a separate implement for each school, but can instead use a single idol as the implement for multiple schools simultaneously. If she has attuned more than one idol in order to use her wandering spirit class feature, she may choose to imbue her focus into more than one idol.

A qahin gains the base focus power for his chosen implement school at 3rd level, and each time he gains a new implement school he gains the base focus power for that implement school as well. In addition, at 5th level and every 4 levels thereafter he can select one additional focus power from the schools available to him. The DC for any saving throws against a qahin's implement powers equals 10 + 1/2 her shaman level + her Wisdom modifier. She can't select a focus power more than once. Some focus powers require a minimum level before she can choose them; she treats her shaman level as her occultist level for this purpose. Unlike an occultist, a qahin does not add spells to her spell list when she gains an implement school; however, she does gain a +1 bonus on caster level checks when casting shaman spells of that school if she is wielding the idol when the spell is cast.

A qahin can take the Extra Focus Power and Extra Mental Focus feats as if she were an occultist.

This replaces spirit animal.

**Idol Hex:** At qahin can select from the typical hexes allowed to a shaman, or can select among the following idol hexes unique to their primitive practices.

**Amulet (Su):** The qahin may enchant an amulet as a bonded item, as though she were a wizard creating an arcane bond item. She may not choose to create a different kind of bonded item, nor may she choose to gain a familiar (unless she takes levels in a different class that allows her to gain a familiar). The amulet is a miniature representation of one of her idols, and it is her touchstone to the spirit world, allowing her to activate her idol's focus powers and to gain the bonus on caster level checks in her implement schools even if she is not wielding her idol.

**Auspicious Mark (Su):** The qahin has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. She can spend 1 point of her idol focus as a swift action to call upon the spirits' favor. Using her auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

**Avert Evil Eye (Ex):** The qahin's mind and soul are guarded from attacks, allowing granting her a +4 bonus on saving throws against compulsions, curses, hexes, or possession effects.

**Coven (Su):** The qahin counts as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever a shaman with this hex is within 30 feet of another shaman with this hex, she can use the aid another action to grant a +1 bonus to the other shaman's caster level for 1 round. This bonus applies to the shaman's spells and all of her hexes and focus powers.

**Doom Averted (Ex):** When the qahin fails a saving throw against a compulsion, curse, hex, or possession effect, she can expend 1 point of idol focus at the beginning of her next turn to attempt a new saving throw to end the effect. This does not require an action, but she can use this ability only once for each effect. A qahin must be at least 8th level before selecting this idol hex.

**Exorcism (Sp):** The qahin can attempt to force a possessing spirit out of its host by spending 1 point of her idol focus as a full-round action. She must win an opposed Charisma check, with the qahin adding her class level as a bonus and the possessing creature adding its Hit Dice as a bonus. If the check fails, the qahin can continue the exorcism for an additional round, spending 1 more point of idol focus and gaining a +2 circumstance bonus on her check. This bonus stacks as long as she continues the exorcism. At the GM's option, presenting an object that is repellent or baneful to the possessing creature can add an additional circumstance bonus on this check. If the check succeeds, the possession is ended and the possessing creature cannot affect that host again for 24 hours, or use any possession effect for a number of minutes equal to the qahin's level.

A qahin can also use this ability to attempt to dismiss or banish an outsider back to its home plane, though this requires spending 2 points of her idol focus each round.

If the qahin's concentration is broken while performing an exorcism, the attempt fails and any accumulated circumstance bonus from maintaining it for multiple rounds is lost. If a qahin's concentration is broken during an exorcism, she must succeed on a Will save (DC 10 + 1/2 the possessing creature's Hit Dice + its Charisma modifier) or take 2 points of Charisma damage and become shaken for a number of minutes equal to the possessing creature's Hit Dice. The possessing creature gains +2 circumstance bonus on Charisma checks to resist exorcism against a qahin whose concentration has been broken while trying to exorcise it. A qahin can cease concentration on an exorcism voluntarily without incurring these ill effects. A



qahin must be at least 6th level before selecting this idol hex.

**Idol Communion (Su):** As long as the qahin is within 30 feet of her idol, she does not need to make a concentration check to successfully cast her shaman spells. If she is at a greater distance, the DC for the concentration check is 15 + the spell's level. Other concentration checks may be required as normal.

**Idol Sculptor:** The qahin gains Craft Construct as a bonus feat. In addition, he adds the following spells to his class list: 1st-*ventriloquism*; 2nd-*make whole*; 3rd-*disable construct*<sup>ACG</sup>, *enter image*<sup>APG</sup>; 4th-*soothe construct*<sup>UM</sup>; 5th-*apparent master*<sup>GD</sup>, *unbreakable construct*<sup>UM</sup>; 6th-*sabotage construct*<sup>PR</sup>; 7th-*control construct*<sup>UM</sup>, *statue*; 8th-*call construct*<sup>UM</sup>, *iron body*; 9th-*wooden phalanx*<sup>UM</sup>. A qahin must be at least 6th level before selecting this idol hex.

**Ley Line Surge (Su):** The qahin is adept at channeling energy from *ley lines*<sup>OA</sup> to enhance her own spells. As a swift action, she can expend 1 point of her idol focus to increase her effective caster level for the next spell she casts in that round by 1d4-1 levels (or 1d4 levels if within range of an idol nexus). After performing a conduit surge, the qahin must succeed at a Fortitude save (DC = 10 + level of spell cast + number of additional caster levels granted) or become staggered for a number of minutes equal to the level of the spell cast. A qahin must be at least 4th level before selecting this idol hex.

**Nature's Wanderer (Ex):** The qahin's wanderings have given her great insight into surviving in every kind of terrain and condition. She gains a +2 bonus on Knowledge (nature) and Survival checks and on Fortitude saving throws to negate or reduce harmful environmental effects. Her overland movement is never adversely affected by terrain or weather, unless either makes movement impossible, and she can ignore all difficult terrain and penalties associated with it for a number of rounds each day equal to her shaman level. These rounds need not be consecutive.

**Place Magic (Su):** The qahin may choose one type of terrain (as a ranger choosing his favored terrain). Within this terrain, she gains a +2 bonus on Spellcraft checks and all shaman spells she casts take effect at +1 caster level. She may select this hex more than once; each time it applies to a different type of terrain.

**Primitive Weapon (Su):** The qahin is especially skilled in the use of a single primitive weapon. He gains the benefit of the Weapon Focus feat when wielding a weapon of that type made entirely of wood, stone, or bone, and deals damage as the sacred weapon ability of a warpriest, including the ability to invest her chosen weapon with divine power. The qahin treats her shaman level as her warpriest level for the purpose of this ability. A qahin must be at least 4th level before selecting this

idol hex.

**Spirit Form (Su):** The qahin can expend 1 point of idol focus as a swift action to become *incorporeal*<sup>B1</sup> until the beginning of her next turn. She can remain incorporeal by expending additional idol focus in consecutive rounds. At 15th level, she can remain incorporeal for up to 1 minute each time she activates this ability. The qahin may reform her physical body as a move action, ending the effect. A qahin must be at least 10th level before selecting this idol hex.

**Spirit Sense (Sp):** The qahin can use *detect undead* at will as a spell-like ability (caster level equals her shaman level), but in addition to detecting undead she can detect any spirit creature. She gains a +2 circumstance bonus on Diplomacy, Perception, and Sense Motive checks made against spirits and undead creatures.

**Spirit Warrior (Su):** Any weapon wielded by the qahin deals full damage against incorporeal creatures, as if it had the *ghost touch* property; this includes natural weapons, unarmed strikes, and melee touch attacks. A qahin must be at least 4th level before selecting this idol hex.

**Spirit Warrior, Greater (Su):** The qahin uses her normal AC, rather than her incorporeal touch AC, when attacked by an incorporeal creature. In addition, she can expend 1 point of idol focus to apply the effects of the *Ectoplasmic Spell*<sup>APG</sup> metamagic feat to spells she casts. This does not affect the spell's level or casting time. A qahin must be at least 12th level before selecting this idol hex.

**Spiritwrack (Su):** The qahin can expend 1 point of her idol focus to manipulate spiritual energies to disrupt the substance of spirit creatures and haunts. This functions as channel energy as a cleric of equal level to her shaman level, but deals damage to creatures with the spirit subtype. It cannot be used for healing.

Rather than dealing damage, the qahin can instead weaken all spirit creatures within the area affected by her channeled energy, causing creatures failing their save to become sickened for a number of rounds equal to one-half her qahin level (minimum 1 round). While sickened, any damage reduction possessed by spirit creatures is reduced by 5 and energy resistance they possess is reduced by 10, and incorporeal spirit creatures can take full damage from magical attacks.

**Talisman (Su):** The qahin can create a talisman that carries within it the power of her idols and transfer some of their power to another creature. Crafting a talisman takes 24 hours and a sacrifice worth 100 gp to her idol's spirits. Once the talisman is created, the qahin can invest 1 spend of her idol focus to attune the talisman to a specific creature, plus investing 1 or additional points of idol focus in the item as though it were





an implement for one of the schools she knows. For the next 24 hours, as long as the attuned creature carries the talisman it gains the base power of that implement school. Alternatively, he can spend 2 points to infuse the talisman with the base spirit ability of her idol spirit, or one of the hexes granted by the spirit; the qahin may only share hexes which grant a beneficial effect to the bearer of the talisman (such as battle master from the Battle spirit or cinder dance from the Flame spirit). A qahin must be at least 8th level before selecting this idol hex.

**Tap Nexus (Su):** The qahin can spend 2 points of her idol focus to meditate for 1 hour within range of an idol nexus to attune herself to that nexus. She must succeed on a caster level check with a DC of 10 plus the caster level of the nexus. If the check fails, the qahin is targeted by the evil eye as if used by a shaman of the idol nexus' caster level. The effects of the evil eye persist for 24 hours but can be ended with *remove curse*. If the check succeeds, the qahin permanently attunes herself to that idol nexus, and whenever she is within its range she treats the spirit associated with the nexus as a wandering spirit; this is in addition to any wandering spirit she already possesses.

**Trance (Su):** The qahin can spend 1 point of her idol focus to attune herself to the spiritual forces in the surrounding area for a number of rounds equal to her shaman level, allowing her to sense the presence of spirits and flows of spiritual energy. She automatically detects the presence and location of any idol nexus (see below) within 30 feet times her shaman level, and she also gains insight into the ley lines in the area, granting her a +4 bonus on Spellcraft checks and caster level checks made to tap into a ley line's power. This trance allows the qahin to detect the presence of certain creatures and effects within 1 mile, identifying them as nature spirits (elementals, fey, and outsiders with the air, earth, fire, or water subtype), unnatural spirits (outsiders, undead), haunts, curses, permanent magical effects (which must affect an area), and spirit-servants (characters with class levels as mediums, shamans, spiritualists, summoners, and witches). Each round she spends in the *spirit trance*, she feel the presence of one such thing within range, learning its general nature in the first round, and if she concentrates on that spirit for an additional round she learns its general direction. A qahin gains a +2 circumstance bonus on Diplomacy, Knowledge, Perception, Sense Motive, and Spellcraft checks made with respect to any spirit she has discovered with her trance within the previous 24 hours.

**Idol Nexus (Su):** At 10th level, a qahin can create a nexus of *ley lines*<sup>OA</sup> at a specific location, typically building an altar, idol, obelisk, circle of standing stones, or similar monolith (or discovering one that already exists). She must first reach out to tap into the existing ley lines in a location, as described above. If the caster level of the nearest ley line is positive, the qahin must tap into its power with a successful Spellcraft check (DC 20 + the ley line's caster level), requiring 1 hour per 2 caster levels. If the check fails, the qahin can retry. Once the check succeeds, she can create an idol nexus, which functions as a permanent ley line with a caster level set by the qahin, up to a maximum equal to her own caster level. The idol nexus

must be tied to a physical object (which may be an animated object, such as the animate idols described in this book, or a set of objects like a ring of standing stones), requiring 24 hours of meditation and a sacrifice worth at least 100 gp times the caster level of the nexus. If the object used for the nexus is intrinsically valuable, such a statue with jeweled eyes, its price can be used as some or all of the required sacrifice.

Caster Level	Minimum Size	Range
1st - 4th	Medium object	30 feet
5th - 9th	Large Object	100 feet
10th - 14th	Huge Object	300 feet
15th - 19th	Gargantuan Object	1,000 feet
20th	Colossal object	1 mile

At the time of its creation, an idol nexus must be tied to a type of shaman spirit, which must be the same as the creator's spirit or wandering spirit. That spirit is permanently affixed to the idol nexus, and whenever the qahin who created the idol nexus is within its range, he treats that spirit as a wandering spirit. This is in addition to her normal wandering spirit. An idol nexus cannot be created in any location where its range would overlap with the range of another idol nexus.

Once the idol nexus is created, any creature within 1 mile able to tap into the power of ley lines may do so as if the idol nexus were a ley line of the same caster level. The qahin who created the idol nexus gains a bonus equal to one-half her shaman level on such checks, while other qahins gain a +2 circumstance bonus.

This replaces the hex normally gained at 10th level.

**Nexus Hex (Su):** At 10th level and above, a qahin can select one of the following hexes in place of the hexes normally available to her.

**Invest Nexus Magic (Su):** The qahin within range of an idol nexus can meditate for 1 hour and expend 1 point of her idol focus to choose any two spells from the shaman list. The combined level of the two spells cannot exceed her shaman level, and the highest-level spell cannot exceed the spell level that a shaman of the idol nexus caster level could cast. These spells are permanently stored within that idol nexus and attuned to the qahin, so that whenever she is within the idol nexus' range she can cast either spell using her spirit magic class feature. In addition, even if she is out of range the qahin can spontaneously one of these spells by expending 1 additional point of idol focus. Casting a spell in this fashion discharges it from the idol nexus, and it can no longer be used. Replenishing expended spells or altering the spells stored in the nexus requires repeating the ritual.

**Nexus Cache (Su):** The qahin can expend 1 point from her idol focus as a full-round action to transmogrify an object or willing creature into its spiritual essence and merge it with the physical substance of an idol nexus that you and the target creature or object are touching. A successful caster level check against a DC of 20 + the idol's caster level renders the target







object or creature incorporeal, occupying the same space as the idol nexus (which must be at least as large as the creature or object being cached). While in this state, the creature or object is affected as *sequester* (caster level equals the qahin's shaman level, though the effect ends immediately when the item or creature is retrieved from the cache). A failed check causes the ritual to fail and no other items can be cached within the idol nexus for 24 hours.

An idol nexus can store a number of objects or creatures equal to one-fourth its caster level (minimum 1). When you attempt use this ability, you immediately know how much storage capacity remains within an idol cache, though you do not know what else is stored within the nexus.

Retrieving a stored object or creature requires spending 1 point of idol focus as a full-round action and succeeding on another caster level check against the same DC; failure indicates that the item or creature is caught in the grip of the spirit world and cannot be retrieved for 24 hours. Since every idol nexus is connected to the same network of ley lines, you can touch one idol nexus and attempt to retrieve an object from a different idol nexus, though this requires spending 2 uses of idol focus and 1 minute of concentration, and you take a -10 penalty on your caster level check. The creature or target you wish to retrieve cannot exceed the size of the idol nexus you are touching.

You can attempt to retrieve a creature or item that you did not cache from an idol nexus you are touching. This requires a caster level check as above, with a penalty equal to the shaman level of the qahin that cached the item. If the check fails, you are afflicted with the evil eye (as if used by a shaman whose level equals the caster level of the idol nexus) for 24 hours.

A qahin must be at least 12th level before selecting this nexus hex.

**Nexus Call (Sp):** The qahin can use an idol nexus to call an outsider to him and bargain for its services. He adds the following spells to the list of those available to spontaneously cast with her spirit magic when she is within range of an idol nexus: 3rd *agonize*<sup>UM</sup>, 4th *dimensional anchor*, 5th *planar binding* (lesser), 6th *planar binding*, 8th *binding*, *planar binding* (greater), 9th *gate*. These are considered spirit magic spells for the qahin. When she casts these spells using spirit magic, she may use a Wisdom check to oppose the called creature's Charisma check when bargaining.

**Nexus Communion (Su):** The qahin can spend 1 point from her idol focus to meditate for 10 minutes, allowing her to determine the direction and caster level of the nearest idol nexus, regardless of distance (though magical effects that block divination also block this detection ability). If the idol is within 400 ft. + 40 ft./level of the qahin, she may scry upon the idol's location as if she had cast *clairaudience/clairvoyance*. If this ability is used more than once in a 24-hour period, each subsequent use detects the direction and caster level of the next nearest idol nexus.

In addition, when within range of an idol nexus, the qahin can meditate for 8 hours and invest 1 point of her idol focus in that idol, which remains invested in the nexus for up to 1

day per shaman level. As a free action, the qahin can trigger her communion with that idol as a swift action, allowing her to use any of her class features, hexes, or spirit magic as if she were within the idol's range for 1 minute. The mental focus invested in the idol nexus cannot be regained until the ability is discharged or expires.

The qahin can invest idol focus in more than one idol at a time (up to a maximum number equal to her Wisdom modifier), as long as she meditates before each idol and invests her idol focus into each one.

**Nexus Metamagic (Su):** When the qahin is within range of an idol nexus with a caster level of 5th or higher to which she has attuned herself, she can expend 1 or more points of her idol focus to spontaneously apply a metamagic feat she knows to a spell she is casting without increasing its level or casting time. She can use this ability to apply a metamagic feat that she does not possess to a spell she is casting as long as she has seen the feat used (GM's discretion); if she does not possess the metamagic feat, treat its level adjustment as 1 higher than normal.

She must expend a number of points of idol focus equal to the level adjustment of the metamagic feat, and the caster level of the idol nexus must be at least 5 times the level adjustment of the metamagic feat. She must succeed on a caster level check (DC 10 + the idol nexus caster level + twice the level adjustment of the metamagic feat) to successfully use a metamagic feat in this way. Failure means the idol focus is expended without effect on the spell and causes the qahin to become fatigued for 1 minute.

**Nexus Portal (Sp):** The qahin can spend 1 point from her idol focus to open a one-way gateway to travel along the ley lines from one idol nexus to another idol nexus. She can use this ability to transport herself or a willing ally touching an idol nexus at the same time. This effect functions like *transport via plants*, but the destination nexus can be any idol nexus the to which the qahin has previously attuned herself. The creature's size cannot exceed the size of either the departure or destination idol nexus. If either nexus has items or creatures cached within it (see nexus cache) and does not have an empty storage slot, any creature traveling through the portal takes 2d10 points of damage and is fatigued for 1 minute. If you attempt to transport a creature to an idol nexus that has been destroyed, creatures traveling through the portal are redirected to a random idol nexus 1d100 miles away from the intended destination and takes 4d10 points of damage and is exhausted for 1 minute and then fatigued for 1 hour. The journey through the spirit world is instantaneous but is very stressful to creatures that do not have the spirit subtype, causing them to become dazed for 1 round after their arrival.

Alternatively, a qahin may expend 3 points from her idol focus to use *plane shift*, *shadow walk*, *etherealness*, or *astral projection* as a spell-like ability. She must be within range of an idol nexus to use this ability, but the destination of travel with these spells does not need to be near a nexus.

A qahin must be at least 16th level before selecting this idol hex.



**Nexus Ward (Su):** The qahin can spend 1 point from her idol focus while meditating for 1 hour to make a caster level check with a DC of 10 + the idol nexus caster level. If the check succeeds, she gains a +1 luck bonus to AC and on saving throws for the next 24 hours, as long as she remains within range of the nexus. This bonus increases by +1 for every 5 caster levels of the idol nexus. A qahin must be at least 14th level before selecting this idol hex.

**Pocket Dimension (Su):** The qahin can create an extradimensional space attached to her personal idol that she has attuned with her idol worship class feature. This allows it to function as a *bag of holding* (type I), and the qahin can increase the size of the extradimensional space to the equivalent of a larger *bag of holding* for 24 hours by spending 1 point from her idol focus for each type larger than type I. No object can be placed into the idol that is larger than the idol itself.

The qahin also adds the following spells to her class spell list: 2nd *rope trick*; 7th *create demiplane (lesser)*<sup>UM</sup>, *mage's magnificent mansion*; 8th *create demiplane*<sup>UM</sup>, *maze*; 9th *create demiplane (greater)*<sup>UM</sup>. These are considered spirit magic spells for the qahin. The target of a *maze* spell must be within 30 feet of such an idol; otherwise, the entrance to the extradimensional space created by any of these spells must be adjacent to an idol attuned to the qahin, either her personal idol or an attuned idol nexus.

## Idolater Prestige Class

Idolaters are apostate priests who have blended their modern faith and spiritual practice with eldritch and ancient rites

handed down from eldest times and preserved in the form of mysterious idols. They venerate a memory of a memory, channeling elder energies that predate the known gods or exist outside their authority, lingering and pooling in strange wells and lines of power that lace the visible world with an unseen and unknowable power. Idolaters may form mystery cults around their inscrutable syncretism, but most are lone fanatics with the light and zeal of true revelation in their eyes, blending the teachings of their old faith with unspeakable secrets older than truth and wiser than sanity.

### Requirements

To qualify to become an idolater, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcana) 3 ranks, Knowledge (history) 5 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 5 ranks

**Spells:** Must be able to cast divine or psychic spells

**Special:** Must have discovered an ancient site of power or idol that required at least a DC 20 bardic knowledge, Knowledge (arcana), Knowledge (history), Knowledge (religion), or Knowledge (nature) check to understand.

### Class Skills

The idolater's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier

Idolater Prestige Class						Hit Die: D8
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+1	+0	+1	Idol focus, idol hex, idol worship, spirit magic, taboo	—
2nd	+1	+1	+1	+1	Place magic	+1 divine or psychic caster level
3rd	+2	+2	+1	+2	Idol hex	+1 divine or psychic caster level
4th	+3	+2	+1	+2	Spirit warrior	+1 divine or psychic caster level
5th	+3	+3	+2	+3	Idol hex, idol nexus, nexus hex	+1 divine or psychic caster level
6th	+4	+3	+2	+3	Construct servitor	+1 divine or psychic caster level
7th	+5	+4	+2	+4	Idol focus (third school), idol hex	+1 divine or psychic caster level
8th	+6	+4	+3	+4	Greater spirit warrior	+1 divine or psychic caster level
9th	+6	+5	+3	+5	Idol hex	+1 divine or psychic caster level
10th	+7	+5	+3	+5	Spirit of eternity	+1 divine or psychic caster level







## Class Features

The following are class features of the Idolater prestige class.

**Idol Focus (Su):** An idolater gains the idol focus ability of a qahin of the same level. Levels in this prestige class stack with qahin levels for the purpose of this ability.

**Idol Hex:** At 1st level and every 2 levels thereafter, an idolater can select one idol hex, as a qahin of the same level. Levels in this prestige class stack with qahin levels for all purposes related to hexes.

**Idol Worship (Su):** An idolater gains the idol focus ability of a qahin of the same level. Levels in this prestige class stack with qahin levels for the purpose of this ability.

**Spirit Magic:** An idolater can spontaneously cast a limited number of spells per day beyond those allowed by her other spellcasting class. She has one spell per day of each spell level she can cast, not including cantrips, knacks, or orisons. She can choose these spells from the list of spells granted by the spirit associated with her idol, chosen at the time she casts them. She can enhance these spells using any metamagic feat that she knows, sing up a higher-level spell slot as required by the feat and increasing the time to cast the spell (see Spontaneous Casting and Metamagic Feats in the *Pathfinder Roleplaying Game Core Rulebook*). Any spirit magic spells gained from her idol worship are considered part of her spell list for the purpose of spell-trigger and spell-completion items.

**Taboo (Ex):** In adopting their idol worship, an idolater eschews modernity and strives for a certain primitivism to focus on the ancient sources of power. Because of these oaths, an idolater is prohibited from wearing metal armor and may wear only padded, leather, or hide armor, or other special armors constructed from organic materials such as bone, *ironwood*, or dragonhide. An idolater who wears prohibited armor or wields a prohibited shield is unable to cast her spells

or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

**Place Magic (Su):** At 2nd level, an idolater may choose one type of terrain (as a ranger choosing his favored terrain). Within this terrain, she gains a +2 bonus on Spellcraft checks and she gains a +1 caster level bonus when casting either divine spells or psychic spells (once chosen, this may not be altered) in that terrain.

**Spirit Warrior (Su):** At 4th level, any weapon an idolater wields (including natural weapons and unarmed attacks) and armor she wears is treated as having the ghost touch property.

**Idol Nexus (Su):** At 5th level, an idolater gains the idol nexus ability of a qahin of the same level. Levels in this prestige class stack with qahin levels for the purpose of this ability.

**Nexus Hex:** At 5th level and above, an idolater can select a nexus hex in place of an idol hex, as a qahin of the same level. Levels in this prestige class stack with qahin levels for all purposes related to nexus hexes.

**Construct Servitor:** At 6th level, an idolater gains Craft Construct as a bonus feat and adds *animate objects* to her spell list as a 6th level spell.

**Greater Spirit Warrior (Su):** At 8th level, any spell, spell-like, or supernatural effect the idolater creates, including those produced by magic items, is fully effective against incorporeal creatures.

**Spirit of Eternity (Su):** At 10th level, an idolater becomes one with the ancient spirits. Her type changes to fey, she gains low-light vision, and she ceases aging, though any aging penalties already accrued remain. In addition, the idolater can assume an incorporeal form for up to 10 rounds per day; these rounds need not be continuous. Activating this ability is a standard action, but resuming her normal form is a free action.





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