



MYTHIC MODULE MONSTERS

Rune lords 1

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



WELCOME TO MYTHIC MODULE MONSTERS!

The mythic rules system introduced in the *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a selection of classic monsters made mythic, ideal for use in a mythic campaign but just as useful to inject something new into the GM's toolbox to terrorize their players. The *Mythic Monster Manual* and *Mythic Monsters* series from Legendary Games have greatly expanded the number of mythic monsters available for use in campaigns of any kind. However, a great many players and GMs love playing the classic adventure paths produced by Paizo, Inc. and are interested in adding a bit of mythic mayhem to spice up those spectacular sagas. The *Mythic Module Monsters* series is designed just for you! Rather than having to hunt through multiple books trying to find the odd monster here or there to enhance your adventure path experience, you'll find the monsters introduced in that AP right here, ready to pick up exactly the issues you need to enhance the mythic monsters in your favorite adventure! You can pick them up a few at a time or collect an entire series for your favorite AP! *Mythic Module Monsters* are not about exposition, ecology, and artwork; you've already got those right between the pages of your favorite AP adventures. Instead, they are jam-packed mythic stat blocks for every creature in that issue, with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. The expert designers who helped create the official mythic rules are here to **Make Your Adventure Path Legendary!**

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CREDITS

AUTHOR: Mike D. Welham, Jason Nelson, and Steven T. Helt

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Liz Courts, Matthew Goodall, Jim Groves, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

SPECIAL THANKS: To Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback and *Pathfinder Adventure Path: Rise of the Runelords*.

NOTE: The following notations are used in the stat blocks contained in this product:

^{MS} = Mythic spell

^{MF} = Mythic feat

^{MA} = Mythic ability

^{MMA} = Major mythic ability (counting as two abilities)

^{ACG} = Pathfinder Roleplaying Game Advanced Class Guide

^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide

^{B1} = Pathfinder Roleplaying Game Bestiary

^{B2} = Pathfinder Roleplaying Game Bestiary 2

^{B3} = Pathfinder Roleplaying Game Bestiary 3

^{MAdv} = Pathfinder Roleplaying Game Mythic Adventures

^{UE} = Pathfinder Roleplaying Game Ultimate Equipment

^{UM} = Pathfinder Roleplaying Game Ultimate Magic

Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures. The following notations are used to indicate sources for rules outside the Pathfinder Roleplaying Game Core Rulebook.



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Attic Whisperer

This thing resembles a gray, emaciated child, with cobwebs and dust for clothes and a fox skull for a head.

MYTHIC ATTIC WHISPERER

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +12

Aura abandonment^{MA} (15 ft.)

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)

hp 67 (6d8+40)

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

DR 5/epic; **Defensive Abilities** debris spirit^{MA}; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee bite +9 (1d4+4 plus loneliness and steal breath), touch +9 melee touch (loneliness^{MA} and steal voice)

Special Attacks mythic power (2/day, surge +1d6)

STATISTICS

Str 9, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +4; **CMB** +2; **CMD** 17

Feats Dodge, Improved Initiative, Weapon Finesse^{MF}

Skills Bluff +10, Climb +8, Knowledge (history) +8, Knowledge (local) +8, Perception +12, Stealth +17

Languages Common (plus any 2d4 from victims)

ECOLOGY

Environment any urban or ruins

Organization solitary, pair, or chorus (3–8)

Treasure incidental

SPECIAL ABILITIES

Aura of Abandonment (Su) Every voice that an attic whisperer steals lingers around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bonuses affecting it that are of the morale type, or rely on audible or language-dependent components. In addition, affected creatures take a –2 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Debris Spirit (Su) An attic whisperer is a tortured soul that takes form by combining dust and trash into a corporeal form.

Broken objects, cobwebs, dust, or scraps within 20 slide into the attic whisperer's space to reform and repair it. So long as the attic whisperer remains in a cluttered or dusty environment (within 20 feet of dust or debris), it gains fast healing 5. During combat, if the attic whisperer takes damage and begins to heal in this manner, it continues to attract debris and gain temporary hit points up to half again its normal maximum. After combat, these hit points fade away at a rate of 5/round until the attic whisperer is reduced to its maximum hit point total.

Loneliness (Su) A creature struck by the attic whisperer's bite or touch attack becomes mentally and spiritually isolated. It cannot benefit from aid another actions, flanking bonuses in combat, or any morale bonuses for 24 hours. A DC 17 Will save negates this effect. This is a curse effect and emotion effect. The save DC is Charisma-based.

Steal Breath (Su) A creature bit by an attic whisperer must make a DC 17 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) Any creature hit by an attic whisperer's touch must make a DC 17 Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.



Devil Steed

This mangy horse-like beast walks perversely upright. Wings, a dragon's tail, and a fanged mouth complete its vile appearance.

MYTHIC DEVIL STEED

CR 10/MR 4

XP 9,600

Official Guide to the world of the Inland Sea

NE Large outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision, mistsight^{MA}, scent; **Perception** +18

DEFENSE

AC 26, touch 13, flat-footed 22 (+3 Dex, +1 dodge, +13 natural, -1 size)

hp 166 (12d10+100)

Fort +13, **Ref** +7, **Will** +11

DR 10/cold iron and epic; **Immune** death effects, fire, fear effects; **SR** 23

OFFENSE

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

Melee bite +18 (2d6+7/17-20/x3), 2 hooves +18 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bay, eternal nemesis^{MA}, hellfire breath, hooves of hell^{MA}, kick, lingering breath^{MA} (2d6 fire, 4 rounds), mythic power (4/day, surge +1d8), trample (2d6+10, DC 23)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*fog cloud*, *gust of wind*, *pyrotechnics* (DC 15)

3/day—*dimension door*, *phantasmal killer* (DC 17)

STATISTICS

Str 24, **Dex** 17, **Con** 21, **Int** 8, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 34 (38 vs. trip)

Feats Dodge, Flyby Attack, Hover, Improved Critical^{MF} (bite), Mobility, Vital Strike^{MF}

Skills Fly +12, Intimidate +12, Knowledge (geography) +5, Perception +18, Stealth +14, Survival +18

Languages Abyssal, Infernal

SQ undying legend^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Bay (Su) When the devil steed screams as a standard action, all creatures within a 300-foot-radius spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, creatures within the effect are immune to the devil steed's bay for 24 hours thereafter. The save DC is Charisma-based.

Eternal Nemesis (Ex) Whenever an opponent threatened by the devil steed expends a use of mythic power as part of a swift or immediate action, it provokes an attack of opportunity from the devil steed; if it already has used its attack of opportunity that round, it can expend one use of its mythic power to make one.

In addition, whenever an opponent expends a use of its mythic power as part of an action that targets the devil steed, includes it in the area of effect of a harmful effect, or otherwise directly affects the it (GM's discretion), the devil steed gains an additional temporary use of its mythic power. It must expend this use of mythic power before the end of its next turn or the additional mythic power is lost.

Hellfire Breath (Su) Once every 1d4 rounds, the devil steed can unleash a blast of infernal flame from its mouth as a standard action. This hellfire fills a 30-foot cone and causes 10d6 points of fire damage (Reflex DC 20 half). Anyone who takes damage from this breath weapon must also make a DC 20 Will save to avoid becoming cursed by the infernal flames—those who become cursed take a -4 penalty on all attack rolls, saving throws, and skill checks for a number of days equal to the damage taken—during this time, the victim's skin appears to be horribly burned in places regardless of any healing applied. This curse effect functions at caster level 12th. The save DC for both saves is Constitution-based.

Hooves of Hell (Su) Any creature failing (or forgoing) its saving throw against a mythic devil steed's trample takes 1d6 points of bleed damage from its razor-sharp hooves. In addition, the mythic devil steed can use its bay or its hellfire breath as a free action as part of its trample, affecting all creatures in the path of its trample rather than its normal area. Creatures failing (or forgoing) their save against the mythic devil steed's trample take a -2 penalty on their saving throws against its bay or its hellfire breath. If it expends one use of mythic power when using combining either ability with its trample, the effects of its bay and its hellfire breath ignore immunity to fear (including the immunity of creatures that already have been exposed to its bay within the past 24 hours) or resistance or immunity to fire for non-mythic creatures until the end of the mythic devil steed's turn. A mythic devil steed can use its lingering breath ability in conjunction with its hellfire breath when used as part of a trample.

Kick (Ex) The devil steed's hoof attacks are primary attacks that deal bludgeoning and slashing damage..

Undying Legend (Su) A devil steed does not age and is immune to death effects. In addition, if it is killed it returns to life 1d20 years later at full health, regardless of the condition of its body or the means by which it was killed. If it has at least one use of mythic power left at the time of its death, this interval is reduced to 1d20 days. A devil steed can be permanently killed only by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction.



Goblin Dog

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

MYTHIC GOBLIN DOG

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

N Medium animal (mythic)

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

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

hp 20 (1d8+16)

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

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction^{MA})

Special Attacks mythic power (1/day, surge +1d6)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness^{MF}

Skills Stealth +6

SQ inspirer of goblins^{MA}

ECOLOGY

Environment temperate forest, swamp, or underground

Organization solitary or pack (1 mythic goblin dog plus 2–12 goblin dogs)

Treasure none

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite or that strikes a goblin dog with a natural weapon or unarmed attack or that otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) breaks out in an itching rash (DC 12 Fortitude negates). A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack for mythic creatures but can stack to a maximum of –4 for non-mythic creatures). This is a disease effect. The save DC is Constitution-based.

Mythic *remove disease* or any mythic magical healing removes the rash from a mythic goblin dog instantly. Non-mythic effects that remove disease can end the rash if the caster succeeds on a DC 15 caster level check; a mythic caster of such a non-mythic effect may add her mythic rank or tier as a bonus on this check. Non-mythic effects that cannot remove diseases do not remove the rash.

Inspirer of Goblins (Ex) The mere presence of a mythic goblin dog inspires goblinoid creatures and goblin dogs, which receive a +1 morale bonus on attack rolls and a +2 morale bonus on saves against fear while they can see or hear the mythic goblin dog. These bonuses are doubled for a goblin riding a mythic goblin dog. If a mythic goblin dog uses a mythic surge while a goblin is mounted on it, the goblin can also use the bonus granted by the mythic surge on any d20 roll before the end of its next turn.



Goblin Snake

A gray, lipless goblin head with serpent's fangs sits atop the sinuous black body of this greasy-scaled snake.

MYTHIC GOBLIN SNAKE

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary 3

CE Small aberration (mythic)

Init +2; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 21 (2d8+12)

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

OFFENSE

Speed 30 ft., burrow 5 ft., swim 20 ft.

Melee bite +4 (1d4+3)

Special Attacks goblin breath^{MA}, mythic power (1/day, surge +1d6), summon snake^{MA}

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 9, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 14 (can't be tripped)

Feats Lunge^B, Skill Focus (Bluff)

Skills Bluff +6, Intimidate +5, Knowledge (local) +3, Perception +5, Stealth +10

Languages Common, Goblin

SQ snake empathy +7

ECOLOGY

Environment any underground or swamps

Organization solitary, pair, or nest (1 mythic goblin snake plus 3–12 goblin snakes and 1–6 venomous snakes)

Treasure standard

SPECIAL ABILITIES

Goblin Breath (Ex) Once every 1d4 rounds, a goblin snake can release a disgusting belch as a standard action. Any creature within 5 feet of the goblin snake must succeed at a DC 13 Fortitude save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. Goblin snakes, goblin dogs, and humanoids with the goblinoid subtype are immune to this effect. This is a poison effect. The save DC is Constitution-based.

In addition to the stench, a mythic goblin snake can spit a small amount of fire at a nearby target when it belches. A successful ranged touch attack at a target within 10 feet deals 1d6+1 points of fire damage to the target and 1 point of fire damage to adjacent creatures. This does not provoke an attack of opportunity. By expending one use of mythic power as a swift action when it belches, the target takes double damage (DC 13 Reflex half) and catches on fire on a failed Reflex save. If the target catches on fire, the save DC to avoid becoming sickened from that use of its goblin breath is increased to DC 15. Mythic goblin snakes are immune to fire damage from this attack.

Snake Empathy (Ex) This ability functions similarly to a druid's wild empathy ability, but allows a goblin snake to verbally communicate with and be understood by snakes and similar serpentine reptiles. The bonus equals the goblin snake's racial Hit Dice plus its Charisma modifier and a +4 racial bonus.

Summon Snake (Sp) Once per day as a standard action, a mythic goblin snake can summon a fiendish viper as per the *summon monster I* spell. The viper remains for 1 minute before returning. As part of the summoning, requiring the goblin snake to expend one use of mythic power, it can summon 1d3 fiendish vipers or a single advanced or giant fiendish viper.



Lizard, Giant Gecko

With large bulging eyes to spot prey from afar, this oversized, smooth-scaled lizard has splayed, padded feet and a toothy maw.

MYTHIC GIANT GECKO

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 3

N Medium animal (mythic)

Init +7^{MF}; **Senses** low-light vision; **Perception** +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 19 (2d8+10)

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

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (2d4+1)

Special Attacks mythic power (1/day, surge +1d6)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative^{MF}

Skills Climb +21, **Perception** +6; **Racial Modifiers** +8 Climb

SQ expert climber, removable tail^{MA}, water walker^{MA}

ECOLOGY

Environment warm forests or mountaints

Organization solitary, pair, or nest (1 mythic giant gecko plus 3–6 giant geckos)

Treasure none

SPECIAL ABILITIES

Expert Climber (Ex) A gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, geckos are treated as constantly being under a natural version of the spell *spider climb*.

Removable Tail (Ex) If a mythic giant gecko takes damage from a weapon attack sufficient to kill it, it can expend one use of mythic power as an immediate action to shed its tail and negate the damage. Its base and climb speeds decrease to 30 ft. as a result. The gecko regrows its tail in 1 hour.

Water Walker (Ex) The adhesion on a mythic giant gecko's feet allow it to walk on the surface of water and other liquids. It gains a +4 racial bonus to its CMD to resist any attempt to move it while it stands on a liquid surface.



Sinspawn

This hairless humanoid lurches on back-bent, dog-like legs, its hideous mouth flanked by tiny arms with three-fingered hands.

MYTHIC SINSPAWN

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NE Medium aberration

Init +5; Senses darkvision 60 ft., sin-scent; Perception +7

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +1 Dex, +2 dodge, +3 natural)

hp 27 (3d8+14)

Fort +3, Ref +2, Will +4

Immune mind-affecting effects; SR 14

OFFENSE

Speed 40 ft. (25 ft. in armor)

Melee ranseur +3 (2d4+1/x3), bite –2 (1d6 plus sinful bite) or bite +3 (1d6+1 plus sinful bite), 2 claws +3 (1d4+1)

Ranged composite longbow +3 (1d8+1/x3)

Special Attacks insatiable id^{MA}, mythic power (1/day, surge +1d6)

STATISTICS

Str 13, Dex 13, Con 14, Int 10, Wis 13, Cha 12

Base Atk +2; CMB +3; CMD 16

Feats Dodge^{MF}, Improved Initiative

Skills Intimidate +7, Perception +7, Stealth +3, Survival +7

Languages Aklo

SQ martial proficiency, morphic sin^{MA}

ECOLOGY

Environment any ruins

Organization solitary, pair, or cult (3–8)

Treasure standard (breastplate, ranseur, composite longbow (+1 Str) with 20 arrows, other treasure)

SPECIAL ABILITIES

Insatiable Id (Su) Once per day as a standard action, a mythic sinspawn can inflame and distort the uninhibited emotional impulses of a creature within 10 feet. The target must succeed on a DC 12 Will save or be affected as one of the following spells as a 3rd-level caster, depending on the mythic sinspawn's particular sin:

Envyspawn: *paranoia*^{OA}.

Gluttonspawn: *burst of adrenaline*^{OA}.

Greedspawn: *demand offering*^{OA}.

Lustspawn: *unnatural lust*^{UM}.

Pridespawn: *delusional pride*^{UM}.

Slothspawn: *oppressive boredom*^{UM}.

Wrathspawn: *murderous command*^{UM}.

If a mythic sinspawn is reduced below 0 hit points by a melee attack, the attacker must succeed on a Will save or be affected as if the sinspawn had used this ability.

Alternatively, any type of mythic sinspawn can use this ability to affect a spellcasting character as *emotive block*^{OA} on a failed save. A mythic sinspawn can expend one use of its mythic power when triggering this ability to use it as a swift action, to use it an additional time per day as a standard action, or to use the mythic version of the spell as a full-round action. This is a supernatural mind-affecting emotion effect. The save DC is Charisma-based.

Martial Proficiency (Ex) Sinspawn are proficient in all simple and martial weapons, armor, and shields (except tower shields).

Morphic Sin (Su) As a full-round action, a mythic sinspawn can expend one use of its mythic power to change its emotional focus to any other type of sinspawn for 24 hours, after which it reverts to its normal form. This alters its physical appearance and its ability scores as noted below but does not affect any class levels the mythic sinspawn possesses. Any clothing, armor, or other items worn by the mythic sinspawn resize to fit its new shape.

Sin-Scent (Su) Sinspawn have scent against creatures whose nature reflects the sinspawn's sin. For example, wrathful sinspawn can scent creatures using rage effects. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinful Bite (Su) A creature bitten by a sinspawn is overwhelmed with sinful thoughts (DC 12 Will save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered for 1 round if it fails its saving throw. *Calm emotions*, *remove curse*, or *break enchantment* negates the effects of sinful bite. The save DC is Charisma-based. This is a mind-affecting effect.

SEVEN TYPES OF SINSPAWN

The above stats represent a wrathspawn, the most common type of this creature. Each type possesses unique ability modifiers, which are listed after their name.

Envyspawn (+2 Str, –2 Cha): Short and thin, envyspawn often become rangers.

Gluttonspawn (+2 Con, –2 Dex): Obese yet hardy and strong, gluttonspawn often become fighters.

Greedspawn (+2 Dex, –2 Wis): Towering over 7 feet in height, greedspawn have gold-tinged veins and often become rogues.

Lustspawn (+4 Cha, –2 Con, –2 Wis): With perfectly formed bodies sitting in grotesque counterpoint to their monstrous faces and claws, lustspawn often become sorcerers.

Pridespawn (+4 Int, –2 Wis, –2 Cha): Unique among sinspawn for their long manes of hair, pridespawn are near-skeletal in their gauntness. They often become wizards.

Slothspawn (+2 Wis, –2 Dex): Thick rolls of excess skin drape a slothspawn's hunched frame. They often become clerics.

Wrathspawn: These sinspawn use the statistics given above. They often become barbarians.