

Adventure Path Plug-Ins



Malevolent Medium Monsters

by Thurston Hillman and Jesse Benner



BEASTS OF LEGEND:

MALEVOLENT

MEDIUM MONSTERS

CREDITS

Authors: Thurston Hillman and Jesse Benner

Artists: Luka Arh, Nicholas Cato, Carlos Dhari, Felipe Escobar, William Hendershot, Chris Kimball, Jethro Lentle, Tanyaporn Sangsnit, Cory Trego-Erdner

Editing and Development: Jason Nelson

Layout: Lj Stephens

Legendary Games Team Members: Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski,

N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, 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: Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Adventure Path: Wrath of the Righteous*.

This product is compliant with the Open Gaming License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found in the Legal page at the end of this product.

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

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

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a

Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Beasts of Legend*, *Malevolent Medium Monsters*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

Beasts of Legend: Malevolent Medium Monsters

© 2017, Legendary Games;

Author Thurston Hillman and Jesse Benner.

ISBN-13: 978-1976330377

ISBN-10: 1976330377

First printing September 2017.

Printed in USA.



Legendary Games

3734 SW 99th St.

Seattle, WA 98126-4026

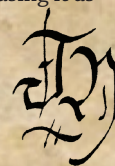
makeyourgamelegendary.com

WHAT YOU WILL FIND INSIDE **MALEVOLENT MEDIUM MONSTERS**

Does size really matter? Too often in high-level *Pathfinder* RPG play, your opponents are either high-level NPCs or towering titans of imposing size and strength. There's nothing wrong with a colossal killing machine, but when you want creatures for your campaign that pack a powerful punch in a size small enough to walk right in the back door, you need **Malevolent Medium Monsters**! These are not outsiders with a million spell-like abilities, nor complicated classed characters, but honest-to-goodness **monsters** from CR 11 to 18 ready to terrorize your unsuspecting heroes as they tear them apart! You'll find the paralytic **alabaster beetle**, the malformed composite **homunculus dragon**, the blood-soaked **ersatz**, the sinister and heretical **faithslain**, the grotesque **mis-birthed**, and an entire new category of **fiendfused** monstrous humanoids that drink deeply from the wells of fiendish corruption to achieve an awful apotheosis! Each new creature is designed with full-page portraits, dynamic abilities, and detailed ecology, tactics, and advice on using it in the campaign, whether your heroes are facing invading demon hordes, exploring a wounded wasteland

where chaos reigns, or expunging the tainted lineage of an ancient evil!

The *Beasts of Legend* series from Legendary Games are not your usual bare-bones bestiaries, but bring you richly detailed and evocatively described monsters drawing upon the myths and legends of the real world with a double dose of fantastic flair. The [Boreal Bestiary](#), [Coldwood Codex](#), [Beasts of the East](#), and [Construct Codex](#) have received lavish praise for their quality and inventiveness, and **Malevolent Medium Monsters** follows proudly in their footsteps. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



WELCOME TO ADVENTURE PATH PLUG-INS

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.

HEY, WHAT'S WITH THE ADVENTURE PATH PLUG-IN?

You will see us use phrases such as "Righteous Crusade Adventure Path" instead of the title of the 13th adventure path published by Paizo Inc., covering issues #73 to 78. Or, you may see us use names such as the "Demon Lands," the "Crusader Stronghold," the "Goddess of Valor," or the "God of Nature" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want

to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Righteous Crusade Adventure Path," helping to tame the "Demon Lands." See, that wasn't so hard, was it?

SPECIAL ELECTRONIC FEATURES

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 sup-

port you, the player, in accessing the rules, especially those from newer books or that you may not have memorized. Where appropriate, some links are also marked with a superscript to indicate the hardcover rulebook source for the rules in question, as follows:

Contents

Introduction	5
Beetle, Alabaster	6
Dragon, Homunculus	8
Ersatz	10
Faithslain	13
Fiendfused	15
Abyssal Tyrant	16
Coil Kissed	18
Infernal Despot	20
Shearing Menace	22
Misbirthed	24

The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

- 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*
- 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*

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc., and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Join the Legendary Games team online at www.makeyourgamelegendary.com
Visit us on [Facebook](#) and follow us on [Twitter @LegendaryGamesJ](#).

INTRODUCTION

The creatures in **Malevolent Medium Monsters** are monsters, first and foremost. Some make ideal villains, with long-simmering and wide-ranging plots and plans, yet they also can serve as the champions or elite minions of greater or more devious powers. Some might even be the unfortunate result of spreading corruption across the land, such as the demon-tainted remnant of a long-fallen crusader kingdom, where the natural world itself has become infused with the power of ultimate chaos and insensate evil. The fiendfused in particular might once have been champions of good, but dragged into the infernal pits of torment have had the literal seeds of evil incubated within their bodies and souls, only to come forth as inhuman monstrosities devoted to the spread of misery and pain, with just enough of their former selves remaining to offer sadness and sorrow to those they encounter who might recognize the heroes they once were.

These creatures are designed to supplement the ranks of creatures that are currently somewhat under-represented in the higher CR range, in order to give GMs more versatility and variety for unleashing foes upon their heroes. This can both keep them off-balance in terms of thinking they've memorized all the usual creatures, but also helps the GM balance out the use and utility of spells, items, and class features that depend on specific creature types, such as a ranger's favored enemy.

CR Malevolent Medium Monsters

- 11 shearing menace
- 12 alabaster beetle
- 14 ersatz
- 15 coil kissed, faithslain
- 16 homunculus dragon
- 18 abyssal tyrant, infernal despot, misbirthed

Aberration: misbirthed

Construct: ersatz

Dragon: homunculus dragon

Monstrous Humanoid: faithslain (abyssal tyrant, coil kissed, infernal despot, shearing menace)

Undead: faithslain

Vermin: alabaster beetle

BEETLE, ALABASTER

The back of this white-shelled insect rests roughly four feet from the ground. Numerous fist-sized legs support its chitin-enforced bulk, while twin mandibles clack together near its face. Oozing violet drool streams from the insect's mouth.

ALABASTER BEETLE

CR 12

XP 19,200

N Medium vermin

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)

hp 161 (17d8+85)

Fort +15, **Ref** +9, **Will** +5

Defensive Abilities darkveiled shell

OFFENSE

Speed 30 ft., burrow 20 ft., fly 30 ft. (poor)

Melee bite +20 (3d8+10 plus grab and poison)

Special Attacks constrict (3d8+7), paralytic spray, poison

STATISTICS

Str 24, **Dex** 19, **Con** 21, **Int** —, **Wis** 10, **Cha** 6

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 33 (37 vs. trip)

Feats Weapon Focus (bite)^B

Skills Fly +0

ECOLOGY

Environment underground

Organization solitary, pair, cluster (3–8), or colony (9–20)

Treasure none

SPECIAL ABILITIES

Darkveiled Shell (Ex) The carapace of an alabaster beetle confounds the use of darkvision. Creatures cannot perceive an alabaster beetle while using darkvision, effectively rendering the beetle invisible to such detection. Spells or effects that grant darkvision also fail to penetrate the veil of the shell. Other forms of vision, such as regular sight, blindsight, or *true seeing* can see the alabaster beetle without impediment.

Paralytic Spray (Ex) An alabaster beetle can spray paralytic acid in a 15-foot line, dealing 8d8 points of acid damage to everything in that area. Creatures struck by this, are also affected by the alabaster beetle's poison. A DC 23 Reflex save halves the damage and prevents the creature from being affected by the beetle's poison. An alabaster beetle may only use this ability once every 1d4 rounds. The save DC is Constitution-based.

Poison (Ex) Bite/Paralytic Spray—Injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *initial effect* paralysis for 1d4+1 rounds; *secondary effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based.

Alabaster beetles are a terror of the world's underground locales. Unlike other varieties of vermin, the alabaster beetle subsides on a constant diet of meat, and seemingly prefers to gorge on the flesh of sentient creatures. They're apex predators in subterranean environments, able to traverse almost all underground environments in one manner or another. They act as solitary hunters in remote areas, while congregating together as parts of larger colonies when operating out of more populated subterranean regions.

A typical alabaster beetle stands roughly four feet tall and is five to six feet wide. They weigh 450 pounds, mostly due to the bulk of their chitin.

ECOLOGY

What led to the creation of the rare alabaster beetle is a topic of some discussion among expert dungeoneers. The evolution of a verminous creature as physically powerful and naturally defensive as the alabaster beetle is a mystery. The beetle's lack of intelligence makes it less of a threat to underground civilizations, but still an apt defender of the deeper areas of the underground. The most prevalent hypothesis regarding the evolution of the alabaster beetle, is that these white-shelled insects came about as a sort of 'natural defense mechanism' of the underground. "Certainly, areas infested with even a small group of these beetles are often devoid of encroaching civilization.

The shell of alabaster beetles are highly sought after by craftsmen skilled in chitin-forging arts. These white shells have the density of steel, but also provide a unique form of obfuscation. Namely, the shell of an alabaster beetle actively masks its presence when viewed under darkvision. Other senses, such as normal vision under a light source, blindsight, or even magic sight such as *true seeing* bypass this unique defense mechanism. Those with darkvision almost always forgo the use of other sense in the underground realms of the world, so the obfuscating shell of the beetle proves to be an almost universal defense in the lower reaches of the world.

Less scrupulous members of society, namely assassins and enforcers, pay high sums of money for the paralytic poison of an alabaster beetle. The poison is reputed for its debilitating properties, a 'must have' when searching for alchemical toxins to bring targets in alive. The poison's ability to maintain its potency when mixed with the highly acidic digestive acids of the beetle is another evolutionary oddity. Alabaster beetles can produce a thick stream of internal acids, which contain traces of their poison. This blast of digesting acids not only melts the thickest stone, but subjects the rare organic targets that survive impact to a paralytic poison.

Each alabaster beetle is capable of asexual reproduction. The beetle lays a clutch of eggs within a pool of meat cooked in their digestive acids. The eggs absorb the nearby protein, and eventually hatch into small specimens of their kind. It takes only a few weeks for an alabaster beetle to mature to its full size, during which the parent becomes active in finding further sources of food with which to feed its young. Upon reaching maturity, the alabaster beetle's shell takes on its darkvision-blocking properties, rendering the child entirely invisible to its parent.

HABITAT & SOCIETY

Most alabaster beetles encountered in the lightless depths of the world are solitary hunters. These beetles are the bane of adventuring and spelunking parties in the underground, as only a single alabaster beetle can spell disaster for such groups. Most such vermin find perches along vast cliffs in the lightless depths. Waiting on these cliffs, they emerge, held aloft on their ponderous wings, spraying acid upon those interlopers climbing the walls. In most cases, the targets are horribly melted and fall to their death, several hundred feet below, where they become the beetle's next meal.

Groups of alabaster beetles are rare. The reason for this, is linked to the fact that the beetle's

primary means of vision is darkvision—a vision which its own shell confounds. When alabaster beetles group together, it's most often without any type of relationship, but instead because they've all picked the same hunting grounds. One trait that does allow some coordination between the beetles, is that they have keen scent when it comes to the poison that drools from behind their mandibles. This gives the beetles a rudimentary understanding of where their allies stand and how to best coordinate in combat.

When it comes to other races, alabaster beetles only have interactions of note with duergar. The gray dwarves maintain an affinity for powerful vermin, and several duergar monarchs have standing order to capture alabaster beetles for use as defenders. The duergar have repeatedly failed to create a mount-sized alabaster beetle, but attempts to reduce the size of the enlarged vermin have met with some success. These dog-sized beetles use the young simple template (*Pathfinder Roleplaying Game Bestiary*) and act as powerful hunting beasts within duergar society. Verminous hunters and rangers employ these stymied beetles to hunt down escaped slaves with great effect, relying on the poison of the beetles to force their enemies into submission.



Dragon, Homunculus

This pony-sized amalgam of scales and stitches resembles a miniaturized dragon. Deep rumbles come from the creature's maw, as it desperately opens and closes, trying to set its mismatched rows of teeth.

HOMUNCULUS DRAGON

CR 16

XP 76,800

CN Medium dragon

Init +5; **Senses** dragon senses; Perception +26

Aura erratic aura

DEFENSE

AC 29, touch 15, flat-footed 24 (+5 Dex, +14 natural)

hp 275 (19d12+152)

Fort +21, **Ref** +16, **Will** +115

DR 10/magic; **Immune** pain effects, paralysis, sleep; **SR** 24

OFFENSE

Speed 20 ft., fly 100 ft. (clumsy)

Melee bite +26 (3d6+7/19–20), 2 claws +26 (2d8+7), 2 wings +24 (1d8+3)

Special Attacks bedlam breath

Sorcerer Spells Known (CL 10th; concentration +15)

5th (4/day)—*wall of force*

4th (6/day)—*dimension door*, *greater invisibility*

3rd (7/day)—*haste*, *suggestion* (DC 18), *tongues*

2nd (7/day)—*bull's strength*, *glitterdust* (DC 17), *mirror image*, *resist energy*

1st (8/day)—*charm person* (DC 16), *mage armor*, *magic missile*, *shield*, *true strike*

0 (at will)—*acid splash*, *bleed* (DC 15), *dancing lights*, *detect magic*, *light*, *message*, *prestidigitation*, *read magic*, *resistance*

STATISTICS

Str 24, **Dex** 21, **Con** 27, **Int** 16, **Wis** 18, **Cha** 21

Base Atk +19; **CMB** +26; **CMD** 41

Feats Cleave, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Great Fortitude, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell, Vital Strike

Skills Acrobatics +5 (+1 to jump), Appraise +25, Bluff +27, Fly +19, Intimidate +27, Knowledge (arcana) +15, Knowledge (history) +16, Perception +26, Sense Motive +26, Spellcraft +25, Use Magic Device +27

Languages Common, Dwarven, Elven

SQ blood of dragons

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Bedlam Breath (Ex) As a standard action, a homunculus dragon can unleash its breath weapon. This works as a dragon's breath weapon. The breath weapon invariably acts differently every time its employed, due to the conflicting nature of the homunculus dragon. There's a 50% chance the breath weapon will take the form of a cone or line. The length of the breath weapon is equal to 2d4 x 10 feet. A homunculus dragon's breath weapon deals 15d6 points of damage. The type of damage is either acid, cold, electricity, or fire (determine randomly). The save DC is Constitution-based.

Blood of Dragons (Su) While the draconic blood of a homunculus dragon is derived from many sources, it does empower many of the dragon's abilities. A homunculus dragon gains a number of blood points equal to 1/2 of its total HD (normally 9). These points can be spent to enhance any sorcerer spell cast by the homunculus dragon with one of the following metamagic feats: Empower Spell, Enlarge Spell, Heighten Spell, Maximize Spell, Quicken Spell, or Widen Spell. Using this ability is a free action that costs a number of blood points equal to the spell level modifier the selected feat would use. A homunculus dragon regains its blood points after spending a 8-hour period of uninterrupted rest.

Erratic Aura (Ex) As a swift action, a homunculus dragon can activate an aura of elemental power by channeling the draconic blood in its veins. The aura deals 2d6 points of damage to any creature within 10 feet of the dragon. The type of damage is either acid, cold, electricity, or fire (determine randomly at the start of each round). The aura can be suspended with a swift action. The homunculus dragon is unaffected by its own aura.

A homunculus dragon is a malformed creature, wracked by constant pain and a need to prove itself as worthy of the blood that flows through its veins. Created from the stitched scaled hides of numerous dragons, these creatures resemble horrific alchemical experiments more than they resemble the fearsome beasts of their namesake. Unlike constructs, homunculus dragons are actual living creatures, considered as dragons in almost all respects. Specimens of this draconic offshoot race stand 4 to 5 feet tall and weigh about 750 pounds.

ECOLOGY

What drives a living creature to build a creature as terrifying as a homunculus dragon is unknown. These broken dragons are built from collected scales and bones pilfered from corpses and dens of dragons. Only by collecting enough tattered remains, can a skilled alchemist even think of making the attempt at breathing life into the crafted husk. These bodies are then stitched together in the mocking form of a true dragon. Exactly how life can fill the remains of such a host is hotly debated, but as the body requires ample hide, the insides require copious amounts of dragon blood. By suffusing the construct body with collected blood, and performing the necessary rites, the homunculus dragon is born.

The mixed blood of so many dragons maintains a potency of its own right. It suffuses the crafted body with life energy, creating a mockery of a dragon that is a living creature and not an automaton. The diversity involved in the dragon's creation prevents any true form of growth, and leaves the homunculus dragon wracked with incredible, and ceaseless, pain. Still, the concentration and mix of blood also acts as a potent focus for the homunculus dragon, making the creature a far more potent spellcaster than even the oldest others of true dragons.

HABITAT & SOCIETY

Homunculus dragons are solitary by nature. They don't seek out others of their kind, because so few of their kind actually exist. Most of these creatures go about their lives unaware that another of their kind could be somewhere in the world, believing

that they're misshapen mistakes. Still, most homunculus dragons don't spend much time caring about their unique existence. Instead, these dragons spend their long-lives building up vast networks of servants, and immense treasures. The motivation for such material acquisition and consolidation of power is simple: the homunculus dragon believes itself to be the equal—or in many cases, better—of its true dragon kin. And as dragons spend much of their time hoarding, homunculus dragons believe such endeavors to be the metric of which they'll be judged.

A homunculus dragon is an inherently powerful dragon, not requiring the long decades and centuries necessary for true dragons to mature. It immediately sets out to find a group of local creatures to act as servants. This often takes the form of shunned monstrous creatures of some use, such as boggards, bugbears, derro, giants, gnolls, hobgoblins, or orcs. Because of their immense pride, homunculus dragons reject weaker servants like goblins and kobolds, regardless of how such tribes fawn over the stitched dragon as if it were a deity. Unlike true dragons, a homunculus dragon cares not for the veneration of others, but instead they seek to acquire power and wealth to prove itself to its trueborn kin.

As to be expected, the mind behind making a homunculus dragon is at best, deranged. The creators of such draconic progeny rarely last long, eventually falling to the violent outbursts of the stitched monstrosities they've made. In rarer circumstances, those who breathe life into a homunculus dragon are quick to leave the creature to its own destiny. For

these strange spellcasters, the act of creating the dragon is enough, and they gain satisfaction from watching as their creation grows in intellect.



ERSATZ

Swirls of floating red liquid surround a humanoid woman whose body is made of a similar substance. The liquid moves into the body, which swiftly transforms into a fully rendered woman in commoner's garb.

ERSATZ

CR 14

XP 38,400

N Medium construct

Init +11; **Senses** darkvision 120 ft., low-light vision; Perception +20

DEFENSE

AC 28, touch 17, flat-footed 21 (+7 Dex, +11 natural)

hp 137 (18d10+38)

Fort +6, **Ref** +13, **Will** +8

DR 10/adamantine; **Immune** construct traits; **SR** 19

Weaknesses vulnerable to area effects, vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +26 (3d6+7)

Special Attacks dislocating strikes

STATISTICS

Str 24, **Dex** 24, **Con** —, **Int** 14, **Wis** 14, **Cha** 20

Base Atk +18; **CMB** +25; **CMD** 42

Feats Combat Expertise, Combat Reflexes, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (slam)

Skills Acrobatics +25 (+29 to jump), Craft (Carpentry) +18, Knowledge (History) +20, Perception +20

Languages Common

SQ adaptive simulacrum, facsimile, not of flesh, reconstruction

ECOLOGY

Environment any

Organization solitary, pair, or false settlement (3–12)

Treasure standard

SPECIAL ABILITIES

Adaptive Simulacrum (Ex) Ersatz are constructs crafted to emulate an idealized form of humanoid life. Some come programmed with experiences relating to such lives. Every ersatz comes with 18 ranks in a single Craft and Knowledge skill. The default choices for this are Craft (Carpentry) and Knowledge (History). An ersatz always counts

its HD as being 5 less when determining the CR adjustment when applying a [simple class template](#) (*Pathfinder Roleplaying Game Monster Codex*).

Dislocating Strikes (Ex) The slam attacks of an ersatz easily bypass armor as its bloodlike body shifts around and through defenses. An ersatz ignores the armor and shield bonus provided by worn equipment. Its attacks do not ignore enhancement bonuses applied to worn armor or shields, just the base armor or shield bonus. Similarly, an ersatz's slam attacks do not bypass magical effects that generate an armor bonus, such as *mage armor* or *shield*.

Facsimile (Ex) As constructs imitating humanoid forms, ersatz are crafted to be disguised renditions of other races. Every ersatz is made to imitate a living creature, and have a Disguise check associated with that attempt. This check is determined by the skill of the ersatz's creator during the creation process. The default value for this is a DC 32 Disguise check. A creature purposefully inspecting an ersatz can make an opposed Perception check to notice discrepancies in the crafting of the ersatz, belying its constructed nature.

Not of Flesh (Ex) When the hit point total of an ersatz is reduced by at least one-quarter its full value, reduce the DC of its Disguise by 10. If the ersatz is reduced below half its full hit point total, the blood-like matter of its true form is revealed for all to see and its nature as a construct is revealed. These effects remain unless the ersatz manages to heal the damage.

Reconstruction (Ex) An ersatz can only be healed by a means of self-induced reconstruction. It can, as a full-round action, enter a trance-like state. During this trance, the ersatz must spend 10 minutes concentrating on self-repair without suffering any damage or a significant interruption. Upon completion of the trance, the ersatz gains fast healing 5 until the next time it receives damage.

Ersatz are constructs made to be better than the humanoids they imitate. They look and act exactly as the species they copy, and in most cases, are exemplary at all tasks they perform. Their true form is a texture of rich red blood that when struck, reacts like hardened clay. Luckily



HENDERSHOT

for these disguised constructs, only severe damage is enough to reveal their true nature—an impressive feat unto itself, considering their many defenses.

The ersatz were the concept of a powerful spellcaster from a long-lost bygone era. Texts on their creation are thought to be lost, but several contemporary wizards claim to have unlocked the secret to creating these immensely powerful constructs. Most believe, the secret in their construction lies within further researching *simulacrum* and similar magic. Whether or not any spellcasters remain alive to create these beings is unknown. What is known, is that the ersatz live among the settlements of humanity. Perhaps 1 in 200,000 could be one of these hidden constructs, but even that small fear is enough to motivate dedicated hunters and researchers to rooting them out.

Most surviving ersatz are solitary beings, content with being left alone in their mundane existences. They prefer to maintain simple jobs in rural communities. Before their immortality can be called into question, they move to another community, citing reasons like “my brother in the big city is sick, and I’ve got to tend to him.”. Some ersatz even return to towns they’ve previously lived in, often centuries later. When they arrive, they still bear a striking resemblance to the faces on old portraits kept in the dusty and forgotten attics of townsfolk. Regardless of their wandering nature, most ersatz wish no ill upon humanoid races, and instead seek to enrich themselves with repeated lifetimes of experience.

Eventually, the mundane isn’t enough for an ersatz. Some take on the role of adventurers, finding their lifetimes of unexciting jobs give them ample experience for such tasks. Unlike the life of a craftsman, it’s hard for adventuring ersatz to maintain the illusion about their true nature. Ersatz spend long periods of time determining which adventurers would be suitable to learn their true nature. Many times, ersatz

abandon their mundane lives to adventure alongside the grown descendant of a friend from a former life, seeking to protect the offspring of those who once showed them kindness.

The oddest actions of ersatz are the inexplicable need to create their own settlements. Settlements founded and run by ersatz are often referred to as false settlements. In these rare situations, several ersatz come together and share their lifetimes of experience, deciding as a group that it would be best if they were entrusted to lead. They use their power and lifetimes of gathered resources to found new settlements, where they take on all the major roles of leadership. In some cases, these false settlements are utopian societies, guided by powerful overseers who refuse to reveal their true nature. In other instances, the ersatz leaders grow tired of living yet another ‘mundane life’ and instead perform twisted social experiments on the people of their settlements. As effectively immortal constructs, many ersatz have run both sides of the spectrum—creating utopias in one millennia, only to create maddening torture towns in another.

CONSTRUCTION

The creator of an ersatz must begin with alchemically treated clay worth 20,000 gp. The clay is then worked into a humanoid shape and infused with magic using a combination of *clone* and *simulacrum* spells. Once this is complete, the spellcaster binds the creature to its existence by using *geas/quest*. The DC of the Craft (sculptures) check becomes the effective Disguise check for the ersatz, as listed in the facsimile special rule.

ERSATZ

CL 18th; **Price** 220,000 gp

CONSTRUCTION

Requirements Craft Construct, *clone*, *geas/quest*, *simulacrum*, creator must be at least caster level 18th; **Skill** Craft (sculptures) DC 30, Knowledge (arcana) DC 28; **Cost** 120,000 gp.

FAITHSLAIN

A porcelain mask covers the face of this humanoid. Instead of eyes, only darkened voids stare out from behind the mask, while a tendril of similarly black mist slithers out of the mouth like a tongue. The fingers of this figure stretch into claws made of the same misty darkness.

FAITHSLAIN

CR 15

XP 51,200

NE Medium undead

Init +10; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 32, touch 22, flat-footed 26 (+6 Dex, +10 natural, +6 profane)

hp 200 (21d8+105); fast healing 5

Fort +12, **Ref** +13, **Will** +15

Defensive Abilities profane protection; **Immune** undead traits; **SR** 25

Weaknesses heretical fear

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws +23 (3d6+8), tongue +18 (2d8+4 negative energy plus grab) or touch +23 (unspoken entreaties)

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

Special Attacks coil of death, unspoken entreaties

STATISTICS

Str 27, **Dex** 22, **Con** —, **Int** 17, **Wis** 17, **Cha** 21

Base Atk +15; **CMB** +23; **CMD** 45

Feats Ability Focus (generic ability), Combat Expertise, Combat Reflexes, Improved Critical (bite), Improved Feint, Improved Initiative, Improved Vital Strike, Lunge, Power Attack, Step Up, Vital Strike

Skills Disguise +29, Fly +14, Intimidate +29, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +27, Sense Motive +27, Stealth +30

Languages Abyssal, Daemonic, Common, Infernal

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Coil of Death (Su) The tongue attack of a faithslain deals negative energy damage. The faithslain can use its tongue to damage living creatures or heal undead. It cannot use its tongue to heal itself.

Heretical Fear (Su) When targeted by a spell with the good descriptor, or when targeted by a spell cast by a good-aligned creature, the faithslain reduces its spell resistance by 4. A spell with the good descriptor cast by a good-aligned creature ignores the spell resistance of a faithslain.

Profane Protection (Su) A faithslain gains its Charisma bonus as a profane bonus to AC. A faithslain loses this bonus when attacked by good-aligned weapons or when targeted by a good-aligned smite attack. If a faithslain fails a saving throw against channeled positive energy, it loses this bonus to AC as well as its fast healing for 1d4+1 rounds.

Unspoken Entreaties (Ex) By making a touch attack using its tongue, or as a free action after successfully grappling a target, a faithslain can implant heretical whispers into the ears of creatures serving good or neutral aligned deities. The target must succeed a DC 27 Will save or be temporarily cursed and count



its alignment as evil for the purposes of class-related abilities. This effect lasts for 10 minutes. The alignment change has no actual effect on how the creature acts, but will temporarily strip good-aligned classes, such as clerics and paladins, of their class abilities. Abilities and effective alignment return to affected creatures normally once the curse expires, and does not require a further *atonement* to regain. A *break enchantment* or more powerful similar magic can be used to remove this effect (against CL 14th) prior to its expiration. The save DC is Wisdom-based.

When the devout follower of a non-evil deity falls to the overwhelming power of servants to evil deities, they sometimes rise as faithslain. These powerful undead return as the result of exceptionally powerful evil or negative energy attacks suffusing their bodies. Many faithslain rise in the aftermath of an antipaladin's smite attacks, or from the channeled negative energy of a powerful divine caster. Regardless of how the faithslain originally died, it rises from death, animated by powerful negative energy coursing through its body.

The energy animating a faithslain is pure negative energy. It manifests through the faithslain's tongue, which snaps around like a lashing whip. With this tongue, the faithslain can grapple targets, draining the life force of their victims. Those faithslain working alongside other undead, can use their manifested negative energy to caress and heal their unliving allies. While the claws of a faithslain are charred with the entropic power of negative energy, they only tear at flesh—the claws themselves do not deal negative energy. The pure nature of the energy coursing through the body of the faithslain is such that it repels both magic and physical attack. Only the most holy of abilities, powered by good-aligned deities, can repel the void which animates these vile undead.

In life, faithslain were devoted servants to non-evil deities. In their new existence, the negative power that now fuels their continuation has shown them a new way. By accepting the malign power that keeps them (in a sense) alive, the faithslain turn their back on their previous lives. Only the truest of divine powers can cow their dedication to the destruction and entropy brought by their new vile patron gods. Faithslain hide from the disciples of altruistic gods, especially those of their living faith. They wait until

an opportune moment to strike; leaping from the shadows to impart their heretical beliefs on the only foes truly suited to defeating them.

Perhaps more insidious than the faithslain's ability to harness negative energy, is their indomitable belief in the power they use. Speaking unknowable words through their mist-like tongues, the faithslain impart sacrilegious thoughts into those serving other faiths. Only the most steadfast of believers can endure the incomprehensible truths spoken by the faithslain. Such staunch individuals are rare, as most succumb to words they don't truly comprehend, temporarily forsaking the bond they've formed with their gods. While the words of a faithslain can temporarily sever the bond between a follower and their deity, the connection is not permanently lost and is restored after only a few minutes. Many who fall to the words of a faithslain don't recognize this fact. The faithslain capitalize on this weakness, and further tempt their now power-bereft targets into willingly forsaking their deity in exchange for the support of darker patrons.

The ruins of cathedrals, churches, and temples dedicated to good-aligned or neutral deities often host groups of faithslain. This is simply a byproduct of agents of evil tearing through such sites, slaying all the faithful within, and leaving their corpses suffused with powerful negative energy effects. Even the lowliest acolyte in a church is a possible host body to become a faithslain. What truly matters is the power of the killer; the greatest of antipaladins often unintentionally leave a trail of faithslain in their wake. The creation of these congregations is of little concern to the crusaders of evil.

FAITHBORN

The appearance of faithborn is truly momentous. These are the animated souls of evil worshippers slain by the followers of good-aligned deities. Much like faithslain, the faithborn are raised into undeath, but as redeemed creatures seeking to spend their unlife righting the wrongs they made while alive.

Faithborn have a neutral good alignment. They replace the negative energy damage they deal with positive energy capable of healing living creatures or damage undead. Their other abilities are similarly reversed, being affected by evil-aligned spells, and receiving a divine bonus to AC instead of a profane bonus. Their entreaties work only against neutral or evil-aligned spellcasters. Faithborn speak Celestial and Common.

FIENDFUSED

Since their creation, fiends have delighted in the possession of mortals. Whether for the furthering of their own ends, or simple, savage joy demons and devils enjoy turning humanoids of all kind into their helpless puppets. However, despite the relative ease with which evil outsiders can slip into a mortal vessel, such possessions are not without risk for the demonic and diabolical. And when fiendish possession of a mortal goes wrong, the fiendfused come to life.

Although they can emerge from such rare events as a failed resurrection in an unhallowed and corrupted place, or from an extremely strong-willed creature resting control from a possessing presence and then subverting that presence to gain its power, typically a fiendfused emerges when strong magic destroys a fiend's mortal host at the exact moment the possessing creature attempts to flee its doomed vessel. The colliding energies destroy the mortal's soul and the fiend's body. The remaining fiendish essence rapidly spreads to fill the empty humanoid husk, morphing into a terrible amalgam of humanoid and outsider, armed with the memories and echoes of both its extraplanar existence and its mortal experiences. This new psyche, forged in trauma, unfailingly embraces both the power of its new form, and the evil housed within.

In appearance, the fiendfused are unmistakably linked to their abyssal or demonic origins, retaining the wings, horns, or even the misshapen and multiple limbs of their former possessors. These hallmarks, however, are filtered through the shell that once hosted this corrupt and corrupting essence, leaving small traces behind of the humanoid creature that once was. As a result, despite their consistent powers and abilities, no two fiendfused look the same. In addition to this grotesque synthesis of humanoid and fiendish bodies, the creation of a fiendfused also perverts some of a fiend's most powerful abilities into potent and dangerous new tools.

All fiendfused have the following special abilities:

Change Shape (Su) A fiendfused can assume one humanoid form, typically that of its original mortal host, at will as if using *polymorph*.

Dormant Dread (Su) The possessing fiend that gives the fiendfused its power is not destroyed, but subsumed in the new monster's creation. Lying dormant within the fiendfused, this powerful outsider struggles to break free. There is a 1% chance per point of damage done by any spell or spell-like ability with the good descriptor or any effect that deals extra damage against evil creatures such as a paladin's smite evil class feature, or a holy weapon that the fiend within breaks free. The spell or spell-like ability must deal hit point damage to risk releasing the original possessing fiend, and only the extra damage from a smite attack, or a weapon's holy property counts towards this percentage. Good-aligned weapons use their base weapon damage to determine the chance of the dormant fiend breaking free.

If such an attack does release the fiend within a fiendfused, the fiend appears immediately. It has the same hit points as its fiendfused counterpart at the moment it broke free but is otherwise a typical version of itself. This violent rebirth utterly destroys the original humanoid creature, and nothing short of a wish, or true resurrection can return the original humanoid host to life.

Fiendish Legacy (Ex) All fiendfused treat Knowledge (planes) as a class skill as well as one additional skill from their progenitor fiend's skill list. All fiendfused receive either Abyssal or Infernal as a bonus language based on a demonic or diabolical origin respectively.

Lingering Malignance (Ex) Although their power results directly from their fiendish nature, the merging of bodies and energies that creates a fiendfused robs them of their characteristics as an outsider. All fiendfused are monstrous humanoids but still present as evil outsiders when subject to detect evil or any similar divination magic or effect. Effects that specifically target or have heightened effects on evil outsiders, such as the extra damage on the first strike of a paladin's smite, a ranger's favored enemy bonuses, or the damage from a holy smite have no greater effect on a fiendfused creature. Fiendfused do still suffer additional damage normally when subject to effects that target evil creatures, however.

FIENDFUSED, ABYSSAL TYRANT

A menacing laugh that could fill the halls of a palace rumbles from this onyx-skinned, bat-winged nightmare. Though man-sized, its mien evokes the feeling of something much more massive and powerful. The preternatural chill that seems to emanate from it contrasts the roaring bonfire sound of its breathing.

ABYSSAL TYRANT

CR 18

XP 153,600

CE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; **Perception** +29

DEFENSE

AC 31, touch 13, flat-footed 28 (+9 armor, +3 Dex, +9 natural)

hp 297 (22d10+176)

Fort +15, **Ref** +18, **Will** +19

DR 10/cold iron; **Immune** poison; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 29

OFFENSE

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

Melee +2 unholy falchion +35/+30/+25/+20 (2d4+17/15–20 plus 2d6 unholy), 2 wings +27 (1d8+5 plus 2d6 unholy), or 2 slams +32 (1d8+10 plus 2d6 unholy), 2 wings +27 (1d8+5 plus 2d6 unholy)

Special Attacks blasphemous blood, ensnaring blade, hellfire backlash

Spell-like Abilities (CL 20th; concentration +25)

Constant—*true seeing*

5/day—*greater dispel magic*

3/day—*greater shout* (DC 26)

1/day—*power word stun*

STATISTICS

Str 30, **Dex** 21, **Con** 26, **Int** 19, **Wis** 22, **Cha** 23

Base Atk +22; **CMB** +32; **CMD** 47

Feats Cleave, Combat Reflexes, Flyby Attack, [Furious Focus](#)^{APG}, Great Cleave, Improved Critical (falchion), Improved Initiative, Lunge, Power Attack, Weapon Focus (falchion)

Skills Acrobatics +15, Bluff +21, Climb +20, Diplomacy +20, Fly +29, Intimidate +31, Knowledge (local) +9, Knowledge (planes) +22, Knowledge (religion) +17, Perception +29, Sense Motive +26, Stealth +20;

Languages Abyssal, Common, Draconic

SQ change shape, dormant dread, fiendish legacy, lingering malignancy

ECOLOGY

Environment any

Organization solitary

Treasure standard (+2 breastplate, +2 falchion, other treasure)

SPECIAL ABILITIES

Blasphemous Blood (Su) A legacy of the balor demon's blasphemy ability, an abyssal tyrant's body is continuously suffused with unholy energy. Both the creature's natural attacks as well as any weapons it wields deal an extra 2d6 points of unholy damage on a successful hit.

Ensnaring Blade (Su) On a successful critical hit with a melee weapon an abyssal tyrant ensnares its opponent with a tangled web of force. Enemies are entangled for 1d4 rounds as the bonds dissipate. Entangled foes can break the netting by making a DC 30 Strength check as a full round action.

Hellfire Backlash (Su) When subject to a successful critical hit from a melee weapon, an abyssal tyrant's body spews a scorching gout of hellfire dealing 10d6 points of damage to its attacker. A DC 29 Reflex save halves the damage. Half of the hellfire damage is fire damage, but the other half is negative energy and is not subject to reduction from resistance to fire-based attacks.

Brutal and domineering, abyssal tyrants are the unholy fusion of a mortal humanoid and a balor demon. Although they reside in a human sized frame, the towering demonic juggernaut within shows itself clearly in the inhumanly large musculature, volcanic-glass skin, and great, bat-like wings of all abyssal tyrants. In their true form, these menaces exude a constant smell of ash and cinder, and their eyes smolder like embers. Standing 7 feet tall at the head, an abyssal tyrant's compact form weighs up to 500 pounds.

Among the most dangerous creatures of the material plane, abyssal tyrants embrace their power and destructive capabilities. As balor

demons only “stoop” to possession when the host is a mortal boasting notable power, and a capacity for evil that even a demon can admire, abyssal tyrants are often more at peace with their strange predicament than other fiendfused creatures. As such, they excel at allying with giants and dragons, or at subjugating entire clans of violent humanoids like orcs or hobgoblins. Such warlords then use their armies to wreak havoc, recreating a small portion of the Abyss in the mortal world to serve as their own kingdom, or turn their power towards the Abyss itself, to return “home.”

No matter what supporting forces an abyssal tyrant may possess, they relish battle and lead from the front where they can hew into their enemies, or make devastating attacks on the wing. Their progenitor demon’s *blasphemy* ability manifests itself in the unholy emanation that cloaks all of their weapons and natural attacks as well as in their ability to unleash devastating roars that can level buildings, and liquefy enemies. While they do not possess the vindictive power of a balor’s death throes, this unstable energy still resides inside all abyssal tyrants and lashes out against attackers when the tyrant suffers grievous wounds.

Abyssal tyrants rule through fear, and know that any loyalty they glean is tenuous at best. They do not hesitate to sacrifice underlings or allies to gain a

momentary tactical advantage against an enemy. They give and expect no quarter, and more than any other fiendfused abomination, show that even when severed from the Abyss, a demon is always something to be feared.



FIENDFUSED, COIL KISSED

This humanoid creature moves with an almost serpentine grace, its unnaturally-hued eyes shrewd and calculating as two of its four arms brandish blades in gleeful anticipation of battle.

COIL KISSED

CR 15

XP 51,200

CE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; **Perception** +28

DEFENSE

AC 30, touch 15, flat-footed 25 (+3 armor, +5 Dex, +12 natural)

hp 230 (20d10+120)

Fort +12, **Ref** +17, **Will** +17

DR 10/cold iron; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 30 ft.

Melee +1 longsword +24/+19/+14/+9 (1d8+7/17-20),
+1 longsword +24/+19/+14 (1d8+7/17-20)slam +26
(1d8+9)

Special Attacks fused fist, lashing limb, multiweapon
echo, shredding grapple

Spell-like Abilities (CL 20th; concentration +25)

At will—*project image*, *telekinesis* (DC 25)

1/day—*fly*

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 16, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +26 (+28 bull rush); **CMD** 41 (43 vs.
bull rush)

Feats Combat Reflexes, Double Slice, Greater Two-Weapon
Fighting^B, Improved Bull Rush, Improved Critical
(longsword), Improved Initiative, Improved Two-
Weapon Fighting^B, Power Attack, [Quick Bull Rush](#)^{UC},
[Rebuffing Reduction](#)^{UC}, Two-Weapon Fighting^B, Two-
Weapon Rend, Weapon Focus (longsword)

Skills Acrobatics +27, Bluff +15, Climb +14, Fly +19,
Intimidate +23, Knowledge (planes) +16, Perception
+28, Ride +18, Stealth +23, Survival +23, Swim +19

Languages Abyssal, Common, Giant, Ignan

SQ change shape, dormant dread, fiendish legacy, lingering
malignancy

Other Gear +2 [haramaki](#)^{UE}

ECOLOGY

Environment any

Organization solitary

Treasure standard (+2 *haramaki*, two masterwork
longswords, other treasure)

SPECIAL ABILITIES

Fused Fist (Ex) A coil kissed's slam attack deals
damage as if it were two sizes larger and it adds 1 -
1/2 times its strength bonus to damage on its slam
attacks.

Lashing Limb (Ex) A coil kissed has a natural reach
of 10' with its slam attack and when determining
which squares it threatens when making attacks
of opportunity, whether using its slam or wielding
manufactured weapons.

Multiweapon Echo (Su) Any light or one-handed
weapon a coil kissed wields becomes a +1 magic weapon
in its hands. This ability ceases to function as soon the
weapon leaves the coil kissed's grasp.

Shredding Grapple (Su) When a coil kissed
successfully damages the same opponent with two
of its slam attacks in the same round it can initiate a
grapple as a free action without provoking an attack
of opportunity. Opponents grappled in this way
take 6d6 points of slashing damage each round on
the coil kissed's turn. While grappling an opponent
in this fashion a coil kissed cannot make slam
attacks, but can wield weapons as usual.

Cunning and vicious, the coil kissed are
humanoids whose essence has fused with that of
a marilith demon. In their true state, a coil kissed
possesses four of their progenitor demon's 6
arms and although they lack the serpentine lower
half of a marilith demon, all coiled kissed have a
tough, scaly hide with an opalescent sheen, and
an almost sidwinding stride. All coil kissed have
elongated proportions, long arms and legs, long
torsos and ovular heads, and stand nearly 7 feet
tall. Compact and layered with muscles, a coil
kissed typically weighs 350 pounds.

Once commanders in the armies of the Abyss,
the coil kissed retain their shrewd and calculating
nature, but struggle with the perceived limitations
of their mortal forms. This friction makes them

tactical yet unpredictable, capable of raging destruction at a moment's notice. The coil kissed sometimes form or insert themselves at the heads of demon worshiping cults to field small armies to do their bidding. Others work alone as elite assassins for the most wealthy or powerful, as they attempt to slake their endless thirst to destroy those that stand for and act in the name of goodness and law. Shame at their "wretched" condition, however, precludes most coil kissed from seeking out demonkind, and a coil kissed will often try to kill other demons to prevent news of its existence from returning to the Abyss.

The legacy of their demonic origin allows the coil kissed to wield multiple weapons while still using their powerful limbs to attack. While devoid of the serpentine form of a marilith demon, the fusing of fiend and mortal for the coil kissed gives their body a strange malleability, like a striking viper. A combination of the magical energies of their demonic *blade barrier* spell-like abilities and the physiology of their mortal hosts grants the coil kissed one of its most deadly powers. When grappling a foe with at least two of its four arms, the coil kissed can instantly channel its demonic heritage, producing two spectral arms, armed with the marilith's infamous abyssal blades. These manifestations of force then slash and stab at the grappled foe so long as they are within the coil kissed's grip.

In combat, a coil kissed typically wades in against its opponents with malevolent joy, relishing the chance to recapture the memories of abyssal war. They target spellcasters first, especially those that can heal their comrades, looking to trap them within their shredding grapple. Once they have an opponent trapped, the coil kissed uses its *telekinesis* spell-like ability to move enemies away from their imperiled ally, forcing them to close again and contend with its striking limbs. Alternately, if supported by allies, the coil kissed will attempt to use its *fly* spell-like ability to retreat with a grappled foe, using its underlings to form a barrier between itself and its enemies before returning to the fray to select another victim.

Whether it is rage at being trapped in a mortal form or the possibility that death in battle will let them return to the Abyss, a coil kissed does not parlay other than for temporary gain, and never surrenders, preferring a bitter fight to the death, surrounded by as many corpses, friend and foe alike, as possible.



FIENDFUSED, INFERNAL DESPOT

This hulking humanoid's massive arms are almost ape-like in their proportions and musculature. Every inch of the crimson colored, leathery skin that covers its body and bat-like wings glistens as if wet. The enormous fangs jutting down from its top lip give it the appearance of perpetual contempt.

INFERNAL DESPOT

CR 18

XP 153,600

LE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft.; **Perception** +32

DEFENSE

AC 32, touch 17, flat-footed 25 (+7 Dex, +15 natural)

hp 310 (20d10+200)

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

DR 15/silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 29

OFFENSE

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

Melee 2 claws +32 (1d10+16 plus grab), 2 wings +26 (1d8+5/19–20), bite +31 (2d8+11)

Special Attacks fluctuating form, poisonous pin, reactive conflagration, unshaping strike

Spell-like Abilities (CL 20th; concentration +25)

At will—*invisibility*

5/day—*greater dispel magic*, *scorching ray*, *wall of fire*

1/day—*power word stun*

STATISTICS

Str 32, **Dex** 25, **Con** 30, **Int** 23, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +31 (+35 sunder); **CMD** 48 (50 vs. sunder)

Feats Greater Sunder, Improved Critical (claws), Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Lunge, Power Attack, Weapon Focus (claws),

Skills Appraise +19, Bluff +29, Climb +19, Diplomacy +23, Disguise +20, Fly +28, Intimidate +24, Knowledge (local) +24, Knowledge (planes) +29, Perception +32, Sense Motive +25, Stealth +30; Racial Modifiers +4 Bluff, +4 Perception

Languages Common, Ignan, Infernal

SQ change shape, dormant dread, fiendish legacy, lingering malignancy

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fluctuating Form (Su) A pit fiend's whiplike tail resides in an infernal despot's slithering limbs. When it successfully grabs a foe, the despot can forgo one of its slam attacks a round to maintain the grapple without gaining the grappled condition itself, and without suffering the typical -20 on its CMB check to maintain a grapple in this way. A grappled creature still takes slam damage each round the grasp is maintained.

Poisonous Pin (Su) Any opponent grappled by an infernal despot for more than one round is subject to the venom that weeps from its skin. The poison deals 1d3 Con damage and has a Fort save DC of 30 and persists for 5 rounds after the poisoned creature breaks or is released from the grapple. 2 consecutive saves cures the target but does not protect it from future poisonings if still grappled. The save DC is Constitution-based.

Reactive Conflagration (Sp) When subject to a critical hit an infernal despot can cast a *quicken* *fireball* (caster level 20th, DC 18) as an immediate action. Only half the damage from this fireball is fire damage. The other half is bludgeoning damage. The infernal despot is immune to the bludgeoning damage of this attack.

Unshaping Strike (Su) An infernal despot's natural attacks can alter the physical characteristics of items it strikes. When an infernal despot makes a successful sunder attempt against a weapon it temporarily strips the weapon of any benefits derived from special materials it may have. Silver or cold iron weapons no longer bypass damage reduction, adamantite does not have its hardness when attempting to sunder, etc. This nullification persists for 1d3 rounds. When making a successful sunder attempt against armor or a shield, an infernal despot reduces the armor shield's respective bonus by 3. This does not affect any additional material or magical qualities in the opponent's armor or shield. This ability works only on physical armor or shields that grant such bonuses to Armor Class, and does not work on force effects that grant armor or shield bonuses.

Cruel and calculating, infernal despots seek nothing less than dominion over whatever world in which they find themselves trapped. Unlike their abyssal

counterparts that languish in despair and decry their outcast state, these once-mighty pit fiends shrewdly repurpose their power and their goals in an effort to subjugate mortals on the grandest scales. Although their mortal shell robs them of their giant frames, the overgrown muscles and brutish proportions of their devil progenitors strain the confines of an infernal despot's body. Their overlong arms nearly touch the ground, ending in heavy hands tipped with deadly claws. Their wings can unfold to a span of almost 20 feet and their eternally visible fangs rival the length of daggers. Towering over most other humanoids, infernal despots stand seven feet tall at the shoulder and weigh at least 500 pounds.

Infernal despots know the extent of their power but do not rush headlong into battle. They typically use their *invisibility* spell-like ability and the stealth their monstrous frame belies to observe foes, waiting until all of their preparations are made before making their presence known with a *greater dispel magic* and then *power word stun*, and then quickly seek to grapple spellcasters. Although they possess the sabertooth like fangs of their progenitor fiends, an infernal despot's poison is suffused throughout its entire body, allowing it to envenom those the creature crushes to its scabrous flesh. This blending of fiend and mortal also gives an infernal despot's arms the sinuous flexibility of a pit fiend's constricting tail, and they can readily hold an opponent helplessly in check even as they continue to fight other foes. Additionally, the pit fiend's ability to reshape devil flesh to empower infernal minions gives the infernal despot the ability to alter the physical properties of matter instead of just fiend flesh, but for only short periods of time. An infernal despot's strike can warp and bend weapons it attacks, shifting alloys inside of swords, axes and the like such that they no longer harm those they were crafted to defeat. A punch from its hammering fists can turn leather stiff and make breastplates brittle. And even those that manage to pierce the fiendfused's defenses may release the waiting flame inside, as severe wounds unleash an infernal despot's wrath in punishing

fireballs, infused with the pit fiend's *meteor swarm* ability, raining down flame and stone to punish those that dare to injure a scion of hell itself.

Although they fear no challenger, infernal despots look at foes as just one more problem to be solved, and often use their networks of loyal spies and assassins, hired swords and mages, or even corrupt institutions to disable or defeat their enemies long before it reaches their innermost sanctums. Those heroes that manage to navigate the erstwhile fiend's convoluted webs of lies, and pulled strings find themselves face to face with among the most dangerous opponents in the mortal world or any other. On some irksome level, infernal despots have begrudging respect for those that make it far enough to challenge them directly. Such respect, however, never translates to quarter or mercy.



FIENDFUSED, SHEARING MENACE

This tall and broad-chested humanoid has a distinctively canine grin, and as it lifts its arms to ready for combat a second pair of arms, capped in needle-sharp pincers, unfurl from the side of its torso.

SHEARING MENACE

CR 11

XP 12,800

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +24

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

hp 149 (13d10+78)

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

DR 10/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (1d10+7/19–20), 2 pincers +16 (1d8+7/19–20)

Special Attacks confusing rend, gravity strike, malleable magic, rend (2 pincers 1d8+10)

Spell-Like Abilities (CL 13th; concentration +17)
3/day—*dispel magic*, *mirror image*

STATISTICS

Str 24, **Dex** 17, **Con** 22, **Int** 19, **Wis** 18, **Cha** 19

Base Atk +13; **CMB** +20; **CMD** 33

Feats Great Fortitude, Improved Critical (slam), Improved Critical (pincer), Power Attack, Weapon Focus (slam), Weapon Focus (pincer)

Skills Bluff +21, Climb +15, Diplomacy +17, Intimidate +18, Knowledge (local) +17, Knowledge (planes) +20, Perception +24, Sense Motive +17, Stealth +19; Racial Modifiers +4 Bluff, +4 Perception

Languages Abyssal, Common, Goblin

SQ change shape, dormant dread, fiendish legacy, lingering malignancy

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Confusing Rend (Su) Any opponent subject to a shearing menace's rend attack must succeed on a DC

19 Will save or be confused for one round. The save DC is Charisma based.

Gravity Strike (Su) As a standard action, a shearing menace can make a single slam attack against an opponent, adding 1 and 1/2 times its Strength bonus to damage. Any opponent successfully struck by this attack has their base land speed halved and their fly speed reduced to 0 for 1d3 rounds. Whenever a shearing menace scores a successful critical hit with its slam attack its opponent is subject to an effect that duplicates a *force punch* (UM), (Caster level 13th, Save DC 18).

Malleable Magic (Sp) Once per day, when subject to a successful critical hit a shearing menace can use *power word stun* as an immediate action. Alternatively, if this critical hit would reduce the creature to zero or fewer hit points without exceeding a negative amount equal to its Constitution score it may instead cast *heal* on itself (caster level 13th).

Conniving and gleeful at the misfortune of others, the sheared menace is the mortal fusion of a humanoid and a glabrezu demon. Although much of the demon's inhuman characteristics, like its canine head and immense size are lost in the transformation, all shearing menaces have a wolf-like quality and hungry, yellow eyes. Their broad torsos support four dense arms, the lower pair of which still end in the progenitor fiend's dangerous pincers. The extra muscles and limbs of a shearing menace add to its already compact frame, meaning that while they rarely pass a height of 6 and a half feet, they never weigh less than 400 pounds.

Used to being the ruinous tempters of mortal-kind, shearing menaces still trade in self-destructive desire. Although they cannot use magic to grant extraordinary wants as they once could, these fiendfused use their glib charm and fearful presence to tie the aspirations of the easily-swayed to their own greedy ends. The fiendfused then uses up minions and allies alike as pawns, sacrificing them in and out of battle on a whim if such actions grant the shearing menace even the smallest measure of gain.

In combat, a shearing menace is an unpredictable foe that knows the power it has to bend and shape perception to its advantage, typically casting *mirror image* prior to engaging foes. Its erstwhile ability to use *confusion* and *reverse gravity* has been distilled into its body such that it can target individual foes again and again with localized applications of this magic. The demon's *wish* ability resides now as a reactive ability to either heal the fiendfused when it nears death, or to punish enemies that wound it with a terrible retribution. Typically the monster targets spellcasters with its gravity strike, grounding foes that would fly, before then using its confusing rend. The shearing menace trusts its *mirror images* and damage reduction to soak up direct attacks until it has disabled magic wielding enemies and then wades into enemies with its massive fists and shredding pincers.

Aware of their status in the abyssal hierarchy, most shearing menaces know they likely could not mount an incursion into the Abyss to reclaim their previous power or even their previous forms. They also know that they might even prove attractive targets to other demons that might seek to turn them into trophies to consolidate their own forces. As a result, most shearing menaces dedicate themselves to stockpiling mortal riches, magical treasures, or human chattel to use for their enjoyment, but in the shadows of mortal societies. Inhabiting ruined castles or forts, with their underlings and wealth, they dispatch others to do their bidding

until such a place is no longer secure. Then the fiendfused will take its material wealth and seek a new refuge, never leaving a living witness behind.



MISBIRTHED

Bruised and red skin stretch over a malformed alien skeleton. It's impossible to tell what parts are bone or what parts are flesh, amid the body of the writhing creature. This thing should not exist.

MISBIRTHED

CR 18

XP 153,600

CE Medium aberration

Init +11; **Senses** blindsight 60 ft., darkvision 120 ft.; Perception +19

Aura warping aura (60 ft.)

DEFENSE

AC 33, touch 17, flat-footed 26 (+7 Dex, +16 natural)

hp 322 (28d10+196); regeneration 10 (revealed regeneration)

Fort +17, **Ref** +16, **Will** +18

SR 29

OFFENSE

Speed 30 ft.

Melee 2 claws +29 (4d6+8/19–20)

Special Attacks reality rend, rend (2 claws, 4d6+12)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*air walk*

At will—*baleful polymorph* (DC 21), *confusion* (DC 22)

3/day—*nightmare* (DC 23), quickened *confusion* (DC 22), quickened *disintegrate* (DC 23)

1/day—*insanity* (DC 24), *weird* (DC 25)

STATISTICS

Str 26, **Dex** 25, **Con** 22, **Int** 2, **Wis** 15, **Cha** 22

Base Atk +21; **CMB** +29; **CMD** 46

Feats Cleave, Combat Casting, Combat Reflexes, [Deadly Finish](#)^{UC}, Great Fortitude, Greater Vital Strike, Improved Critical (claw), Improved Initiative, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*confusion*), Quicken Spell-Like Ability (*disintegrate*), Toughness, Vital Strike

Skills Perception +19, Survival +19

SQ incomprehensible aspect

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Incomprehensible Aspect (Ex) The true form of a misbirthed is anathema to the natural laws of the universe. A creature viewing a misbirthed under any kind of light must succeed a DC 30 Will save or become

insane (as per *insanity*). Viewing the misbirthed with alternate senses, even darkvision, does not trigger this effect. This is a mind-affecting fear effect. A creature immune to fear that fails its save against a misbirthed's incomprehensible aspect is confused for 1d6 rounds instead of being rendered insane. The save DC is Charisma-based.

Reality Rend (Ex) Upon successfully damaging a creature with its rend attack, the misbirthed's claws bore their way past the fabric of reality. The target of the rend must succeed a DC 30 Will save or be sucked into the rent in space. Creatures pulled into the tear have a 50% chance to be subject to *greater teleport* with a random destination, or are otherwise the target of a *plane shift* to a randomly determined plane. The DC for the save is Charisma-based.

Revealed Regeneration (Ex) The regeneration of a misbirthed can only be nullified while it is within an area of natural sunlight. Spells such as *daylight* and *light* are insufficient to suppress the regeneration, but *sunbeam* and *sunburst* halt the regeneration for 1d4+1 rounds.

Warping Aura (Ex) While not within an area of natural sunlight, a misbirthed produces an aura of reality warping power. Creatures within this aura have difficulty targeting the misbirthed, who always counts as having 50% concealment against all attacks. In addition to this, anytime a misbirthed attacks a creature within its warping aura with a natural attack, it can make that attack against all creatures within its aura as a free action. Any creatures successfully struck in this manner by both of a misbirthed's claw attacks are subject to a rend attack and reality rend.

The misbirthed are the castoffs of long departed creatures best thought of as star gods. Their name comes from their history, a dejected mass of deific potential hurled onto the surface of primordial worlds without any thought to the consequence. These dejected beings were unable to attain the full intellect of similar creatures belonging to the creatures of the alien pantheon, such as the powerful neothelids. They haunt the darkest reaches of a planet, beneath the world's outer crust, where they first screeched the sound of their failed birth. A misbirthed is a Medium sized creature whose height drastically varies. They weigh anywhere from 100 to 400 pounds.

ECOLOGY

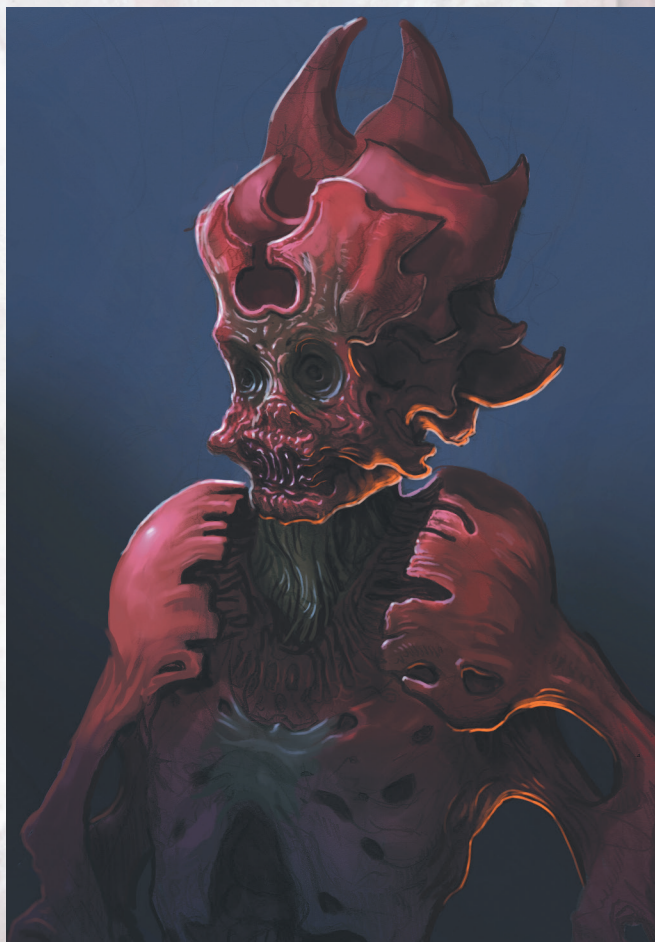
Deposited within a planet eons ago, the misbirthed dwell in the deepest regions of underground environments. They remain as lone figures, often trapped in chambers no larger than 10 feet wide, barely containing their bodies. Once uncovered, they wander through caverns and tunnels, seemingly aimlessly, but always intent on avoiding routes taking them closer to the surface. When encountering other creatures, the misbirthed attempt to conceal themselves. When a creature manages to find it, a misbirthed enters a state of alien frenzy, moving with speed to remove the intruders. The minds of these creatures are inscrutable, but their actions often stem from a desire to avoid other creatures seeing them.

Why the misbirthed concentrate their efforts on removing witnesses may have to do with their aversion to the sun. While able to act unimpeded in light and true sunlight, whatever aura keeps the misbirthed from being seen is stymied under true light. The connection mimics that of the eldest alien entities, who float in the vast gulf between stars, away from stellar light. Similarly to the misbirthed's abhorrence to sunlight, a creature discerning the misbirthed's true form—assuming it remains sane—is the only entity capable of damaging it. The regeneration of a misbirthed is directly linked to the aberration's ability to remain undetected, creating a conundrum for those battling these creatures: view the creature and risk madness, or remain ignorant and have your damage swiftly healed away.

The bestial intellect of the misbirthed prevents it from communicating, or even grasping the simplest of concepts. Instinct motivates it, and even its spell-like abilities are more a natural reaction to threats than a well-honed skill. There is clearly some connection between the misbirthed and whatever stellar entity created it, for its ability to shred through reality with its claws belies some further undeveloped facet of its power. In fact, the only known survivors of encounters with misbirthed are the lucky souls who fled and abandoned their friends in the midst of combat, or those who suddenly found themselves teleported across the world or to a different plane of existence altogether.

HABITAT AND SOCIETY

Misbirthed usually have a distinct target in mind when traversing their subterranean domains, despite a seemingly animal level of intellect. These aberrations seek out other creatures sharing their connection to the interstellar gulf, such as survivors of alien species, or other cast-off star god children, like neothelids. In all cases, a misbirthed viciously assaults these creatures, their howls and ferocity a clear indication of some subconscious hate of them. What drives these attacks is simple: a deep-seated knowledge that these other creatures have the intellect and life denied to the misbirthed. As these aberrations suffer in the lightless areas of the world, so too must those beings brought from beyond the void, or those stellar natives daring to gaze upon the pitiful form of the misbirthed, be made to suffer.



OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Beasts of Legend: Malevolent Medium Monsters © 2017, Legendary Games; Authors Thurston Hillman and Jesse Benner.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

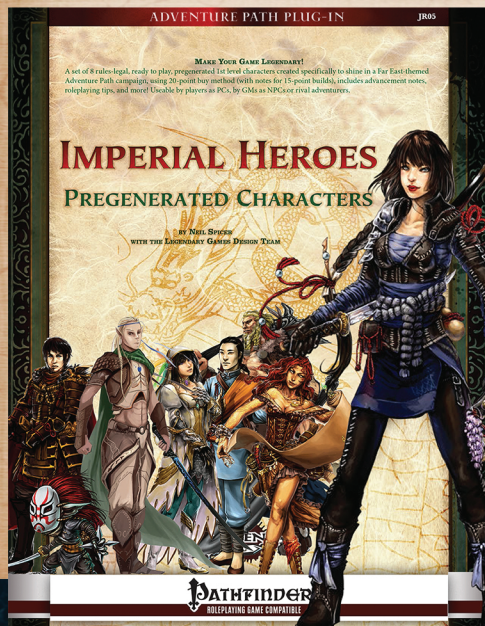
Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

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

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

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

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



imperial heroes

OUR SECOND SET OF 8 RULES-LEGAL, FULLY FLESHED-OUT, READY-TO-PLAY PREGENERATED 1ST LEVEL CHARACTERS CREATED SPECIFICALLY TO SHINE IN A FAR EAST ADVENTURE PATH

ADVENTURE PATH CAMPAIGNS ARE DESIGNED TO PROVIDE HEROIC CHALLENGES. THAT MEANS PLAYERS PARTICIPATING IN THOSE CAMPAIGNS HAVE TO CREATE A PARTY OF PCS ABLE TO HANDLE ANY SITUATION THROWN AT THEM BY PAIZO'S AMAZING STABLE OF WRITERS. THAT'S WHERE WE AT LEGENDARY GAMES COME IN. LET THOSE VERY SAME WRITERS PROVIDE YOU WITH THE CHARACTERS YOU NEED TO SUCCEED, ALL RULES-LEGAL AND FULLY COMPLIANT!

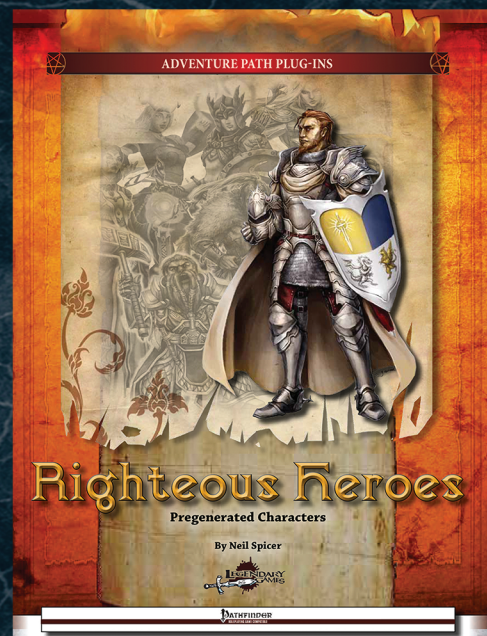


righteous heroes

EIGHT AMAZING PREGENERATED CHARACTERS READY TO CONQUER THE WORLD!

RIGHTEOUS HEROES IS OUR FOURTH SET OF PREGENERATED 1ST LEVEL CHARACTERS CREATED SPECIFICALLY TO SHINE IN A RIGHTEOUS CRUSADE ADVENTURE PATH. THESE CHARACTERS ARE IDEAL FOR ANY CAMPAIGN DELVING INTO DEMON-HAUNTED WASTELANDS, AS THE STALWART SENTINELS OF LAW AND GOODNESS STAND AGAINST THE TIDE OF EVIL AND CHARGE FORTH TOWARD MYTHIC GLORY IN TURNING BACK THE FORCES OF DARKNESS ONCE AND FOR ALL!

EACH PC ALSO INCLUDES A BACKSTORY, ROLEPLAYING TIPS, SPECIAL EQUIPMENT, AND LINKS TO THE PUBLISHED CAMPAIGN, INCLUDING A CAMPAIGN TRAIT SELECTION FROM AP PLAYER'S GUIDE. EACH ALSO LISTS SPECIFIC LEVEL ADVANCEMENT INFORMATION FOR THEIR FIRST FEW LEVELS, WITH FURTHER SUGGESTIONS FOR DEVELOPING



conquering heroes

EIGHT AMAZING PREGENERATED CHARACTERS READY TO CONQUER THE WORLD!

CONQUERING HEROES CONTAINS 8 SOCIETY-LEGAL, FULLY FLESHED-OUT, READY-TO-PLAY PREGENERATED 1ST LEVEL CHARACTERS CREATED SPECIFICALLY TO SHINE IN A KINGBREAKER ADVENTURE PATH. THESE CHARACTERS ARE IDEAL FOR ANY CAMPAIGN DELVING INTO THE WOODED WILDERNESS, WHERE BARBARIANS AND BANDITS LURK UNDER THE EAVES OF THE FEY FORESTS AND IN THE HOLLOWAYS OF THE EMPTY HILLS, BUT WHERE A HERO MIGHT CARVE OUT NOT JUST A LEGEND BY A KINGDOM AND CROWN OF HER OWN!

WE HAVEN'T EVEN MENTIONED THE FANTASTIC OLD-SCHOOL CHARACTER PORTRAITS COURTESY OF HUGO SOLIS, OR THE INCLUDED FOLDABLE PAPER MINIATURES FOR EVERY CHARACTER!



Adventure Path Plug-Ins

Bigger Isn't Better!

Too often in high-level *Pathfinder* RPG play, your opponents are either high-level NPCs or towering titans of imposing size and strength. There's nothing wrong with a colossal killing machine, but when you want creatures for your campaign that pack a powerful punch in a size small enough to walk right in the back door, you need **Malevolent Medium Monsters!** These are not outsiders with a million spell-like abilities, nor complicated classed characters, but honest-to-goodness **monsters** from CR 11 to 18 ready to terrorize your unsuspecting heroes as they tear them apart! You'll find the paralytic **alabaster beetle**, the malformed composite **homunculus dragon**, the blood-soaked **ersatz**, the sinister and heretical **faithslain**, the grotesque **misbirthed**, and an entire new category of **fiendfused** monstrous humanoids that drink deeply from the wells of fiendish corruption to achieve an awful apotheosis!

Each new creature is designed with full-page portraits, dynamic abilities, and detailed ecology, tactics, and advice on using it in the campaign, whether your heroes are facing invading demon hordes, exploring a wounded wasteland where chaos reigns, or expunging the tainted lineage of an ancient evil! Grab this 28-page monster accessory by **Thurston Hillman** and **Jesse Benner** today and **Make Your Game Legendary!**



\$12.99