

Dick Herold's
**MONSTERS
OF
TWILIGHT**

with illustrations by
Heather Frazier



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Welcome! This is the first installment of what I hope will be a long-running series: the Creature Codices. Each volume will contain a smattering of thematically linked monsters suitable for use in the Pathfinder Roleplaying Game as well as a handful of additional rules content. This first volume, Monsters of Twilight, is dedicated to the author H. P. Lovecraft, without whom the world's monster palette would be a little drabber and my imagination would be significantly less twisted. Now, on with the show!

Nick Herold

-October 2010

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Illustrations by Heather Frazier

Dweller in Darkness (Mi-go)

This horrible thing appears as a nightmarish hybrid of crustacean and fungus. Its head is mostly crab-like elements with a hint of nautilus, all tendrils and antennae before bulging, milky eyes. The body is roughly barrel-shaped and asymmetrical, with cancerous lumps growing from beneath cracks in its smooth grayish-red chitin. Six long legs with myriad joints support it, each ending in three grooved claws. An overlong tail tipped in a five pronged stylet coils around and behind it, quivering with malign anticipation. Membranous wings fold over its back and sickly phosphorescence exudes irregularly from its body.

Dweller in Darkness (Mi-go) CR 2

XP 600

NE Medium Aberration

Init +2; **Senses** blindsight 300 ft, darkvision 60ft, Perception +8

Defenses

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

hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities internal derangement, no breath; **Immune** cold, fire, inhaled gasses, diseases and poisons; **Vulnerabilities** light, light sensitivity

Offenses

Spd 30 ft

Melee 4 claws +4 melee (1d3-1), tail -1 (1d4-1)

Spell-like Abilities CL 6th, concentration +12

At will—*detect thoughts* (DC 14), *hypnotism* (DC 13)

1/day—*daze monster* (DC 14), *hypnotic pattern* (DC 14), *ray*

of enfeeblement (DC 13), *suggestion* (DC 14)

Statistics

Str 9, **Dex** 15, **Con** 15, **Int** 18, **Wis** 15, **Cha** 14

Base Attack +2; **CMB** +1; **CMD** 13 (17 against trip)

Feats Combat Casting, Weapon Finesse

Skills Bluff +8, Heal +8, Intimidate +8, Knowledge (arcana) +10,

Knowledge (religion) +10, Perception +8, Stealth +8, Use Magic Device +8

Languages Abyssal, Aklo, Common, Infernal, Mi-go, telepathy 100 ft
SQ mad genius, shadow flight, skin suit

Ecology

Environment Any land or underground (Outer Space)

Organization Solitary, team (2-4), flight (2-7 plus one spellcaster of at least 3rd level), hive (4-40 plus one spellcaster of at least 3rd level per ten dwellers in darkness and one overlord of at least 7th level, plus 1-3 mi-go guardians)

Treasure double standard

Special Abilities

Internal Derangement (Ex) Although a dweller in darkness has vital organs, they correspond to those of no sane being. When a critical hit or sneak attack is scored against a dweller in darkness, there is a 50% chance that the critical hit or sneak attack is negated and the damage is instead rolled normally. Dwellers in darkness are also immune to bleed.

Mad Genius (Ex) Due to their elaborate training in deception and higher learning, a dweller in darkness treats Bluff, Heal, all Knowledge skills and Use Magic Device as class skills.

No Breath (Ex) A dweller in darkness does not breathe and is therefore immune to inhaled poisons, gases and diseases.

Shadow Flight (Su) A dweller in darkness can, as a full-round action that provokes attacks of opportunity, slip into the space between worlds and fly from planet to planet. The duration of a shadow flight is one week to reach the nearest planet, allowing it to traverse between distant reaches of the solar system in a matter of months

Skin Suit (Ex) Using their mastery of surgery, a dweller in darkness can remove the skin of a Medium creature to form a disguise. Treating a skin in this fashion requires a DC 20 Heal check, eight hours of work and 50

gp worth of alchemical preservatives. When wearing a skin suit, the dweller in darkness gains a +10 bonus to all Disguise checks to impersonate the specific individual whose skin is worn; this bonus decreases by two each day as the skin suit begins to warp and decay. When the bonus to Disguise reaches +0, the skin suit is destroyed.

Vulnerability to Light (Ex) *Searing light* and light based spells deal damage to a dweller in darkness as if it were undead. Light-based spells and effects that do not do extra damage to the undead deal 150% damage to a dweller in darkness.

A cruel race of scientists and explorers, the monstrous dwellers in darkness (known to themselves as mi-go) seek to exploit all in their path for the advancement of forbidden knowledge. A mi-go stands about four feet tall with a tail at least as long as their body, and weighs about 120 pounds.

Ecology

The mi-go do not appear to require physical sustenance; the mere act of accumulating knowledge seems to be all that they require. Although they are telepathic, dwellers in darkness seem to pride themselves on being able to learn the languages of men and monsters, speaking in tinny, buzzing voices. The mi-go's own language is a sort of semaphore conducted via their phosphorescence. Although the dwellers in darkness have wings, they do not function in real space, being only useful for their long flights between worlds. All six of a mi-go's feet and the stylet on its tail are fully prehensile and are used interchangeably for locomotion and manipulating objects. Mi-go seem invulnerable to the ravages of age and might only be able to die by violence.

Habitat and Society

The dwellers in darkness are native to a realm they call "The Black", which may be another planet, another plane, or the darkness between the stars. They view other worlds as merely laboratories, manipulating its denizens to glean unknowable secrets before extracting their brains for further study. Lesser minds are subject to both magical and mundane control, as the mi-go long ago learned the effectiveness of bribery and promises of power. Those that the dwellers in darkness consider worthy of study are pursued insatiably, subjected to physical and psychological tortures before finally being slain and their skins and brains harvested. The dwellers in darkness are generally cooperative among one another, with all members of a team or flight deferring to the most intelligent member. However, individual dwellers in darkness often have schemes of their own and will not hesitate to betray their own to further an inscrutable agenda. Having no need for air and immune to the most extreme heat and cold, the dwellers in darkness often lair in remote and desolate places, such as mountaintops, inside of active volcanoes or in the depths below the earth, emerging to gather test subjects and manipulate events to their liking.

Dweller in Darkness Characters

The dwellers in darkness generally advance by character class, and prefer classes that grant spell-casting. Many mi-go wizards are generalists, preferring to not exclude any sphere of magic from their scrutiny, but mi-go enchanters are not uncommon. Some dwellers in darkness also take levels in cleric, turning their attention on the unspeakable gods of the Black. Dweller in darkness clerics have access to the Destruction, Evil, Knowledge, Magic and Trickery domains.

Treasure

The dwellers in darkness crave exotic magical and technological items, and will collect them from charmed or slain foes to study. Mi-go wizards are also known for their own mastery of magical craft, often creating items using magic of multiple schools. Two items favored by the dwellers in darkness are detailed on the next page.



Mist Projector

Aura Moderate evocation; CL 10th

Slot— **Price** 24,000 gp; **Weight** 10 lbs.

Description

This thick rod is about two feet long and made from transparent quartz. A roiling column of purple gas is visible through the crystal. When activated as a standard action, the mist projector fires a 120 ft line of purple mist; all creatures in the area must make a DC 19 Reflex save or take 5d6 points of cold damage and 5d6 points of acid damage; creatures that save successfully take half damage.

A mist projector functions three times per day. It only works in the claws of a dweller in darkness—any other creature that attempts to use it must make a DC 25 Use Magic Device check.

Construction

Requirements Craft Rod, must be a dweller in darkness, *acid arrow*, *cone of cold*

Cost 12,000 gp

Brain Canister

Aura Moderate necromancy and divination; CL 9th

Slot—; **Price** 7,500 gp; **Weight** 5 lbs.

Description

This item takes on the form of an opaque metal canister filled with thick translucent syrup and labeled (when in use) with the name and notes on the victim encased within it. The dwellers in darkness use these canisters to hold the brain of a living creature removed through surgery, which remain preserved as per a *gentle repose* spell and alive forever. A brain in one of these canisters may take no action, not even mental ones, but may be communicated with by any creature with telepathy. The brain is in no way obligated to cooperate, although skills and mind-influencing effects may be used to foster communication.

Being encased in a brain canister is a harrowing experience; a body returned to its brain may be brought back to life with a *raise dead* spell (regardless of the age of the corpse), but the brain must make a DC 19 Will save or be rendered permanently *insane*

(as the spell). A brain canister can be used but once—if the brain is removed, the magic is

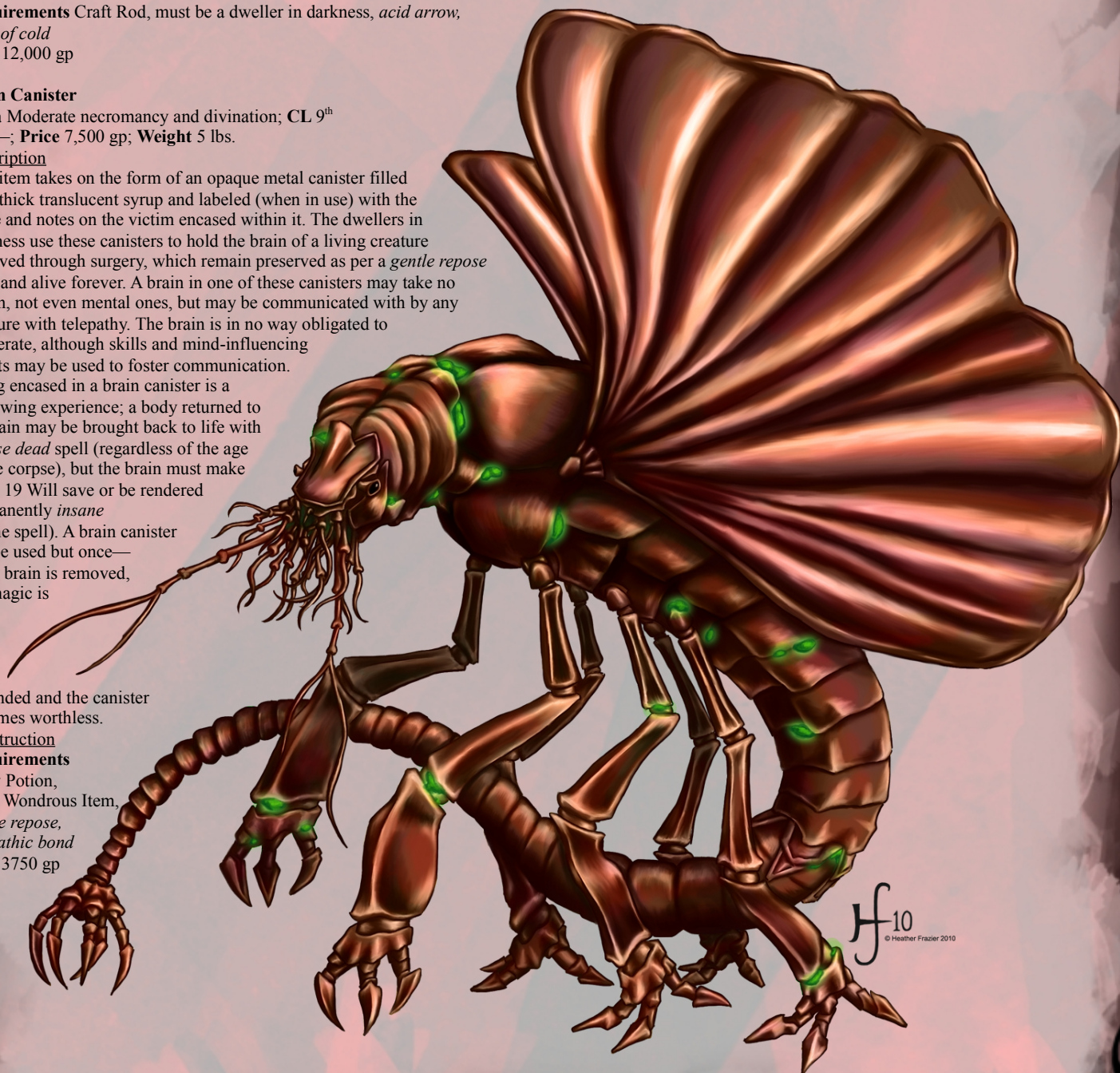
expended and the canister becomes worthless.

Construction

Requirements

Brew Potion,
Craft Wondrous Item,
gentle repose,
telepathic bond

Cost 3750 gp



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Dweller in Darkness, Mi-go Guardian CR 8

XP 4,800

NE Large Aberration

Init +7; **Senses** blindsight 300 ft, darkvision 60ft, Perception +16

Aura sickly glow (10 ft., DC 19)

Defenses

AC 22, touch 14, flat-footed 18 (+3 Dex, +8 natural, +1 Dodge)

hp 93 (11d8+44)

Fort +7, **Ref** +6, **Will** +9

Defensive Abilities internal derangement, no breath; **Immune** cold, fire, inhaled gasses, diseases and poisons; **Vulnerabilities** light, light sensitivity

Offenses

Spd 40 ft., fly 100 ft. (average)

Melee 4 claws +12 melee (1d6+5), tail +10 (2d4+2 plus grab)

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

Special Attacks extract brain

Spell-like Abilities CL 11th, concentration +19

At will—*detect thoughts* (DC 15)

1/day—*mind fog* (DC 18), *nightmare* (DC 18)

Statistics

Str 21, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 16

Base Attack +8; **CMB** +14; **CMD** 27 (31 against trip)

Feats Combat Casting, Dodge, Flyby Attack, Improved Initiative, Multiattack, Wind Stance

Skills Fly +15, Perception +16, Stealth +13

Languages Aklo, Mi-go, telepathy 60 ft

SQ shadow flight

Ecology

Environment Any land or underground (Dark Tapestry)

Organization Solitary, gang (2-4), hive (1-3, plus 4-40 dwellers in darkness plus one dweller in darkness spellcaster of at least 3rd level per ten dwellers in darkness and one dweller in darkness overlord of at least 7th level)

Treasure standard

Special Abilities

Extract Brain (Ex) A mi-go guardian can, as a standard action, remove a pinned opponent's brain. The pinned foe must make a DC 20 Fortitude save or have its brain removed; on a successful save the victim takes 1d4 points of Intelligence drain from the trauma. A creature whose brain is removed is slain unless it does not require a brain (such as an undead) or has multiple heads. The brain itself is still horrifyingly alive; it is engulfed by the mi-go guardian's hollow tail and preserved in an oily secretion for up to a week before it finally dies. The save DC is Strength based.

Internal Derangement (Ex) Although a mi-go guardian has vital organs, they correspond to those of no sane being. When a critical hit or sneak attack is scored against a mi-go guardian, there is a 50% chance that the critical hit or sneak attack is negated and the damage is instead rolled normally. Mi-go guardians are also immune to bleed.

No Breath (Ex) A mi-go guardian does not breathe and is therefore immune to inhaled poisons, gases and diseases.

Sickly Glow (Su) The phosphorescent glow of a mi-go guardian wearies the hearts of living creatures; all living creatures caught within a 10 ft radius of a mi-go guardian must make a DC 19 Fortitude save or be fatigued for one minute. A creature that successfully saves against this effect is immune to the sickly glow of that mi-go guardian for 24 hours. This glow generates no real illumination, but can be faintly seen even through magical darkness. Dwellers in darkness are immune to this effect. The save DC is Charisma based.

Shadow Flight (Su) A mi-go guardian can, as a full-round action that provokes attacks of opportunity, slip into the space between worlds and fly from planet to planet. The duration of a shadow flight is one week to reach the nearest planet, allowing it to traverse between distant reaches

of the solar system in a matter of months.

Vulnerability to Light (Ex) *Searing light* and light based spells deal damage to a mi-go guardian as if it were undead. Light-based spells and effects that do not do extra damage to the undead deal 150% damage to a dweller in darkness.

The culmination of centuries of experiments conducted by the dwellers in darkness, the mi-go guardian is the perfect research assistant—loyal, unquestioning and powerful. A mi-go guardian stands nine feet tall with a tail spanning an additional ten feet and weighs nearly 400 pounds.

Ecology

Mi-go guardians are a race of slaves bred by the mi-go from their own stock; drugs, chemicals and transmutation magic are used to accelerate the growth of a dweller in darkness larva while simultaneously stunting its higher cognitive abilities. The result is a creature that resembles an ordinary dweller in darkness, although it is twice the size, possesses a far stronger bioluminescence and is powerfully muscled. Unlike their physically inferior kin, a mi-go guardian's wings are fully functional, making them excellent scouts and shock troops. This strength and power comes at a price; mi-go guardians require food (usually the meat of their victims), are sterile and have a lifespan of only ten years.

Habitat and Society

Without their masters the mi-go guardians have no society. Within a dweller in darkness hive, mi-go guardians are the constant companions of the overlord, defending him from both outside attacks and the schemes of his followers. If left to its own devices, a mi-go guardian becomes violent and confused, lashing out at any creature that crosses its path and collecting their brains even though it has no use for them. These rogue mi-go guardians still possess their instinctively servile nature and have been known to confuse creatures capable of casting mind-influencing spells as true mi-go.



Fetch

The darkness moves. Within the black sphere you can barely make out the outline of an immense ape-like creature, its body covered in a carpet of lashing tendrils. Its head is a flat plate like a shield studded with a dozen irregularly placed glowing red eyes.

Fetch CR 4

XP 1,200

LE Large Outsider (evil, extraplanar)

Init +2 **Senses** darkvision 120 ft; Perception +9

Aura darkness (20 ft)

Defense

AC 16, touch 12, flat-footed 14

(-1 size, +2 Dex, +1 Dodge, +4 natural)

hp 37 (5d10+10)

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

Weakness light blindness

Offense

Spd 40 ft, climb 30 ft

Melee 2 slams +8 (1d6+4 plus push)

Space 10 ft; **Reach** 10 ft

Special Attacks push (slam, 5 ft.)

Statistics

Str 18, **Dex** 15, **Con** 14, **Int** 7, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** 22

Feats Combat Reflexes, Dodge, Power Attack

Skills Acrobatics +10 (+14 jumping), Climb +20,

Escape Artist +18, Perception +9, Stealth +6;

Racial Modifiers +8 Escape Artist

Languages understands Infernal

SQ malleable

Ecology

Environment Plane of Shadow

Organization Solitary, plane or band (3-10)

Treasure special

Special Abilities

Darkness Aura (Su) A fetch radiates a constant aura of darkness, as per the spell, to a 20 foot radius.

This ability is suppressed within the area of a daylight spell.

Malleable (Ex) The flexible and fluid body of a fetch allows it to squeeze through areas one size category smaller than itself without penalty.

Hulking brutes native to the Plane of Shadow, the fetch is a simple-minded creature concerned with little more than the spreading of pain. A fetch stands about nine feet tall, although their knuckle-walking gait hides some of that height, and weighs an average of 350 pounds.

Ecology

The fetches are composed of the very essence of shadowstuff—the only truly solid part of a fetch is its iron-like skull. A fetch's body is an oily liquid that drinks in light, held into vaguely humanoid shape by a thick membrane. This liquid surrounds the fetch with its characteristic aura of shadows and allows them to fit through tight places with remarkable ease. As a being of pure shadow, a fetch does not need food or drink. They seem sustained, however, by the causing of pain, at which they prove most proficient.



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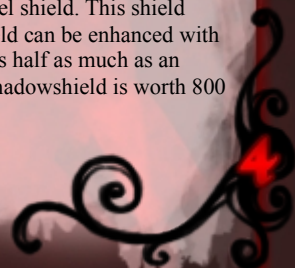
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Society

Fetches live on the Plane of Shadow in strictly hierarchical organizations somewhat like the associations of apes on the Material Plane. These fetch bands patrol a territory, which they defend aggressively from intruders. The largest and strongest fetch controls the group. Fetches have no language of their own, and are indeed mute, but understand the Infernal tongue. This innate knowledge, combined with their dim intellect and lawful tendencies, make them excellent followers. The kytons of the Plane of Shadow often use fetches as slaves and menial labor, and fetches make fashionable bodyguards among the elite of evil churches. Any offering of a live victim for the fetch to torture grants a summoner a +2 bonus on all Charisma checks to control a called fetch.

The Shadowshield

Although fetches carry little if any treasure, their iron-hard skulls can be useful in the right hands. With one day of work and a DC 20 Craft (armorsmithing) check, a fetch's skull can be turned into a masterwork heavy steel shield. This shield takes very well to magical enhancements—a shadowshield can be enhanced with the slick or shadow armor special abilities, and only costs half as much as an ordinary suit of armor to bestow with these abilities. A shadowshield is worth 800 gp.



Knocker

Skittering just at the edge of your vision is an odd little man. Its body is disproportionate to its overlong limbs and large oval head. Its skin is a uniform bluish-gray color and eyes that glitter like gems peer from an otherwise featureless face. The creature clutches a large pick in its clawed hands and smiles with wide, flat teeth.

Knocker CR 3

XP 800

CN Small Fey

Init +3; **Senses** low-light vision, Perception +6, see in darkness, tremorsense 30 ft

Defense

AC 17, touch 15, flat-footed 13 (+1 size, +3 Dex, +2 natural, +1 Dodge)

hp 18 (4d6+4)

Fort +4, **Ref** +7, **Will** +3; **DR** 5/cold iron; **SR** 14

Offense

Spd 30ft, burrow 20ft, earth glide

Melee 2 claws +5 melee (1d3+2 plus chilling strike) or masterwork heavy pick +6 (1d4+3/x4)

Special Attacks chilling strike

Spell-like Abilities CL 4th, concentration +7

At will—*dancing lights*, *ghost sound* (DC 13),
prestidigitation, *silent image* (DC 14), *ventriloquism* (DC 14)
3/day—*darkness*, *scare* (DC 15)

Statistics

Str 14, **Dex** 16, **Con** 13, **Int** 13, **Wis** 8, **Cha** 17

Base Attack +2; **CMB** +3; **CMD** 16

Feats Dodge, Great Fortitude

Skills Appraise +9, Bluff +10, Craft (gemcutting or weaponsmithing) +12, Intimidate +10, Perception +6, Sleight of Hand +7, Stealth +18;

Racial Modifiers +4 Appraise, +4 Craft, +4 Stealth

Languages Common, Sylvan, Undercommon

SQ martial training

Ecology

Environment Any underground

Organization Solitary, pair, crew (3-6) or colony (4-24)

Treasure masterwork heavy pick plus double standard

Special Abilities

Chilling Strike (Su) The claws of a knocker are infused with supernatural cold. Any creature struck by a knocker's claw attack takes 1d6 points of cold damage and must succeed a DC 15 Fortitude save or take 1 point of Strength damage. The save DC is Charisma based.

Martial Training (Ex) Due to their familiarity with mining tools, knockers are proficient with all hammers and picks.

Playful natives of the tunnels beneath the earth, the capricious fey known as knockers simultaneously pull pranks on miners and keep them from serious harm. A knocker stands about three feet tall and weighs no more than sixty pounds.

Ecology

Much as dryads are to trees, knockers are guardians of the rich veins of gems and precious metals that run through the earth. Although they are not tied to any particular location of mineral wealth, knockers congregate wherever such treasures are found to appreciate their beauty and keep it for themselves. Jealous creatures, they do not feel that mortal races are worthy of the riches of the land and thus do their best to prevent miners from reaching their goals. Voices and sinister sounds in the darkness, sudden extinguishing of light sources and a good old fashioned surprise scare are among the tactics knockers use to repel intruders. Particularly persistent miners, or those who prove to be good sports, are often rewarded by being allowed access to gems or metals

(although not the best, of course). Knockers do not wish any particular harm on their competition, and will often use lethal force against the subterranean monsters that do. After all, if the miners were dead, who would the knockers have to play with?

Society

Knockers are not particularly social creatures, but a particularly spectacular mother-load might attract a number of the creatures to bask in its magnificence and play pranks on each other. Due to their ability to swim through earth and stone, knockers have little patience for architecture, requiring little more than a pocket in which to keep favorite gems. Despite their physical appearance, knockers bear no relation to goblinoids, and those demented humanoids often find themselves on the receiving end of a knocker's crueler pranks should they share territory.



Nightgaunt

Soaring on silent wings is athin, muscular humanoid with long arms and legs. Each limb ends in spindly clutching digits, and curving horns and a long barbed tail give the creature a devilish mien. Most alarming is the creature's face—it doesn't have one.

Nightgaunt CR 6

XP 2,400

N Medium Outsider (extraplanar)

Init +5; Senses blind, blindsight 60ft, Perception +20

Defense

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 53 (7d10+15)

Fort +5, Ref +10, Will +7

DR 10/piercing; **Defensive Abilities** blind; **Resist** cold 10, fire 10

Offense

Spd 30ft, fly 90ft (good)

Melee unarmed strike +12/+7 (1d4+5 lethal or nonlethal)

Special Attacks tickle

Statistics

Str 20, Dex 21, Con 17, Int 13, Wis 15, Cha 15

Base Atk +7; **CMB** +12 (+14 disarm, +16 grapple); **CMD** 27 (29 against grapple or disarm)

Feats Combat Expertise, Flyby Attack, Greater Grapple, Improved Disarm, Improved Grapple^B, Improved Unarmed Strike^B

Skills Fly +19, Knowledge (geography) +11, Knowledge (planes) +11, Perception +20, Sense Motive +12, Stealth +24, Survival +12; **Racial**

Modifiers +8 Perception, +8 Stealth

Languages telepathy 60ft

SQ expert grappler

Ecology

Environment Plane of Shadow

Organization solitary, pair, wing (3-6) or flight (10-40)

Treasure none

Special Abilities

Blind (Ex) A nightgaunt is immune to gaze attacks and to visual figments, glamers and patterns. A nightgaunt does not suffer penalties for being blind.

Expert Grappler (Ex) A nightgaunt can carry up to its medium load while grappling and fly without penalty. A nightgaunt is also not rendered flat-footed while grappling.

Tickle (Ex) When grappling, nightgaunts probe and caress their held victims, causing distracting discomfort. Any creature that begins its turn grappled by a nightgaunt must succeed a DC 18 Fortitude save or be dazed for one round. The save DC is Dexterity-based.

Odd guardians of the most remote places in the planes, nightgaunts are silent, inscrutable creatures that defend their charges by carrying intruders away. Nightgaunts are about the size of a human being, although their long tails stretch up to five feet behind them and their wingspan can reach twenty feet or more.

Ecology

Although nightgaunts are native to the farthest reaches of the Plane of Shadow, they are often found on the Material Plane or other outer planes as well, defending all manner of remote locations. Ancient temples to forgotten gods, the prisons of powerful entities and the ruins

of cities toppled by their own hubris are all haunts favored by the nightgaunts. Why this is is uncertain—perhaps the nightgaunts are set as protectors of these sites by some greater power, or perhaps they are just drawn to desolate and dangerous locales. When an intruder to its territory is sensed, a nightgaunt will swoop upon them, disarm them, pick them up and gently set them down miles away. Mountaintops, glaciers, in the bottom of canyons or beneath the earth—a nightgaunt's chosen destinations are generally hazardous but not immediately lethal.

A nightgaunt's entire body acts like a single sensory organ—millions of tiny hairs pick up minute vibrations in the air around them. Their hearing and sense of touch are remarkably acute. Although roughly humanoid, nightgaunts walk on all fours, their arms and legs seemingly interchangeable for both travel and manipulating objects.

Society

Nightgaunts dislike the attentions of other races, and attempts to parley with them often end up with the hopeful negotiator taken to a hostile environment. However, they seem to appreciate the company of other nightgaunts, cooperating closely to carry off larger groups. Nightgaunts communicate among themselves via telepathy, but rarely choose to use this ability when dealing with other intelligent creatures. If a nightgaunt can be allied with, it proves to be a loyal companion.

Although most nightgaunts are of a neutral, isolationist bent, nightgaunts of other alignments are not unknown. Good aligned nightgaunts may take it upon themselves to rescue travelers from dangerous monsters or natural disasters, whereas evil nightgaunts may throw their victims into open volcanoes, portals to other planes or simply drop them hundreds of feet to the ground below.



Twilight Unicorn

This powerful equine creature has a coat so black it seems to absorb the light around it and its eyes gleam a sinister red. A single jet-colored horn about two feet long grows from the center of its forehead.

Twilight Unicorn CR 4

XP 1200

LE Large magical beast

Init +5; **Senses** darkvision 60 ft, low-light vision, Perception +10

Aura negative energy (10 ft)

Defenses

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural)

hp 38 (4d10+16)

Fort +10, **Ref** +7, **Will** +8

Defensive Abilities hide in plain sight, tomb-tainted; **Resist** positive energy 10; **Vulnerable** tomb-tainted

Offense

Spd 60 ft

Melee gore +9 melee (1d8+6) and 2 hooves +7 melee (1d4+3)

Space 10ft; **Reach** 5ft

Spell-like Abilities CL 9th concentration +16

At will—*detect good* (free action)

3/day—*inflict light wounds* (DC 18)

1/day—*greater teleport* (within home forest only), *inflict moderate wounds* (DC 19), *poison* (DC 20)

Special Attacks powerful charge (2d8+12)

Statistics

Str 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 21, **Cha** 24

Feats Improved Initiative, Multiattack

Skills Bluff +8, Diplomacy +8, Perception +10, Stealth +12; **Racial Modifiers** +8 Stealth

Base Attack +4; **CMB** +11; **CMD** 22 (26 vs. trip)

Languages Common, Infernal

SQ magical strike

Ecology

Environment warm and temperate forests

Organization solitary, pair, unkindness (3-6) or party (1-2 plus 2-12 skeletons or zombies)

Treasure none

Special Abilities

Hide in Plain Sight (Su) A twilight unicorn can make a Hide check even if it is being observed, so long as it is within 10 feet of shadowy illumination.

Magical Strike (Ex) A twilight unicorn's gore attack is treated as a magic evil weapon for the purposes of overcoming damage reduction. A twilight unicorn can hold the charge of any of its spell-like abilities in its horn, causing enemies struck by the horn to also be affected by the spell.

Negative Energy Aura (Su) A twilight unicorn constantly radiates an aura of negative energy. To living creatures, it does nothing more than create mild discomfort (no game effects), but it empowers the undead.

The twilight unicorn and any undead creature within the aura gain a +2 bonus on all saving throws and resistance to positive energy 10. This bonus is included above. The twilight unicorn cannot suppress this effect, but a successful dispel magic or dispel evil against CL 9th suppresses the negative energy aura for 1d4 rounds.

Tomb-Tainted (Su) A twilight unicorn takes damage from positive energy and is healed by negative energy. Unintelligent undead

do not recognize a twilight unicorn as a threat and will not attack it unless they themselves are attacked.

A grim reflection of the magnificent guardians of the forest, twilight unicorns instead seek corruption and the spread of their cruel philosophy of suffering. Unlike their exclusive, snobbish kin, twilight unicorns will consort with any and all creatures, although they prefer the company of the undead, evil outsiders and the servants of evil gods. Twilight unicorns are the size of horses, although they tend to reflect sturdy, muscle-bound breeds.

Ecology

Twilight unicorns are omnivorous, consuming plant matter and flesh in roughly equal proportion. Due to their love of inflicting pain, however, they often kill far more than they eat, littering their forests with rotting flesh and throwing ecosystems out of equilibrium. A forest inhabited by a twilight unicorn will soon become twisted and overgrown, with many of the native animals having fled or been slain. For this reason, even evil druids tend to oppose the workings of twilight unicorns.

Habitat and Society

Native to all manner of forests, twilight unicorns prefer to establish themselves in lands that are already tainted by a history of evil. Former battlefields, temples to dark gods and woods used as hiding places for escaped criminals and madmen are soothing to the twilight unicorns. Most twilight unicorns are solitary or live in a mated pair—for all their wickedness, twilight unicorns mate for life and form strong bonds with their partners. Unintelligent undead are strangely attracted to the aura of negative energy exuded by a twilight unicorn, and a twilight unicorn might be followed by a small army of skeletons and zombies. Twilight unicorns are smart enough to take advantage of this phenomenon, using their mindless minions as cannon fodder to soften up travelers before striking. Due to their great wisdom, aspiring tyrants and despots often seek twilight unicorns for advice on their schemes; the prices asked by the unicorns for this service no doubt draw these aspirants further into evil's service.



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