

NEMESIS UNLEASHED

VOLUME II



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Nemesis Unleashed Volume II

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Return of the Horrors

The next sourcebook in the *Nemesis* line of fantasy bestiaries picks directly up where *Nemesis Unleashed Volume One* left off.

The shadow-spinning *Umbralobe* spider, the cruelly efficient *Urrk* legions and an entirely new way of using Orcs in your campaigns are inspired by the same literary classic that inspired Volume One's *Emperor of the Burning Eye*. Courageous adventurers might risk their lives and sanity battling two of the arch villains of Norse myth: *Hela*, Queen of the Dead, and the icy goliath *Ymir*. Christian mythology is similarly explored, as you have a chance to match your wits (and your fiddling skills) against the arrogant *Prince of Hell*, or investigate the schemes of a *Black Goat* and its witch-cult.

The foul *Cyst Trinity* is an exceptionally abhorrent example of a hag, and brings some of the *Black Tokyo Campaign Setting*'s nastiest body-horror spells into the realms of high fantasy. Meanwhile, the *Nightmare Artist* warps the night around you, turning your very dreams into a death-maze. The *World Dragon* marries the Kaiju subtype to the archtypical fantasy dragon, creating the ultimate, campaign defining enemy.

In addition to these arch-villians, an assortment of new monstrosities fill out other game-play niches. Aquatic monsters abound in this volume, as do a plethora of new low and mid-level undead, perfect for use as a necromancer's minions.

Agathion, Pride Lord – CR 9

Huge LN Outsider (agathion, anthro)

XP 6,400

Init +3 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +5

Languages Celestial, Common, Draconic, Fursong, Furroar, Infernal, *speaks with animals*, *truespeech*

Defense

AC 19 **Touch** 11 **Flatfooted** 16 (-2 size, +3 DEX, +8 natural armor)

HP 12d10 +72 hp (138 HP)

Regeneration 5 (silver and Fire)

FORT +13 **REF** +7 **WILL** +13

Immune Electricity, petrification, blindness, deafness

Resist Cold 10, Sonic 10



Offense

Spd 75 ft

Melee +17/+12/+7 thundering two-bladed sword (1d10+7 slashing, 19-20/x2)

Special Qualities lay on hands (9x/day, 6d6 hp, as a 12th level paladin: *blinded*, *fatigued*, *frightened*, *shaken* mercies)

Spell-Like Abilities (CL 12th **Concentration** +18)

At Will – flame strike (R-DC 20)

- lion's roar (F-DC 20)

3x/day – summon nature's ally V

1x/day – anthro awakening

- breath of life (to benefit an Anthro only)

- summon nature's ally VI

Statistics

Str 21 **Dex** 17 **Con** 21 **Int** 13 **Wis** 20 **Cha** 16

Base Atk +12 **CMB** +19 **CMD** 32

Feats Cleave, Great Cleave, Intimidating Prowess, Power Attack, Run, Toughness

Skills Acrobatics +20, Climb +20, Intimidate +23 (+28 vs Anthros), Knowledge (nature, the planes) both at +17, Stealth +10, Survival +20 (*racial modifiers*: +5 Intimidate vs Anthros)

Gear +2 thundering two-bladed sword

Ecology

Environment extraplanar (native to Nirvana, but found on multiple planes in pursuit of their mission)

Organization usually solitary

Treasure standard

SPECIAL ABILITIES

Intimidating Roar (EX)

As a standard action, the Pride Lord Agathion can scream a terrifying roar that makes lesser Anthros piss themselves and roll to expose their necks to the master of their kind. This allows the Pride Lord to make an Intimidate check against all creatures with the Anthro subtype who are within 90 ft and can clearly see and hear him.

NATURE

Pride Lords are a predatory breed of Agathion guardians spawned by the living and sapient realm of Nirvana. Unlike most of their kind, they are not good souls – they are killers when necessary, and view the universe as an intertwined web of predators and prey. Pride Lords exist to ensure the Anthro race thrives and grows, regardless of the fates of any individual Anthro. Pride Lords are not particularly numerous, but they are well-known to the clerics of the *Lion Messiah* as well as those who follow *Species Superiority*. Pride Lords believe those two paths, both of which exalt the dominance of Anthro-kind over all lesser beings, are the only viable faiths for the Anthro race.

Pride Lords are unbearably haughty and imperious warriors without compare. They have the attitude of an alpha-lion, and treat the entire multiverse as their domain. With Anthros, they are coldly demanding, ordering individuals they encounter to carry out the great works they've seen in their dreams – missions that will ultimately bring Anthros to multiversal dominance. To Anthro females whose destiny they can taste, they often demand sexual submission, to breed a litter of Anthro messiahs and demi-gods.

Pride Lords stand well over a dozen feet tall. They are proud bipeds whose features exemplify the fearsome majesty of nature. Their faces are leonine, accented by the horns of a ram and the tusks of a boar; their legs are equine and powerful. A Pride Lord's pelt is a rich sable, and where their flesh is left uncovered, it gleams like living gold.

Agorth – CR 8

Huge CE Monstrous Humanoid

XP 4,800

Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +15

Languages Common, Orc

Defense

AC 18 **Touch** 10 **Flatfooted** 16 (-2 size, +2 DEX, +8 natural)

HP 10d10 +70 hp (125 HP)

FORT +9 **REF** +9 **WILL** +9

Immune poison

Resist Cold 10, Fire 5

Offense

Spd 60 ft

Melee two +15 claws (2d6+7 slashing and ongoing Bleed 3, 20/x4)

Special Attacks rend (two claws, 2d6+7 slashing), breath weapon (15 ft cone, 6d6 cold or fire, R-DC 21 half, usable every 1d6 rounds)

Statistics

Str 24 **Dex** 15 **Con** 22 **Int** 7 **Wis** 15 **Cha** 11

Base Atk +10 **CMB** +19 **CMD** 31

Feats Cleave, Great Cleave, Lunge, Power Attack, Toughness, Run

Skills Climb +15, Intimidate +8, Perception +15, Profession (cook) +4, Survival +15

Ecology

Environment cold forests and mountains

Organization usually solitary

Treasure standard (in lair)

SPECIAL ABILITIES

Steal Rage (SU)

Anytime a Barbarian enters *rage* within 60 ft of the Agorth, the Barbarian must make a DC 21 WILL Save. If the save fails, the Agorth also enters *rage*, gaining identical benefits to the Barbarian's *rage*, and gaining the ability to use any *rage* power the Barbarian demonstrates during the encounter. Each round the Agorth remains in *rage* removes a round of *rage* from the affected Barbarian.

The Agorth is never fatigued after its *rage* ends.

Two-Natured Breath (EX)

The Agorth's breath weapon can inflict either Cold or Fire damage, chosen by the Agorth at the time it uses the breath weapon.

NATURE

Agorths are endlessly hungry and instinctively violent, and worst of all, they genuinely enjoy slaughter.

The creatures keep a count of the worthy foes they massacre, scratching an increasingly intricate tally of kill marks on the walls of their cave lairs. Particularly powerful adversaries are memorialized with crude pictograms looming over their polished skulls and pelvises, taken as trophies.

Dedicated and enthusiastic carnivores, the dimwitted Agorths display a surprisingly artistic streak when it comes to cannibalism. Once a victim has been torn limb from limb, the Agorth prepares the remains over its cookfire, carefully spicing it with forest herbs and berries. The only time an Agorth even approaches peace or serenity is as it eats its gory dinner. Agorth are surly and solitary, but occasionally one realizes it is more than strong enough to slaughter its way to dominance of an Orc warband. Such 'alliances' are usually temporary and more dangerous for the Orcs themselves than nearby humanoid settlements. The Agorth uses Orcs as slaves and sparring partners for a few weeks before getting bored and murdering them all. Any Agorth that has flirted with rule as an Orc 'king' usually has a good store of Orc jerky laid in by the time it's all over.

Agorth are grey-skinned and white furred brutes who stand between 10-12 ft tall. Their hands are killing sabers, their roar loud enough to be heard a dozen miles away. Agorth have crocodile-like faces crowned beneath a heavy crown of bone and horn. The creatures boast a potent (yet short ranged) breath weapon that can be either fire or frost, and Agorth are clever enough to use either energy to cook and preserve the man-flesh they find so delicious.



Ape, Nightbringer – CR 11

Large CE Magical Beast

XP 12,800

Init +0 **Senses** Darkvision 90 ft, *see in darkness*, scent, Perception +10

Languages understands Furroar or one other language of choice but cannot speak

Defense

AC 17 **Touch** 9 **Flatfooted** 17 (-1 size, +8 natural)

HP 14d10 +70 hp (147 HP)

Damage Reduction 5/magic

FORT +15 **REF** +11 **WILL** +6

Weaknesses light sensitivity

Offense

Spd 40 ft **Climb** 40 ft

Melee two +22 slams (1d12+9 bludgeoning, 19-20/x2)

Melee (*in darkness*) two +24 slams (3d12+9 bludgeoning, 19-20/x2)

Sneak Attack +3d6

Spell-Like Abilities (CL 11th)

Concentration +13)

At Will – dimension door

3x/day – darkness

1x/day – deeper darkness

Statistics

Str 28 **Dex** 11 **Con** 19 **Int** 7 **Wis** 15 **Cha** 11

Base Atk +14 **CMB** +24 (+29 *in darkness*) **CMD** 34 (39 *in darkness*)

Feats Cleave, Great Cleave, Great Fortitude, Improved Critical (slam), Lightning Reflexes, Power Attack, Toughness

Skills Intimidate +8, Perception +10, Stealth +7 (racial modifiers: +6 Stealth)

Ecology

Environment cold and temperate lands or underground (nocturnal)

Organization solitary or pack (1d4+2)

Treasure standard (in lair)

SPECIAL ABILITIES

Night Magic (SP)

The Nightbringer Ape can only use its dimension door in areas of dim illumination; both the departure point and destination must be in dim illumination or worse.

Nocturnal Predator (SU)

The Nightbringer Ape uses the night itself as a weapon.

In areas of dim illumination or worse, the Nightbringer Ape's attacks are especially deadly; the Nightbringer Ape receives a +2 bonus on attack rolls, one additional dice of damage, and a +5 bonus on its CMB and CMD values. These altered combat abilities are noted parenthetically in the statblock above.



Shadow Shift (SU)

When in an area of dim illumination or worse, anytime the Nightbringer Ape is missed by a melee attack, it may make an additional 5 ft step as a free action. This movement never provokes attacks of opportunity.

NATURE

Nightbringer Apes are a fearsome breed of apex predator, known for their cruel craftiness. Nightbringer Apes come with the setting of the sun, emerging from their blood-soaked cave lairs in unruly, savage packs. These carnivorous primates move through the night with astonishing swiftness, leaping from shadow to shadow, always at the edge of perception. Nightbringer Ape packs are ruled only by strength- the largest, most savage Nightbringer, usually the strongest or craftiest male, commands. Challenges to rulership are common, as lesser apes challenge their king at even the smallest, most fleeting sign of weakness. A Nightbringer pack is as much a threat to itself as those living in its territory.

Nightbringer Apes are strong-bodied primates that stand more than 8 ft tall at the shoulder. Their onyx fur reflects the starlight, and the inky black night sky seems to be a part of their bodies; the shadow spaces on their form are filled with stars. Their eyes glow emerald, the intensity flaring as the Nightbringer Ape gives into its most savage urges.

Despite their bestial intellect, Nightbringers are cunning opponents. A solitary Nightbringer attacks from ambush, shifting through shadows so adroitly his prey never gets an accurate count of the threat they face. If two or more Nightbringers actually put aside their bull-headed pride and work together, they can slaughter entire villages in a night-shrouded orgy of violence and murder.

Arcadex - CR 12

Medium NE Aberration (extraplanar)

XP 19,200

Init +7 **Senses** Lowlight vision, Darkvision 90 ft, *see invisibility*, Perception +24

Languages Aklo, Common, Draconic, Elven, Undercommon

Defense

AC 21 **Touch** 17 **Flatfooted** 18 (+3 DEX, +2 natural, +2 equipment, +4 deflection)

HP 17d8 +34 hp (111 HP)

FORT +7 **REF** +8 **WILL** +14

Spell Resistance 18

Immune Spells of up to 3rd level (lesser globe of invulnerability)

Offense

Spd 30 ft

Melee +13 *arcane strike* claw (1d4+1 slashing, 20/x2)

Spell-Like Abilities (CL 17th Concentration +30)

Constant – detect magic

- mage armor (already factored into AC)
- see invisibility

3x/day – identify

- lesser globe of invulnerability (already factored into immunities)

1x/week – plane shift (self plus 50 lbs of objects only)

Spellcasting (CL 15th Concentration +30)

The Arcadex casts spells as a 15th level Wizard.

8th – maze (W-DC 24)

7th – deflection, limited wish, reverse gravity

6th – contagious flame, fluid form, greater dispel magic (*prepared twice*)

5th – dominate person (W-DC 21), hold monster (W-DC 21), suffocation (*prepared twice*) (F-DC 21), summon monster V (*prepared twice*)

4th – ball lightning (R-DC 20), black tentacles (*prepared twice*), greater invisibility (*prepared twice*), rainbow pattern (W-DC 20)

For simplicity's sake, the Arcadex's spells of 3rd level and below are not listed. The Arcadex favors a balanced mix of offense and defense, preferring the precision of single target spells that kill or incapacitate neatly.

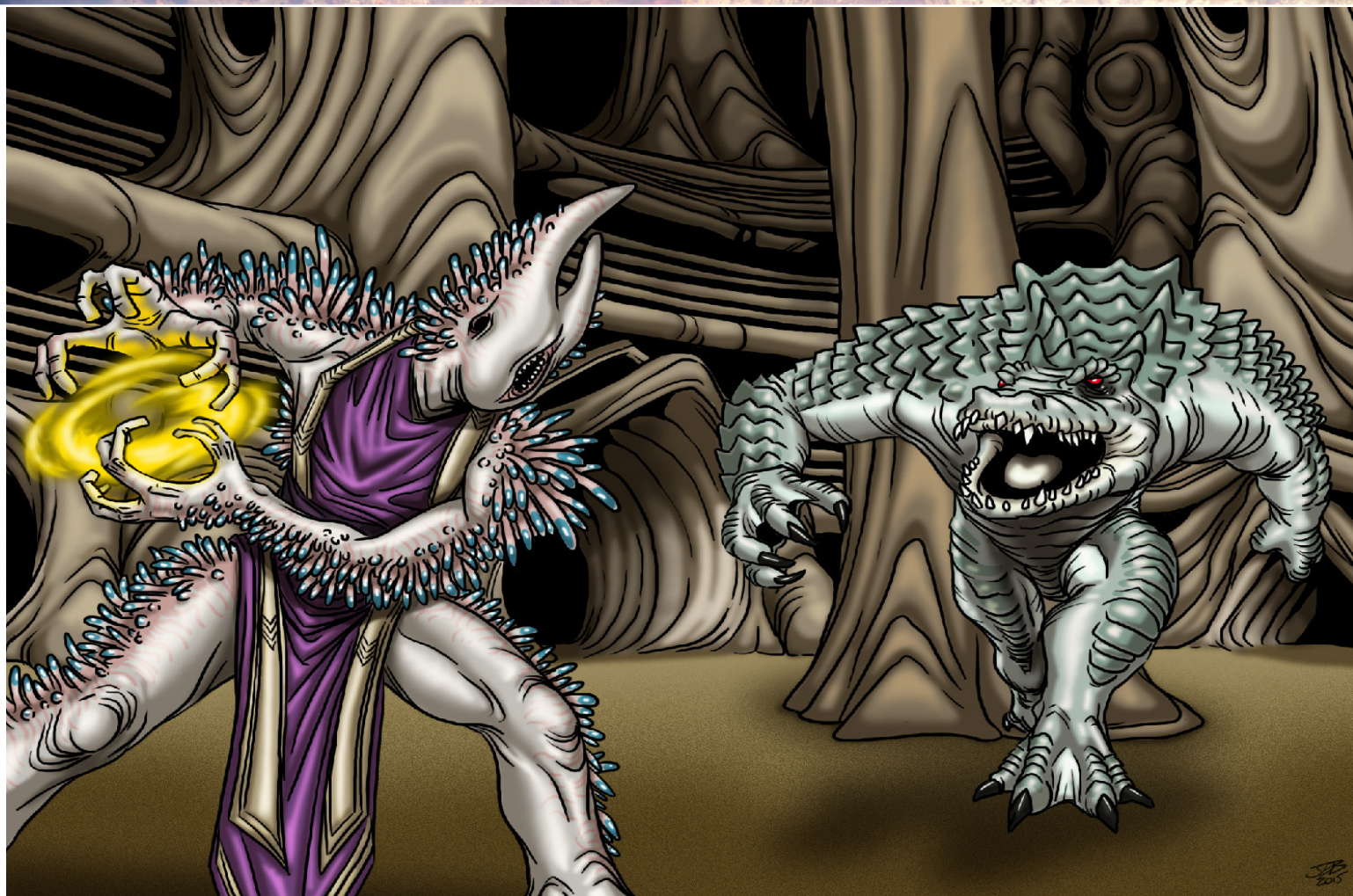
Statistics

Str 11 **Dex** 17 **Con** 15 **Int** 23 **Wis** 19 **Cha** 13

Base Atk +12 **CMB** +12 **CMD** 25

Feats Arcane Strike, Combat Casting, Combat Expertise, Improved Counterspell, Improved Initiative,

Skills Acrobatics +23, Bluff +21, Craft (jewelry) +23,



Knowledge (arcana, local, the planes) all at +23, Intimidate +21, Perception +24, Stealth +20, Spellcraft +26, Use Magic Device +21

Gear +1 *silken ceremonial armor*

Ecology

Environment any (extraplanar)

Organization always solitary

Treasure standard

SPECIAL ABILITIES

Arcane Assessment (SU)

The Arcadex can attempt a DC 15 Perception check against a single target as a full round action. If this check is successful, the Arcadex learns whether the target can cast arcane spells, and if so, the target's caster level.

If the Arcadex critically succeeds on this Perception check, the Arcadex is aware of the most powerful spell the caster currently has prepared.

Spell Mockery (Sp)

Once per encounter, when the Arcadex is subject to an arcane spell, it may immediately duplicate the spell. Doing

so is a swift action, as if the spell had been quickened. The duplicated spell is always cast at the Arcadex' caster level. If the Arcadex includes the spell's caster in the duplicated spell's area of effect or chooses the caster as a target, the original caster does not apply their Spell Resistance (if any) to the duplicated spell, but may attempt a save normally.

This ability functions whether or not the Arcadex successfully saves against the effect or the spell is nullified by the Arcadex's Spell Resistance.

NATURE

Arcadex are fiercely competitive mage-hunters from behind and beyond conventional reality. Arcadex seemingly exist only to duel and slaughter arcane spellcasters, taking their eyes, tongues and spellbooks as trophies. They hunt wizards purely for the thrill, unconcerned with politics or morality, instead choosing wizards who will be a good (but never overwhelming) challenge. Arcadex are extremely well-informed about famous magic users across a dozen dimensions, possessing a keen understanding of their targets' capabilities and most famous acts of arcane excellence. They have a kill-list in their heads, which they check off, one defeated magic user at a time.



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Arcadex can be surprisingly polite, even pleasant, to non-spellcasters. As long as ‘mundanes’ give the creature proper respect and don’t interfere with their duels, they have little to fear from an Arcadex. When interacting with ‘mundanes’, the Arcadex is usually only seeking information about a particular wizard’s habits and haunts, or seeking ordinary lodging. Arcadex prefer the finer things in life, overpaying for lodgings and fine meals with weird, valuable jewels. They are great tippers and inveterate, compulsive gamblers – they can spend millions over the course of a few days at the craps table or in a high-stakes poker game. Some Arcadex might even allow a wizard to gamble for their life in the ultimate high-stakes game, rather than starting an occult duel.

Arcadex are basically humanoid monstrosities. They have lean bodies covered in cool, moist white flesh, studded with thousands of wriggling, finger-like appendages. Their hands are dexterous, massive and well suited to the precision of occult combat. They have squid-like faces with a vertical mouth. Arcadex are hyperactive and in constant motion, with high, whispery voices.

Beetle, Wrath – CR 8

Huge N Vermin

XP 4,800

Init +3 **Senses** Lowlight vision, Darkvision 60 ft, scent, Perception +1

Defense

AC 23 **Touch** 9 **Flatfooted** 20 (-4 size, +3 DEX, +14 natural)

HP 12d8 +72 hp (126 HP)

Fast Healing 5 (electricity, fire)

FORT +12 **REF** +7 **WILL** +5

Immune mind-affecting effects

Offense

Spd 60 ft

Melee +16 impaling horn (2d6+11 piercing, 19-20/x2, 20 ft reach), plus +16 claws (1d10+11 slashing, 20/x2)

Special Attacks rake (two claws, 1d10+11 slashing)

Statistics

Str 32 **Dex** 17 **Con** 22 **Int** – **Wis** 12 **Cha** 3

Base Atk +9 **CMB** +24 (+26 sunder) **CMD** 37 (43 vs trip)

Feats Cleave, Great Cleave, Great Fortitude, Greater Sunder, Improved Sunder, Power Attack, Run

Ecology**Environment** any land**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES****Charging Horn (EX)**

The Wrath Beetle inflicts triple damage on a successful impaling horn attack after making a charge.

Impaling Horn (EX)

If the Wrath Beetle scores a critical hit with its impaling horn, the target is impaled. The target must remain adjacent to the Wrath Beetle and is considered flat-footed, and suffers ongoing Bleed 1d6. Attempting to pull free of the Wrath Beetle requires a DC 16 STR Check and inflicts 4d6 slashing damage whether the target succeeds or fails. Success ends the impaled condition and drops the victim prone in a random square adjacent to the Wrath Beetle.

Instinctive Violence (EX)

Though the Wrath Beetle is mindless, it treats its Hit Die as Fighter levels, and gains feats appropriate to its Hit Die.

NATURE

Wrath Beetles have thick, gnarled exoskeletons in sunset colors. Their chief weapon is a viscous, multipronged horn longer and tougher than a knight's lance. When battle, the Wrath Beetle lives up to its name, becoming a whirling cyclone of horn and claw. The creature vocalizes a constant stream of chirps and clicks, a deafening chorus louder than that of a million crickets.

Wrath Beetles are fierce and territorial insects larger and heavier than an elephant. The gigantic insect is extremely violent and unpredictable, charging at anything much larger than a housecat that enters its kilometers-wide range. Wrath Beetles can theoretically be trained for use as war-beasts, but the process takes months and usually results in the death of several trainers, allied soldiers and would-be riders in the process. Anyone capable of breaking a Wrath Beetle for combat gains a living siege engine.

Black Goat – CR 10*Large LE Outsider (devil, evil, lawful)*

XP 9,600

Init +2 **Senses** Darkvision 90 ft, lowlight vision, all-around vision, *see in darkness*, Perception +19

Languages Abyssal, Celestial, Common, Infernal, *truespeech*

Defense

AC 23 **Touch** 15 **Flatfooted** 21 (-1 size, +2 DEX, +8 natural, +4 deflection)

HP 13d10 +39 hp (111 HP)**FORT** +7 **REF** +10 **WILL** +11**Immune** Fire, poison**Resist** Acid 10, Cold 10**Vulnerable** Pleasure**Offense****Spd** 40 ft **Flight** 40 ft (perfect)

Melee +16 flaming gore (1d10+4 slashing plus 1d10 fire/profane, 19-20/x2 plus trip)

Special Attacks Hellfire Breath Weapon (30 ft cone, 7d6 fire/profane, R-DC 22 half, usable every 1d6 rounds)

Witch's Hexes – available hexes include agony, cackle, nightmares, retribution (DC 21 where applicable)

Spell-Like Abilities (CL 13th Concentration +21)

Constant – mage armor, protection from good, status (upon it's Witches only)

At Will – black tentacles

- detect thoughts (W-DC 16)
- disguise self
- fog cloud
- summon (2d6 Imps or Accuser Devils (B2), 100% chance)
- summon swarm

3x/day – cloudkill (F-DC 19)

- deeper darkness
- greater teleport (self and 50 lbs of objects only)
- mind fog (W-DC 19)
- summon (2d4 Bearded Devils, 75% chance)

1x/day – insanity (W-DC 21)

- irresistible dance (W-DC 22)
- summon (1d4+1 Eyrines Devils, 60% chance)

Statistics**Str** 18 **Dex** 15 **Con** 16 **Int** 19 **Wis** 17 **Cha** 21**Base Atk** +13 **CMB** +18 (+20 trip) **CMD** 30

Feats Ability Focus (Hellfire Breath Weapon) Augment Summoning, Combat Casting, Dodge, Improved Trip, Mobility

Skills Bluff +21, Diplomacy +21, Knowledge (arcana, religion, local) all at +20, Intimidate +21, Perform (dance, sexual) both at +21, Perception +19, Sense Motive +19



SPECIAL ABILITIES

Hellfire (SU)

Half the energy damage inflicted by the Black Goat's breath weapon and flaming gore attack is fire, and the other half is profane damage, not subject to energy resistance or immunity.

Hexes (SU)

The Black Goat can use a variety of *hexes*, as a 13th level Witch.

Master Familiar (SU)

A Black Goat can simultaneously act as a patron for up to 13 individual Witches, all of whom must have evil alignments. Typically, the Black Goat establishes a central meeting place where all members of its coven commune with it for several hours to prepare their spells, or lives among its Witches as a king among his harem.

The Black Goat provides access to the following patron spell categories: Animals, Elements, Plague and Shadows.

The Black Goat maintains a constant *status* effect on all Witches it serves as a patron to, and can communicate *telepathically* with these Witches at any distance, so long as both the Black Goat and the Witch are on the same plane.

NATURE

Black Goats are the hellish patrons of Witches upon the mortal plane. While they hold a place in the infernal hierarchy, and their incursion into our universe serve to increase the power and influence of devil-kind as a whole, most Black Goats are egomaniacal and sexually predatory, enjoying the sheer, intoxicating power of establishing a witch-cult and ruling it as its dark god.

Black Goats are canny seducers, and patient and cautious when first establishing their witch-cults. Using their occult disguise and ability to read thoughts, a Black Goat might visit a community under a dozen disguises over a period of months. During this scouting period, the Black Goat seeks out malcontents, revolutionaries, slaves, the working poor and the oppressed and befriends the most charming and vivacious among them. Those with mystical potential are offered power as one of the Black Goat's acolytes, and become the Goat's Witches. Initially, the Black Goat is a caring patron who teaches his Witches how to use their newfound power to improve not only their lives, but the entire community's standard of living. Some Witches never even consider themselves such, and believe themselves the servant of some holy being – the Black Goat

Ecology

Environment any (extraplanar)

Organization solitary or accompanied by a coven of humanoid witches (usually LE or NE Human female Witch, Oracle or Cleric 5-7 or use the "Heretic" statblocks in the *Game Mastery Guide*)

Treasure standard (in lair)

is very adept at appearing as something it's not.

Gradually and inexorably, the Black Goat corrupts its witch-cult, leading its students into increasingly dark rites, all the while exploiting its Witches for sexual amusement. The Black Goat's later rites are orgiastic and hedonistic, cruel spectacles of human sacrifice and sexual degradation that neatly wrap up all the caprine devil's fetishes and lust in false mysticism and hollow ritual. Only when all the souls in its coven are thoroughly damned does the Black Goat move on. Sometimes it leaves the witch-cult intact, and places it in the hands of the most capable acolyte, but often the Black Goat will tip the cult's enemies to its location. The resulting slaughter and *auto de fe* is amusing, as the Goat has likely seeded the witchhunters with other pawns, not only reaping the souls of its cult, but also damning the witchhunters themselves with their cruelty and fanaticism.

The Black Goat resembles a goat larger than an adult man, which always walks upon its hind legs. It's thick, matted fur is coal and ebony. The monstrosity has too many horns, and far too many spider-like eyes, all of which burn with bloody fire. The Black Goat has a soft and alluring voice, and an intoxicatingly carnal, masculine scent.

Candle Corpse – CR 1

Medium Undead (fire)

XP 400

Init +1 **Senses** Darkvision 90 ft, lowlight vision, *see invisibility*, Perception +10

Languages understands Common or one other language, but cannot speak

Defense

AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 natural)

HP 2d8 hp (9 HP)

FORT +0 **REF** +0 **WILL** +3

Immune undead immunities, Fire

Offense

Spd 20 ft

Melee +1 slam (1d6 bludgeoning, 20/x2)

Ranged +2 fiery spit (1d6 fire, 20/x2, 10 ft range increment)

Spell-Like Abilities (CL 3rd **Concentration** +4)

Constant – *see invisibility*

Statistics

Str 11 **Dex** 12 **Con** – **Int** – **Wis** 12 **Cha** 4

Base Atk +1 **CMB** +1 **CMD** 12

Skills Perception +10



Ecology

Environment any

Organization usually solitary

Treasure incidental

SPECIAL ABILITIES

Candle Flare (EX)

The Candle Corpse can tilt back its head and spit a ball of flame hundreds of feet into the sky as a standard action. This signal flare is visible for a mile or more in darkness.

NATURE

A Candle Corpse's tissues have been corrupted by the energies of undeath, their skin becoming tarry, black and leathern. Their bodies are hollowed out, and eternally burning candles are placed in the vault of the skull and the pelvic cradle. Intense firelight surges out of the Candle Corpse's empty eye sockets and nasal cavity. Other flames burn within the heart-less ribcage, and tendrils of flame lick out of blackened, poorly sewn genitals.

Candle Corpses are created as patrolling guardians by powerful necromancers. Though they are mindless and

soulless, Candle Corpses are dimly aware of anything that passes near. Their empty eye sockets miss nothing, and these shambling corpses make ideal watchmen. Typically Candle Corpses are deployed on the periphery of their master's territory, trudging out long circuits. Before moving in to murder interlopers, Candle Corpses are instructed to send up a signal flare to call their masters' more powerful minions to the fray.

Castellan – CR 11

Large LE Dragon (extraplanar, inevitable) _

XP 12,800

Init +1 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +20

Language Common, Draconic, Infernal, *truespeech*

Defense

AC 21 **Touch** 10 **Flatfooted** 20 (-1 size, +1 DEX, +11 armor)

HP 12d12 +90 hp (168 HP)

Damage Reduction 5/chaotic

Regeneration 5/chaotic

FORT +13 **REF** +9 **WILL** +13

Immune charm, sleep, non-lethal damage, ability drain/damage fatigue, exhaustion, energy drain

Offense

Spd 30 ft

Melee +20/+15/+10 *hunter phase locking heavy mace* (1d10+9 bludgeoning, 20/x2)

Special Qualities Constructed

Spell-Like Abilities (CL 14th **Concentration** +21)

Constant – tongues

- alarm (as modified by appraising eye)

1x/day – discern location

Statistics

Str 24 **Dex** 12 **Con** 20 **Int** 18 **Wis** 20 **Cha** 14

Base Atk +12 **CMB** +20 **CMD** 31

Feats Deadly Stroke, Dazzling Display, Greater Vital Strike, Improved Vital Strike, Shatter Defenses, Vital Strike, Weapon Focus (heavy mace)

Skills Appraise +19 (+39 dragon hordes), Intimidate +17, Knowledge (arcana, dungeoneering, history, local, religion, the planes) all at +19, Perception +20, Profession (actuary) +20, Survival +20

Gear +2 *hunter, phase locking heavy mace*, +2 *vigilant full plate*

Ecology

Environment any

Organization charged with the protection of a powerful dragon's lair; Castellans can command vast arrays of humanoid and minor dragon slaves, servants and guards

Treasure double standard or greater (including combat gear)



SPECIAL ABILITIES

Appraising Eye (SU)

A Castellan can appraise and bind itself to a dragon's horde, gaining a complete valuation of a horde down to the smallest item's worth, knowing the presence of every single coin in the horde. The Castellan gains a +20 racial bonus on Appraise checks to estimate the value of items in a treasure horde, and may make such a check as a full round action. If the horde includes intangible objects, such as investments, debts or interests in a business, the Castellan is aware of those investments. It requires a day of effort to attune to a horde per 1 million GP value, and the Castellan can only be attuned to a single horde at any time.

Once attuned to a horde, the Castellan is aware that if any creature other than the horde's dragon owner takes any item from the horde, no matter how minor. This ability functions much like the mental alarm function of the *alarm*, save that it has no range limit and has an effectively unlimited duration. If the dragon's 'horde' includes businesses or investments, the Castellan is similarly alerted to theft, mismanagement or embezzlement.

The Castellan gains a constant *status* effect on any and all such thieves, and once per day, can use *discern location* upon any of these thieves.

Reforged Soul (EX)

Castellans undergo decades of grueling training on strongly lawful pocket planes, as a result, even though the creature is a Dragon, it has the *extraplanar* and *inevitable* subtypes. The Castellan gains bonus hit points as a Construct of its size.

Steady Speed (EX)

The Castellan's speed is never reduced by armor or encumbrance.

NATURE

Castellans are a true-breeding dragon hybrid species that has established an indispensable niche for itself in draconic society. Castellans are exactly what their name implies – they are the guardians and accounts that control the vast treasure hordes all true dragons lust after. These resolute and scrupulously honest half-dragons are trusted even by creatures incapable of trust, because all dragons know the oaths that a Castellan swears are literally cut into their flesh.

Castellans are trained from the moment they hatch, in remote pocket universe within planes of absolute law. During early childhood, they are trained in combat,

tracking and watch standing. As adolescents, they learn accountancy and investigation. As mature, named adults, Castellans learn to size up a pile of treasure and bind its value to their soul, becoming perfect guardians mentally incapable of embezzlement. Each stage of training is more perilous and cruel than the one before. Failure in any test is punished by death, the student's body recycled for use by harder working classmates. Castellan curriculum is designed to kill the lowest performing 10% each cycle.

Emotion and disloyalty is beaten and tortured out of a Castellan, and over the years of extraplanar training, the creature's draconic, scaled anatomy becomes machinelike and perfect. They are relentlessly serious, unfailing in their duty. They are among the most tireless, inexorable pursuit predators in the multiverse. Castellans are equipped with mighty enchanted weapons and polished plate armor, emblazoned with the heraldry of their true dragon master.

Daggoc Rustler - CR 3

Medium N Magical Beast (shapechanger)

XP 800

Init +1 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +6

Defense

AC 14 **Touch** 11 **Flatfooted** 13 (+1 DEX, +3 natural)

HP 4d10 + 4 hp (26 HP)

FORT +5 **REF** +5 **WILL** +3

Offense

Spd 30 ft

Melee two +7 claws (1d6+1 slashing, 19-20/x2)

Spell-Like Abilities (CL 4th Concentration +6)

At Will – shapechange (as *beast shape I*, limited to Medium domesticated animals only, such as sheep, pigs, goats, ect)

Statistics

Str 17 **Dex** 12 **Con** 13 **Int** 3 **Wis** 14 **Cha** 11

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

Feats Run, Skill Focus (disguise)

Skills Disguise +10, Perception +6, Stealth +5

Ecology

Environment warm and temperate plains and urban

Organization usually solitary

Treasure none



NATURE

Daggoc Rustlers are slightly less common than Orcs and the innumerable Goblins, but are just a great a threat to ordinary farmers and ranchers. In fact, farmer-folk might fear Daggoc Rustlers more, because at least you can see an Orc raiding party coming.

Daggoc Rustlers are animalistic, omnivorous shapechangers who usually slaughter an isolated member of a herd when the rancher isn't looking, hide the carcass, and take its place in the herd. Daggoc Rustlers take advantage of good pasture land, warm barns or pens, and easy access to fresh water for months or even years. Occasionally, if it can get an ordinary animal alone, it takes its true shape and feeds before resuming its disguise.

Daggoc Rustlers spend most of their time in animal form, preferring sheep, ram or goat shapes, though some imitate pigs or large roosters instead. Their true shape is a bestial, semi-bipedal shape reminiscent of this animal, but with an innate predatory look. Daggoc Rustlers have no fear of humanoids, and will even allow themselves to be milked or

sheared, though such products are inevitably useless. Daggoc wool and hair unravels to lint within a few days, and its milk spoils within a few hours.

A ranch might play host to a Daggoc Rustler for years, chalking up the mutilation of its animals to particularly vicious coyotes or wolves nearby. Violence only ensues (in shockingly abrupt fashion), if an unfortunate rancher ever unwittingly selects the Daggoc Rustler for slaughter, or if the creature is discovered. Then, it kills every humanoid it can smell before fleeing to the wilderness, leaving gutted corpses and half-eaten animal carcasses in its wake.

Damnation Book – CR 4

Small LE Undead

XP 1,200

Init +3 **Senses** Darkvision
60 ft, lowlight vision,
Perception +3

Languages Abyssal, Common, Draconic, Infernal, various others

Defense

AC 14 **Touch** 14 **Flatfooted** 11 (+1 size, +3 DEX)

HP 5d8 + 10 hp (33 HP)

FORT +3 **REF** +4 **WILL** +7

Immune undead immunities

Vulnerable Fire

Offense

Spd Flight 60 ft (perfect)

Melee +6 bite (1d4-1 piercing plus energy drain)

Special Attacks Energy Drain (1 level, F-DC 14)

Spellcasting (CL 5th, **Concentration** +18)

The Damnation Book casts spells as a wizard of its total Hit Dice, typically fifth level.

3rd level – ray of exhaustion (*prepared twice*, F-DC 19)

2nd level – dust of twilight, false life, scare (*prepared twice*, W-DC 18)

1st level – cause fear (*prepared twice*, W-DC 17), ray of enfeeblement (*prepared twice*, F-DC 17),



summon monster I

Cantrips – (DC 16 where applicable) bleed, daze, mage hand, touch of fatigue

Statistics

Str 9 **Dex** 16 **Con** – **Int** 22 **Wis** 16 **Cha** 15

Base Atk +3 **CMB** +2 **CMD** 15 (immune to trip)

Feats Combat Casting, Fly-By Attack^B, Hover^B, Weapon Finesse

Skills Flight +19, Knowledge (arcana, history, at least 5 others) all at +14, Linguistics +14, Stealth +8, Spellcraft +14

Ecology

Environment urban or ruins

Organization solitary or in flocks of up to 1d6+1 (often called a *collection*), or enormous flocks of up to 20-30 (called a *library*)

Treasure standard (in lair)

NATURE

Damnation Books are strange, studious undead with genius intellects, constructed by wealthy necromancers, liches and vampire royalty as librarians, tutors, castellans and major domos. Powerful undead with still-living children and families (or mortal students or acolytes)

trust Damnation Books to educate them and sharpen their minds. Others trust Damnation Books with their finances, with scheduling and disciplining their mortal servants, and with other affairs that require both a degree of trust and a gift for organization. Damnation Books are only mediocre combatants, despite their necromantic training. As such, they are rarely found on the battlefield.

Damnation Books are huge leather-bound tomes whose covers are bound in the tanned hide of an intelligent being. The front cover bears a snarling face with unnaturally intelligent eyes, which communicates in a high, nasal voice. Damnation Books are egotistical, petty and tyrannical, especially to mortals under their direct supervision. Their pages are rich velum, covered in tiny, cramped scripts concealing necromantic secrets and alchemical formulae. They fly mystically, which depending on the individual Book, means it might hover majestically or flap around like some demented bat.

Devil, Brutalis – CR 10

Large LE Outsider (devil, evil, extraplanar, lawful)

XP 9,600

Init +1 **Senses** Darkvision 60 ft, lowlight vision, *see in darkness*, Perception +15

Languages Abyssal, Celestial, Common, Draconic, Infernal

Defense

AC 22 **Touch** 10 **Flatfooted** 21 (-1 size, +1 DEX, +12 natural)

HP 13d10 +65 hp (137 HP)

FORT +12 **REF** +4 **WILL** +9

Spell Resistance 15

Immune Fire, poison

Resist Acid 10, Cold 10

Offense

Spd 40 ft Flight 120 ft (average)

Melee +23/+18/+13 axiomatic flaming greatsword (1d12+9 slashing plus 1d6 fire, 19-20/x2)

Special Attacks Bardic Performance (33 rounds/day, Inspire Competence +4, Inspire Courage +3)

Spell-Like Abilities (CL 13th Concentration +15)

At Will – detect chaos, detect good, detect evil, detect law
– magic circle against chaos

1x/day – mass bull's strength

– summon (1d3 Brutalis Devils, 65%)

Statistics

Str 25 **Dex** 12 **Con** 21 **Int** 13 **Wis** 15 **Cha** 16

Base Atk +13 **CMB** +21 **CMD** 32

Feats Cleave, Enforcer, Great Cleave, Intimidating



Prowess, Lookout, Power Attack, Skill Focus (perform: oratory)

Skills Bluff +19, Disable Device +7, Intimidate +28, Knowledge (history, local, religion) all at +17, Perform (oratory) +25, Perception +15

Gear +2 *axiomatic*, *flaming greatsword*

Ecology

Environment any (extraplanar)

Organization solitary or accompanied by a lynch mob of whipped-up commoners and brawlers (usually 4d6 Human Warrior or Commoner 3-5)

Treasure standard (including gear)

SPECIAL ABILITIES

Bardic Performance (SU)

The Brutalis Devil can Inspire Courage or Inspire Competence as a Bard of his Hit Dice. It always uses Perform (oratory) when making a performance.

Hatespeech (SU)

The Brutalis Devil can make attempt a DC 20 Perform (oratory) check, requiring at least one minute, to whip a crowd of Neutral or friendlier NPCs into a frenzy. The Brutalis Devil directs the crowd's rage toward a specific target – often a particular criminal or members of a despised race or class. If the check is successful, the Brutalis Devil can direct the crowd to an act of violence against the hated individual or group. This functions

much like Diplomacy or Intimidate in terms of how much effort the crowd will expend. The Brutalis Devil can gain a cumulative bonus on this check for several reasons, described below:

- +1d6 if the hated target or group has committed a recent, notorious crime in the area
- +1d6 if the Brutalis Devil merely asks the crowd to stand aside and allow the Devil to kill or torture the target, rather than take direct action themselves
- +1d4 if the Brutalis Devil can phrase its hatespeech in religious terms the group believes in
- +5 if the Brutalis Devil uses its *mass bull's strength* ability to empower the mob

If someone in the crowd opposes the Brutalis Devil, they can attempt a Perform (oratory) themselves. Doing so sets the check DC for the ability to their Perform (oratory) result if it is higher than DC 15. If the Brutalis Devil uses this ability again, the mood of the prior crowd suddenly shifts, and they are no longer (unnaturally) consumed with hatred for their target.

Vigilante Justice (SU)

If the Brutalis Devil personally slays a creature (or member of a group) targeted by its hatespeech ability, it recovers 5 Hit Points per Hit Die of the target if wounded. Hit Points excess of its normal maximum are gained as Temporary Hit Points, which remain for one hour.

NATURE

Brutalis Devils embody the concept of 'might makes right'. These brutish, sadistic thugs encourage the most brutal and draconian forms of law – merciless rule where any infraction is punished by public torture and execution. They revel in the brutality of police and civic watches, encourage nobles to test newly commissioned swords on the first peasants that offend them.

The least intelligent and ambitious Brutalis Devils content themselves with stirring up lynch mobs and fermenting hate crimes. Older and more ambitious Brutalis Devils set their sights higher. If their passionate and legally-sound but monstrous arguments can put into place systems of discrimination and oppression that will last for generations, the act greatly advances their stations in Hell's hierarchy. To advance Hellish law throughout the realms, Brutalis Devils often become court advisers, military officers or royal executioners in lawful evil nations, working openly as an emissary of Hell.

Brutalis Devils are enormous and sinewy, standing around ten feet tall and weighing tons. Their sandpaper hides

are a dull golden, and their shoulders and the crown of their heads are crested with horns. They carry enormous swords of cruel flame. Brutalis Devils carry themselves like soldiers, standing at a menacing parade rest most of the time, except when fighting or orating. They have deep, somber voices. A quirk of infernal magic means that their voice always sounds exactly like the father of whoever hears them.

Dragon, Beast – CR 12

Huge N Dragon (earth)

XP 19,200

Init +0 **Senses** Darkvision 120 ft, lowlight vision, scent, *see in darkness*, Perception +25

Languages Draconic, *speak with animals*

Aura Aura of Fecundity (the natural world is incredibly healthy for miles around the dragon's lair)

Defense

AC 26 **Touch** 8 **Flatfooted** 26 (-2 size, +18 natural)

HP 14d12 +98 hp (189 HP)

Regeneration 10 (fire)

FORT +16 **REF** +9 **WILL** +17

Immune Acid, charm, sleep, non-magical Slashing damage

Resist Cold 10, Electricity 15

Offense

Spd 50 ft Flight 100 ft (average)

Melee two +22 claws (2d10+10 slashing, 19-20/x3) plus +22 gore (2d12+15 piercing plus Bleed 5, 20/x3) plus bite (5d6 piercing and 2d6 acid, 20/x2 and swallow whole)

Special Attacks Fast Swallow, Rake (two claws, 2d10+10 slashing), Swallow Whole (5d6 bludgeoning plus 2d6 acid, AC 19, 19 HP), Verdant Breath (100 ft line, usable every 1d3 rounds, 7d6 acid plus *entangled*, R-DC 24 half

Spell-Like Abilities (CL 14th Concentration +25)

Constant – speak with animals

At Will – call lightning storm (R-DC 23)

- calm animals (W-DC 19)
- command plants (W-DC 22)
- summon nature's ally III

3x/day – summon nature's ally VI

Statistics

Str 30 **Dex** 11 **Con** 25 **Int** 7 **Wis** 27 **Cha** 12

Base Atk +14 **CMB** +26 (+28 drag, sunder) **CMD** 36 (40 vs trip)

Feats Combat Casting, Greater Sunder, Hover, Improved Drag, Improved Sunder, Power Attack, Run, Sundering Strike

Skills Intimidate +18, Knowledge (nature) +15, Perception +25, Stealth +6, Survival +25



25 REF Save. The resulting vines are always thorny, and a failed REF Save or STR check to break free of the entanglement always results in 1d6 slashing damage.

NATURE

Beast Dragons are only slightly more intelligent than the animals they share their range with, and are driven primarily by instinct rather than intellect. Beast Dragons are protectors of the natural world, closely allied with the forest dwelling fey, with Treants and with several Druidic orders. If the land is safe and secure, Beast Dragons can spend most of their time in a deep torpor, awakening every few

months to feed and mate before returning to a hibernation that can last for years.

Beast Dragons hold no animosity towards ordinary human cultivation of the land, nor with the development of cities and agriculture, so long as the bipedal races respect unspoiled nature and do not hunt or burn indiscriminately. Slash and burn agriculture, or widespread deforestation, on the other hand, will eventually awaken a Beast Dragon from its slumber. The presence of powerful undead or aberration entering its domain awakens the Beast Dragon almost immediately. When a Beast Dragon awakens, it is in a powerful rage – it annihilates the offender, whether that is a dangerous monster or a humanoid logging village that's taken more than its share. Beast Dragons fight without mercy, every part of their body a weapon, calling down lightning from a blackening, storm tossed sky and unleashing gouts of acid and vine and can slaughter armies. Armies of bears, wolves, and elk follow in their wake, massacring anything the dragon leaves standing.

Beast Dragons are glorious animals, sheathed in a gleaming golden pelt. Their faces resemble a wolf, their keen eyes

Ecology

Environment any forest, hills or plains

Organization solitary or mated pair with 1d6 young (Young simple template applied 3x)

Treasure standard (in lair)

SPECIAL ABILITIES

Aura of Fecundity (SU)

The Beast Dragon's mere presence invigorates the land. An area for several miles around its lair, or any other area where it spends a large amount of time, is affected as by *plant growth*, and ordinary animals grow to extraordinary size and vigor in the area. Hunting is phenomenal in the area. This effect ends a season after the Beast Dragon is slain or leaves the area.

Golden Pelt (EX)

The Beast Dragon's thick, golden pelt renders the creature immune to Slashing damage from non-magical weapons.

Verdant Breath (SU)

Any creature damaged by the Beast Dragon's breath weapon is also *entangled* unless they succeed at a DC



are banded like a racoon, and their skulls are crowned with impressive antlers. These dragons symbolize the untamed beauty of the natural world. They are rarely seen, spending most of their time slumbering in their hidden cave lairs, but their presence is felt in radically increased fertility. Primitive societies near the Beast Dragon's lair often come to revere the creature as a nature god, leaving it sacrifices of slaughtered cows, goats and horses.

Dragon, Magnad – CR 13

Large CE Dragon (chaotic, human and/or orc)

XP 25,600

Init +6 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +23

Languages Abyssal, Common, Draconic, Goblin, Gnoll, Orc

Aura Dark Banner (100 ft, evil humanoids/monstrous humanoids become immune to fear and charm, gain +3 morale bonus on attacks)

Defense

AC 25 **Touch** 12 **Flatfooted** 22 (-1 size, +2 DEX, +1

dodge, +6 natural, +7 armor)

HP 16d12 + 112 hp (216 HP)

Regeneration 5 (lawful, fire)

FORT +16 **REF** +12 **WILL** +14

Resist Acid 10, Sonic 15

Immune charm, fear, poison, sleep **Spell Resistance** 16

Offense

Spd 60 ft **Flight** 240 ft (good)

Melee

Chaotic Combat Array (1d6+1 melee attacks per round, roll D6 to determine each attack)

1. +21 claw (3d6+6 slashing, 19-20/x3)
 2. +15 *vorp*al claw (3d6+6 slashing, 19-20/x3)
 3. +18 gore (1d12+9 slashing, 20/x4)
 4. +15 bleeding claw (2d6+6 slashing plus ongoing Bleed 6, 19-20/x3)
 5. +15 staggering kick (1d8+6 piercing plus staggered (F-DC 24 negates), 20/x2)
 6. +18 wing buffet (1d12+9 bludgeoning plus knocked prone (F-DC 24 negates), 20/x2, 15 ft reach)
- Ranged** up to two +17 sonic cries (4d6 sonic plus deafened for 1d6 rounds (F-DC 24 negates), 20/x2, 30 ft range)

increment)

Special Attacks rend (two claw attacks of any type, 3d6+6 slashing)

Statistics

Str 22 **Dex** 15 **Con** 23 **Int** 11 **Wis** 19 **Cha** 18

Base Atk +16 **CMB** +23 **CMD** 35

Feats Cleave, Combat Reflexes, Dodge, Fly-By Attack^B, Great Cleave, Hover^B, Improved Initiative, Mobility, Power Attack, Spring Attack, Toughness, Whirlwind Attack

Skills Acrobatics +21, Fly +27, Intimidate +23, Knowledge (local) +19, Perception +23, Survival +23

Gear +1 *breastplate of light fortification*

Ecology

Environment any

Organization solitary or accompanied by vast legion of monstrous humanoid and demi-human warriors

Treasure standard (in lair, and including combat gear)

SPECIAL ABILITIES

Chaotic Attack Array (EX)

The Maenad Dragon fights without training, depending solely on luck, instinct and her innate physical gifts to see her through any battle. Each round, roll 1d6+1 to determine how many attacks the Maenad Dragon may make that round. Then roll d6 to determine which melee attack option the Maenad Dragon actually makes. She may substitute up to two melee attacks per round with ranged attacks instead.

Dark Banner (SU)

The Maenad Dragon often fights at the head of vast armies of Orcs, Goblins and other evil humanoids and monstrous humanoids, and her battle-madness infects her troops.

All evil humanoids and monstrous humanoids allied to the Maenad Dragon become immune to charm and fear, and gain a +3 morale bonus on attack and damage rolls as long as they remain within 100 ft, and can clearly see and hear her. These effects end if the Maenad Dragon becomes unconscious, is slain, or retreats.

Night Mistress (EX)

The Maenad Dragon fights at her best at night, receiving a +2 morale bonus on attack and damage rolls at night.

NATURE

Maenad Dragons are the lesser daughters of true dragons – hybrid children fathered on barbaric human or Orc tribals. Maenad Dragons are always dangerously aggressive, feral and nearly uncontrollable, unfit for the grand schemes of dragon-kind. However, their draconic parents find a use for them none-the-less – leading motley armies of barbarians against the civilized world, advancing their fathers' schemes through sheer brute violence.

Maenad Dragons are fearsome combatants, nearly invincible and capable of slaughtering lesser armies single-handedly. At the head of a horde of rampaging Orcs or other savages, they become even deadlier, a force to be reckoned with despite their disinterest in tactics and planning. A Maenad Dragon on campaign leaves a trail of dead and mutilated victims, burned farmland and indiscriminate slaughter a thousand miles long. A Maenad Dragon considers an engagement successful even if half her own troops die screaming, as long as she gets to wet her talons in the blood of a particularly 'fun' champion of good. Maenad Dragons exult in wild debauchery – fighting, killing, fucking and eventually drinking themselves into a stupor even their superhuman constitutions cannot overcome, eventually passing out in a pool of Orc-sweat, vomit and gore. They rise with the dawn to conquer new territory.

All Maenad Dragons are female for reasons no human, orc, nor dragon can truly fathom. They are blood-stained valkyries who stand more than nine-foot-tall, and are crowned with a complex chandelier of razor-sharp bone horns that stretch another two or three feet. Every inch of their bodies is weaponized: they can kill with their claws, with their razor-honed hooves, disembowel a warhorse with their horns, or break a man's bones with their titanic wings. Their scaly bodies bear the bright colors of the dragon fathers who send them to battle as disposable, and ultimately forgettable terror weapons.

Dragon, Sinborn – CR 12

Huge CE Dragon (evil)

XP 19,200

Init +2 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +23

Languages Abyssal, Common, Draconic, Infernal, *tongues*

Aura Frightful Presence (60 ft, W-DC 22)

Defense

AC 27 **Touch** 15 **Flatfooted** 25 (-2 size, +2 DEX, +12 natural, +5 profane)

HP 14d12 +56 hp (147 HP)

Damage Reduction 10/good

FORT +18 **REF** +16 **WILL** +20

Immune charm, sleep, ability score damage/drain, negative energy

Offense

Spd 50 ft, Flight 200 ft (average)

Melee two +19 claws (2d10+7 slashing, 19-20/x3) and +19 bite (6d6+7 piercing plus 2d6 acid, 20/x4)

Special Attacks energy drain (2 levels, DC 21)

Special Qualities negative energy breath weapon (60 ft cone, 7d6 negative energy and energy drain, R-DC 21 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 14th **Concentration** +20)

Constant – detect chaos, detect evil, detect good, detect law

- status (Sinner only)
- tongues

At will – ethereal jaunt (self plus 50 lbs of objects only)

- detect thoughts (W-DC 18) (Sinner only)

3x/day – summon (1d4+1 shadow demons or succubus, 75%)

1x/day – blasphemy (W-DC 24)

Statistics

Str 25 **Dex** 15 **Con** 19 **Int** 16 **Wis** 22 **Cha** 20

Base Atk +14 **CMB** +23 **CMD** 35 (39 vs trip)

Feats Cleave, Combat Expertise, Combat Reflexes, Intimidating Prowess, Power Attack, Skill Focus (intimidate), Stand Still

Skills Bluff +22, Diplomacy +22, Fly +15, Intimidate +35, Knowledge (history, local, religion, the planes) all at +20, Perception +23, Sense Motive +23

Ecology



Environment any land, favoring urban areas

Organization solitary

Treasure standard (in lair)

SPECIAL ABILITIES

Act of Atonement (SU)

If the Sinner whose crimes spawned the Sinborn Dragon's existence publicly admits their crimes and accepts the consequences, which are usually so severe they result in imprisonment, execution or other ruin, the Sinborn Dragon is dramatically weakened, and possibly destroyed.

The Sinborn Dragon suffers 3d8 negative levels when the Sinner's act of atonement is complete. If the Sinborn Dragon gains 14 negative levels or more, it is slain.

Otherwise, the Sinborn Dragon chooses a new Sinner to torment, and only when it chooses a new Sinner can these negative levels be removed.

Note that the Sinborn Dragon does not suffer any ill effect if it just decides to eat the Sinner. Which it probably will eventually.

Dark Charisma (SU)

The Sinborn Dragon gains a profane bonus to Armor Class and saving throws equal to its CHA modifier (+5).

Darkest Secrets (EX)

The Sinborn Dragon knows the most shameful secrets and crimes of the Sinner it torments, and can break the Sinner's will with just a few, well-chosen words. The Sinborn Dragon can make Intimidate checks against its Sinner as a free action once per round.

Sin Manifest (SU)

Each Sinborn Dragon is tied to the sins of a particular figure of great power – always a king, queen, other royalty, respected religious figure or court advisor, or an influential warlord, military commander, or other important individuals. This creature may be a player character or NPC but is always a powerful, well-known and influential individual. This creature is referred to as the Sinner, and the Sinborn Dragon gains a variety of powers to torment the Sinner, slaughter the Sinner's allies and defenders, and generally make the Sinner's life miserable.

The Sinborn Dragon maintains a constant *status* effect against the Sinner, and can use *detect thoughts* against the Sinner, at will. More importantly, the Sinner's physical attacks pass harmlessly through the Sinborn Dragon, as if the creature were *ethereal*, and the Sinner's spells and powers have a 50% chance to fail when targeting the Sinborn Dragon. If the Sinner is equipped with *ghost touch* weapons, they affect the Sinborn Dragon normally.

The Sinborn Dragon's negative energy breath weapon ignores all cover and concealment provided by any structure that the Sinner is inside. The Sinborn Dragon's breath weapon treats walls and other obstructions as if they simply were not there for determining how its breath weapon affects creatures within a structure shared by the Sinner. The Sinborn Dragon can always choose to exclude the Sinner from the area of its breath weapon.

NATURE

Sinborn Dragons are the tangible, physical manifestation of the secret crimes of great and powerful men. Such dragons are created when a ruler secretly commits a truly abominable act – rape or incest, the assassination of a rival so they can ascend to a throne they don't deserve, hidden massacres and genocides carried out on whispered orders. Sinborn Dragons exist, not necessarily to punish those who commit those sins, but to slaughter their allies, ruin their kingdoms and torment the Sinner to the point of madness.

Sinborn Dragons are true sadists, who relish slaughtering a Sinner's allies and guards before the Sinner's horrified eyes. The dragon's first kills are made by its breath weapon – a dark mist of cold entropy that fells guards and confidantes, as the Sinner themselves watches in shock. Other kills are more personal, with fang and claw, but always made while the Sinner watches. All the while, the Sinborn Dragon taunts the Sinner with its knowledge of the Sinner's crimes. The Sinborn Dragon never quite reveals what it knows, but takes a catty pleasure in watching its Sinner sweat.

If the dragon's days or months of torment break its Sinner's will, the Sinborn Dragon might phase through fortress walls and confront the Sinner directly. The Sinborn Dragon threatens, cajoles and blackmails the Sinner into not only repeating the sin that spawned the dragon, but exceeding the atrocity. This is the only way a Sinborn Dragon can reproduce – once a dark new dragon is born, the 'parent' dragon usually slaughters the Sinner before it has a chance to repent. Though not true demons themselves, Sinborn Dragons serve the same cosmic, anti-life forces that the demons of the Abyss do. Sinborn Dragons are both familiar with, and closely allied with demons, particularly darkly tempting succubi.

Sinborn Dragons are slender and oil-slick black dragons. They have long, sinuous tails more than twice as long as their entire bodies. Sinborn Dragons are crowned with an assortment of hooked, spiraling horns the color of coal ash.



Dragon, World – CR 27

Colossal LE Dragon (kaiju)

XP 3,276,800

Init +5 **Senses** Lowlight vision, Darkvision 600 ft, scent, truesight, Perception +68

Languages Common, Draconic, Ignan

Aura Frightful Presence (600 ft, W-DC 40 plus fearsome violence)

Defense

AC 33 **Touch** 3 **Flatfooted** 32 (-8 size, +1 DEX, +30 natural)

HP 50d12 +700 hp (1,025 HP)

Damage Reduction 20/epic **Fast Healing** 100

FORT +41 **REF** +28 **WILL** +34

Immune Electricity, Fire, ability damage/drain, charm, death effects, disease, energy drain, fear, sleep

Resist Acid 30, Cold 30, Negative Energy 30, Sonic 30

Offense

Spd 60 ft, Flight 300 ft (average)

Melee four +60 claws (6d10+18 slashing, 20/x2), plus +60 bite (10d10 piercing plus 5d10 energy* plus swallow whole, 20/x2), plus +60 tail strike (20d10 bludgeoning and knocked

prone, R-DC 43 negates, 20/x4, 100 ft reach), plus two +60 wing strikes (20d10 slashing plus ongoing Bleed 10, F-DC 43 negates, 50 ft reach)

Breath Weapon Primordial Energy Breath Weapon (1,500 ft cone, 20d10 energy*, R-DC 43 half, usable at will)

Special Attacks Hurl Foe, Rend (two claws, 6d10+18 slashing), Swallow Whole (10d10 bludgeoning and 10d10 energy*, AC 25, 102 hp)

Special Qualities Ferocity, Massive, Recovery

Spell-Like Abilities (CL 50th **Concentration** +57)

Constant – true seeing

5x/day – earthquake (DC 26)

- storm of vengeance (DC 26)
- summon (one Dragon of CR 18-22 of choice, 100%)
- tsunami (DC 26)

1x/day – interplanetary teleportation, teleport without error

Statistics

Str 47 **Dex** 12 **Con** 38 **Int** 21 **Wis** 25 **Cha** 20

Base Atk +50 **CMB** +76 **CMD** 87 (91 vs trip)

Feats Fly-By Attack, Hover

Skills The World Dragon has little interest in the skills valued by 'lesser' creatures. It has a phenomenal Appraise and Perception skill, both at least +68, and several Knowledge skills all around +60. The World Dragon is

especially knowledgeable concerning art, the origins of items in its hoard, and nobility and the planes, especially great planar threats. They are fairly skilled in Diplomacy (+65).

Ecology

Environment any

Organization solitary and unique, but may be accompanied by powerful, lesser Dragons that are its spawn and thralls

Treasure virtually incalculable (gamemasters should imagine how much wealth would utterly ruin their campaign, and then double that amount)

SPECIAL ABILITIES

Fearsome Violence (EX)

The World Dragon is a terrifying combatant, awe-inspiring in the terror it can inflict. Each time the World Dragon kills an opponent, all enemies within its Frightful Presence aura must make a new WILL Save against the dragon's frightful presence, with a cumulative +1 modifier per opponent slain during the encounter.

Primordial Breath Weapon (SU)

The World Dragon's breath weapon is a primal flame, which functions as an untyped energy that is never subject to energy resistance or immunity. A creature slain by this breath weapon is disintegrated, along with all their gear. This same energy causes the energy damage inflicted by the World Dragon's bite attack and its swallow whole ability.

NATURE

World Dragons are singularly powerful creatures, the epitome of what it means to be a dragon. As the name implies, there is only one such beast active on a planet at any given time, and individuals often take their name from the planet they inhabit. Only life-rich planets bathed in magical energy and blessed with a churning, molten core that generates a powerful planetary magnetic field have the resources (in both mundane bio-mass and arcane fuel) necessary to sustain a World Dragon.

The World Dragon nests in blazing, gem-rich caverns near the world-core, personally carving these fiery natural chambers into magma-lit cathedrals to its own glory. The lair of a World Dragon can encompass thousands of square miles, and is only accessible to a superstrong, near indestructible creature that can teleport. Finding, let alone accessing, this subterranean lair, is a heroic quest in and of itself. The World Dragon's lair often contains dozens of lesser dragons, which might be the creature's concubines, spawn or servants, as well as an assortment of lesser creatures, including *Castellans* who handle the logistics.

Once ensconced on a world, the World Dragon fortifies the planet it now considers personal property. World Dragons are paranoid (rightly so), and fear planar incursions, the attentions of Great Old Ones and other extinction-event-level threats. World Dragons especially fear a more powerful World Dragon taking their world after a fatal duel. Through a web of underlings, none of which know the ultimate source of their orders, the World Dragon assembles a powerful army of heroes, demon-hunters and dragon-slayers, dispersed through the world. Powerful artifacts are gathered and hidden away for use on some far-future day when the heavens fall. In an ultimate crisis, a World Dragon might be the most stalwart defender a planet ever had. However, once a World Dragon begins acting openly, and declares itself to its chosen planet, it inevitably conquers the planet and rules openly and pragmatically. Nothing less would be appropriate.

World Dragons are so massive that they blot out the sky from horizon to horizon when they fly. Their heartbeat is thunder, their breath a hurricane. These creatures mass in at millions of tons, and are larger than most mountain ranges. A World Dragon's scales are forge-grey accented with crimson and silver. The creatures barely address humanoids at all, only regularly conversing with elder dragons, and even then, never as an equal. If it fights humanoids, it does so with an exterminator's efficiency, slaughtering one champion at a time before turning to the next, and incinerating entire armies with a breath weapon capable of burning entire forests at a single stroke. When its world is safe, a World Dragon can sleep for centuries at a time. The creature carefully selects seconds from the ranks of powerful, highly competent and trustworthy evil dragons. The World Dragon knows that even as it slumbers, its orders are being efficiently carried out.

Giant, War Bringer – CR 19

Huge CE Monstrous Humanoid (giant)

XP 204,800

Init +1 **Senses** Lowlight vision, Perception +35

Languages Common, Giant, Orc

Defense

AC 21 **Touch** 9 **Flatfooted** 20 (-2 size, +1 DEX, +12 armor)

HP 28d10 +252 hp (406 HP)

Damage Reduction 10/lawful

Fast Healing 20/lawful

Spell Resistance 25

FORT +18 **REF** +13 **WILL** +20

Defensive Abilities Unstoppable

Immune 75% immunity to critical hits (from armor), ability score damage/drain, the fatigued and exhausted conditions, non-lethal damage, mind-affecting abilities

Weakness Spell Vulnerability (calm emotions)

Offense

Spd 60 ft

Melee +48/+43/+38/+33 earthbreaker (2d10+20 bludgeoning plus reposition, 20/x3)

Or +48 vital strike earthbreaker (8d10+20 bludgeoning plus reposition, 20/x3)

Special Attacks Mythic Surge (5x/day, +1d10)

Spell-Like Abilities (CL 20th Concentration +21)

At Will – earthquake (only via warhammer)

- rage (W-DC 25, only via warhammer) \

Statistics

Str 43 **Dex** 13 **Con** 29 **Int** 9 **Wis** 18 **Cha** 13

Base Atk +28 **CMB** +46 (+48 bullrush, overrun, reposition) **CMD** 57 (immune to Drag, Reposition, Trip maneuvers)

Feats Cleave, Great Cleave, Greater Bull Rush, Greater Overrun, Greater Penetrating Strike, Greater Reposition, Greater Vital Strike, Improved Bull Rush, Improved Overrun, Improved Reposition, Improved Vital Strike, Penetrating Strike, Power Attack, Vital Strike, Weapon Focus (warhammer)

Skills Climb +47, Intimidate +32, Perception +35

Gear +4 earthbreaker, +3 full plate of heavy fortification

Ecology

Environment any land

Organization always solitary

Treasure standard (including gear)



SPECIAL ABILITIES

Slammed Into the Sky (EX)

The War Bringer Giant hits like a siege engine. The War Bringer Giant may make a free Reposition combat maneuver against any target it strikes with its warhammer. Unlike ordinary Reposition maneuvers, the target is moved 5 ft per point of damage inflicted in any direction of the War Bringer Giant's choice, usually straight up. If its movement is interrupted, it takes falling damage upon impact based on the distance fallen, and a creature knocked upward takes falling damage normally upon returning to Earth.

Spell Vulnerability (SU)

A *calm emotions* or similar spell cast upon the War Bringer Giant ignores Spell Resistance. If the War Bringer Giant

fails his WILL Save against the effect, he is *confused* for 1d4+1 rounds rather than the spell's normal effect. This effect overrides the War Bringer Giant's more general immunity to mind-affecting effects.

Take the Peace From the Earth (SU)

As a full round action, the War Bringer Giant can slam his massive warhammer to the ground. Doing so functions as an *earthquake* spell, centered on the giant. The War Bringer Giant is not harmed or affected by the *earthquake*.

In addition to the usual effects of an *earthquake* spell, all living creatures within the area of effect must succeed at a DC 25 WILL Save or become murderously enraged. This functions identically to *rage*, and creatures who fail their saves immediately become Hostile towards any creatures they can perceive in the area. They will attack madly, attacking enemies they already feel anger towards, however mildly, in preference to other targets, though they will eventually turn to murder even the innocent.

Unstoppable (SU)

The War Bringer Giant is immune to all effects that would hinder or impede its movement, including difficult terrain, effects such as *web* or *slow*, and similar effects. The War Bringer is immune to the Drag, Reposition and Trip combat maneuvers.

NATURE

War Bringer Giants appear at the borders and DMZ of nations on the ragged edge of war, but whose conflict has not yet gone hot. These overly aggressive giants run for weeks at a time, with an almost supernatural sense of impending warfare. Spotting a War Bringer Giant, barreling through the shadows of a distant tree line is a harbinger of disaster -wherever the monster decides to stop will soon be engulfed in bloody, savage combat. If a War Bringer Giant can use its natural abilities to transform its localized violence and devastation into a region-burning conflict, turning entire nations against one another, the furious giant actually smiles. That's about the only time a War Bringer Giant is actually happy – laughing uproariously as they massacre entire cities.

War Bringer Giants are almost never seen outside their all-concealing, unpolished steel plate armor. Beneath, their skins are a dingy grey, like soot-covered stone, pale because they never see the sun; the armor is half fused to the skin beneath, as if both the Giant and its rusty panoply were partially melted together. The creatures carry a gigantic warhammer heavier than a knight in full panoply and his mount, and when it swings, it can crack mountains.

Goblin, Fortuneseller – CR 1

Medium N Humanoid (goblin)

XP 400

Init -1 **Senses** Lowlight vision, Perception +2

Languages Common, Goblin

Defense

AC 12 **Touch** 9 **Flatfooted** 12 (-1 DEX, +3 natural)

HP 2d8 +2 hp (11 HP)

FORT +5 **REF** -1 **WILL** +2

Immune non-magical disease

Offense

Spd 30 ft

Melee +2 club (1d6+1 bludgeoning, 20/x2)

Statistics

Str 12 **Dex** 9 **Con** 14 **Int** 8 **Wis** 14 **Cha** 12

Base Atk +1 **CMB** +2 **CMD** 11

Feats Skill Focus (diplomacy)

Skills Diplomacy +8, Knowledge (local) +4

Gear rags and tatters, a pouch of copper coins, club, lantern

Ecology

Environment any cool or temperate land

Organization always solitary

Treasure incidental

SPECIAL ABILITIES

Death Curse (EX)

Any creature who kills a Fortuneseller is afflicted by *bestow curse*, as cast by a 5th level cleric. The curse always brings the killer poverty, disease and financial ruin.

“Selling What Little Luck He Has” (SU)

Fortunesellers wander the countryside, occasionally hiring themselves out as personal lucky charms for wealthy shopkeepers and bourgeoisie. As part of a jury-rigged ceremony lasting around five minutes, the Fortuneseller can become a repository for another creature's bad luck. Doing so provides the ritual's recipient with a +1 luck bonus on all non-combat skill checks and REF Saves for 24 hours. During this time, the Fortuneseller rolls 2d20 whenever he is called upon to make any d20 roll, and takes the worse result.

The Fortuneseller usually sells his luck for around 10 gp. The Fortuneseller cannot be compelled to sell his luck by any mundane or magical means, and must be willing to do so.

Sleep Heals All Wounds (EX)

The Fortuneseller is surprisingly hard to kill, and recovers from the damage his cursed existence brings to him. The Fortuneseller recovers to his full Hit Point total after 8 hours of sleep or bed rest.

NATURE

When the world takes a shit, it's usually on the head of a Fortuneseller Goblin. These pitiful wretches walk a meandering path from town to town, stamping their club rhythmically and calling out that they've got... "luck for sale! Good luck for sale! Win your lucky love's heart, make your great fortune! Luck-o-luck for sale!"

With a ritual passed down among their kind since the world was young, a Fortuneseller Goblin loans out some of his luck for a few coins. Hopefully, he earns enough in the transaction to keep him fed and housed for a couple of days. While his luck is sold, the Fortuneseller Goblin is even more pathetic than usual: he gives offense without meaning to, burns himself on every hot plate, slices himself bloody if he even looks in the direction of a kitchen knife. Eventually, his luck might turn bad enough for the local law to run him out of town, and then the pitiful, man-sized Goblin begins his lonely circuit once again. Crying out, as always, that he's got "good luck for sale!"

Fortuneseller Goblins are timid and cowardly Goblins which are only a bit smaller than the average man. Their warty, pestilent hides are an unsightly mélange of vomit green, urine yellow and fetid oranges. They dress in ragged peasant clothing and carry their few possessions on their back.

Gatted – CR 2

Medium CE Undead

XP 600

Init +3 **Senses** Lowlight vision, Darkvision 60 ft, scent, Perception +1

Defense

AC 14 **Touch** 13 **Flatfooted** 11 (+3 DEX, +1 natural)

HP 3d8 +6 hp (20 HP)

FORT +3 **REF** +4 **WILL** +4

Immune undead immunities

Resist Acid 15

Vulnerable Slashing damage

Offense

Spd 30 ft



Melee +4 slam (1d6+2 bludgeoning plus 1d6 acid, 20/x2, plus grab)

Statistics

Str 15 **Dex** 17 **Con** – **Int** 2 **Wis** 13 **Cha** 14

Base Atk +2 **CMB** +4 (+6 grapple) **CMD** 17

Feats Improved Grapple, Power Attack

Skills Climb +7, Stealth +8

Ecology

Environment any urban or ruins

Organization solitary

Treasure incidental



SPECIAL ABILITIES

Nauseating Grapple (EX)

Any creature grappled by the Gutted is *nauseated* for as long as they remain grappled and for one round afterward, unless they succeed at a DC 13 FORT Save.

Squeeze (EX)

The Gutted can dissolve itself into a mass of squirming intestines, and pass through openings as small as 1-2 inches in diameter. It is considered *flatfooted* while squeezing.

NATURE

An especially viscous killer or heretic executed by disembowelment might claw their way back from Hell as a Gutted. These horrid souls, minds and souls broken beyond

repair by the sheer messy horror of their end possess their own spilled guts. Over several stinking, flatulent hours, the intestines replicate themselves over and over, knotting themselves into the rough approximation of a man's form. Gutted exist only to kill, and give a dim preference to their torturers over all others, but eventually massacre any lifeform they encounter. Gutted lurk in middens and sewers, where their fecal, coppery stench is not noticed as easily.

Hag, Ggst Trinity – CR 15

Huge CE Monstrous Humanoid (evil)

XP 51,200

Init -2 **Senses** Darkvision 60 ft, lowlight vision, *see in darkness*, *true seeing*, Perception +25

Languages Aklo, Common, Giant

Aura stench (60 ft, F-DC 22 negates, 10 rounds)

Defense

AC 14 **Touch** 6 **Flatfooted** 14 (-2 size, -2 DEX, +8 natural)

HP 20d10 +40 hp (150 HP)

Regeneration 10/good

FORT +8 **REF** +10 **WILL** +13

Immune poison, energy drain and damage, ability score damage and drain, the sickened and nauseated conditions

Resist Acid 15, Cold 10, Fire 10

Offense

Spd 30 ft

Melee four +24 claws (1d8+6 slashing, 20/x2 plus *coagulating touch*, 2 CON damage, F-DC 22 negates)

Spell-Like Abilities (CL 20th **Concentration** +21)

Constant – pass without trace, tongues, true seeing, water breathing

At Will – greater invisibility, summon monster III

3x/day – animate dead

- baleful polymorph (F-DC 22)
- bestow curse (W-DC 21)
- blight (F-DC 21)
- commune
- contagion (F-DC 23)
- control weather
- nightmare (W-DC 29)
- phantasmal killer (W-DC 28)
- summon monster VI

1x/day – conjoin flesh (R-DC 31)

- downpour of filth (R-DC 31)

These spells were originally presented in Enchantments of Black Tokyo, and are reprinted in this sourcebook's appendix.

Statistics

Str 23 **Dex** 7 **Con** 15 **Int** 15 **Wis** 13 **Cha** 13

Base Atk +20 **CMB** +28 **CMD** 36 (cannot be tripped)

Feats Alertness, Augment Summoning^B, Blind-

Fight, Cleave, Combat Casting, Deceitful, Great Fortitude, Improved Great Fortitude, Power Attack

Skills Bluff +23, Disguise

+23, Knowledge (arcana) +21,

Perception +25, Sense Motive +19,

Stealth +19, Swim +34

Ecology

Environment temperate marshes

Organization solitary

Treasure double standard (in lair)

SPECIAL ABILITIES

Coagulating Touch (SU)

The Cyst Trinity's claws thicken blood, forming fatal clots and scabs in the victim's veins. Each time the Cyst Trinity hits a foe with its claw attacks, the victim suffers 2 points of CON damage, unless they resist the coagulating effect with a DC 22 FORT Save.

Coven (SU)

A Cyst Trinity always counts as three hags for the purpose of forming a hag coven with other hags.

Fecund Summons (SP)

Anytime the Cyst Trinity uses any *summon monster* spell-like ability, she can choose either use the ability normally or use her Fecund Summons ability. Fecund Summons requires 1d4 minutes, plus an additional 1d4 minutes per size category of the creature past Size Small. During this



process, which is a sickening parody of childbirth, the Cyst Trinity is effectively helpless.

Any creature summoned using Fecund Summons remains in existence for 1d4 hours once born, and is affected as if by the Augment Summoning feat, gaining a +4 bonus to both their STR and CON scores.

Sister Birth (SU)

Any time the Cyst Trinity fails a WILL Save, the face of one of the secondary hags in the coven pushes itself out of the fleshy skull of the “active” Cyst Sister in a gout of blood and feces. Doing so immediately breaks the effect, as if the Cyst Trinity had succeeded on the initial WILL Save. In addition, the process is so revolting that all creatures within 30 ft who see the transformation must succeed at a DC WILL Save or become *nauseated* for 1d6 rounds. This is a mind-affecting, fear ability.

Each sister in the Cyst Trinity is a separate personality, though they all share similar goals. The change in personality is roleplaying flavor rather than a major change to the creature’s statistics.

NATURE

Three hag sisters enter a massive cast-iron cauldron together, and allow themselves to be boiled alive until their rancid flesh peels from their crackling bones, until their bowels erupt in dying spasms and fouls the stinking, roiling water. Then, if their wills are strong enough, the sisters begin to change. Flesh melts together, bones splinter and rejoin in broken new shapes, nerves knit like scrap ribbons making a cloak. Three hags become one – a dark trinity of scalded flesh, popping, pustulent blisters, of three mad voices howling together in one deformed skull. A Cyst Trinity is born.

Cyst Trinities are the dark and baleful queens of the hag species. All lesser hags bow and scrape to their sadistic, filth-obsessed rulers, catering to her every whim. Lesser hags joyfully allow a Cyst Trinity to murder, torture or mutilate them in any way her infinitely black imagination can devise, but all hags hope that they will become one of the rare few chosen to risk body and soul in a boiling iron cauldron.

The creatures retain something of the personalities of the hags they were in their first life, buried under a layer of sadistic new madness. Cyst Trinities have a fetishistic lust to watch their victims succumb to disease. Their schemes foul water sources, poison wells and use their *cursing* and *contagion* abilities to spark plagues. Mass extinction is Cyst Trinity’s favorite hobby, and the flesh of a newborn, boiled alive, is their favorite meal.

Cyst Trinities are $\frac{3}{4}$ a ton of poached, stinking skin and bloody scabs cut into a roughly humanoid shape. They have four spindly arms, and a perpetually pregnant belly that is simultaneously a perverse womb and a pus-filled boil. They have hag like faces, but occasionally, especially when one is enraged, another face emerges from the sweaty folds of

their neck or from beneath their pendulous, sagging breasts, as another one of the hag’s personalities screams to the surface. The monstrosity stinks of boiling blood and rancid body odor.

Hela – CR 30

Medium CE Undead (extraplanar, great old one, psychopomp)

XP 9,830,400

Init +13 **Senses** Darkvision 120 ft, lowlight vision, spirtsense 60 ft, Perception +75

Languages Hela can speak and is literate in the language of every culture and species that can die.

Aura Unspeakable Presence (300 ft, become *helpless* and present yourself to be murdered by Undead, W-DC 55) Unhallow (500 ft, acts as *unhallow*)

Defense

AC 47 **Touch** 23 **Flatfooted** 44 (+3 DEX, +12 natural, +12 armor, +10 insight)

HP 60d8 +900 hp (1,170 HP)

Damage Reduction 20/*coward-spurning* and epic **Spell Resistance** 35

Regeneration 30 (*coward-spurning* and epic weapons)

FORT +35 **REF** +23 **WILL** +44

Immune Positive and Negative Energy, Cold, undead immunities

Resist Acid 30, Electricity 30, Fire 30, Pleasure 15, Sonic 15

Offense

Spd 30 ft, Flight 90 ft (average)

Melee +54 ghostouch slam (2d10+9 bludgeoning, 20/x2 plus energy drain)

Special Attacks Cry of the Grave Breath Weapon (90 ft cone, 20d6 sonic plus 20d6 negative energy plus energy drain, W-DC 55 half plus summoning, usable every 1d4+1 rounds)

Energy Drain, (2d6 levels, F-DC 55), Mythic Surge (10x/day, +1d12)

Special Qualities Immortality

Spell-Like Abilities (CL 60th **Concentration** +75)

At Will – Destruction (F-DC 32)

- Disintegrate (F- DC 31)
- Quickened Animate Dead
- Quickened Create Undead
- Quickened Call of the Dead
- Quickened Trap the Soul (W-DC)
- Summon (2 undead of CR 21 or less, 100%, only in conjunction with breath weapon)

3x/day – Quickened Call of the Dead Legions

1x/day – Quickened Create Greater Undead

Statistics**Str 29 Dex 17 Con – Int****21 Wis 30 Cha 40****Base Atk +45 CMB +54****CMD 67****Feats and Skills**

Craft (various, always made from bone and fingernail) +70 or greater, Knowledge (arcana, religion, the planes) all at +60 or greater

Hela is a fairly poor combatant, preferring to use her raw power, mastery of undead and arcane might rather than actual combat training or tactics. She is extremely knowledgeable about the structure of the Multiverse and nature of reality and souls, funeral rites and the various afterlives. She is also a skilled crafter who specializes in necromantic artifacts of great, morbid beauty.

Gear Hela's cloak of corpse nails provides a +10 armor bonus to AC, but disintegrates upon her defeat.

Ecology

Environment extraplanar (the realm of Hel or other corpse-planes)

Organization Hela commands an army of dead warriors, murderers and monstrosities from every species that has ever died. Give her a legion of pretty much every undead creature ever statted up for a D20 roleplaying game.

Treasure at least triple standard (in lair)



SPECIAL ABILITIES

Coward's Bane (EX)

Hela's Damage Reduction and Regeneration are both overcome by epic weapons with the *coward-spurning* magical property. This property has appeared in several recent Otherverse Games products, and is reprinted at the end of the sourcebook.

Attacks from creatures with Bravery +5 or who are immune to fear overcome Hela's DR and Regeneration as if they were made with *coward-spurning* weapons.

Coward's Insanity (EX)

Any creature that attempts to interact directly with Ymir's thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 55 WILL Save or be driven permanently insane. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC.

Additionally, any creature driven insane by Hela's presence permanently loses any Bravery or immunity to fear they possess. This vulnerability remains until the *insanity* is cured. Hela's insane victims are cowardly and deeply traumatized, often unable to engage in combat.

Cry of the Grave (SU)

Anytime Hela uses her breath weapon, she automatically summons up to two undead of her choice, of up to CR 21, who appear in any square affected by the breath weapon. These summoned undead appear after the breath weapon occurs, so they are neither harmed nor healed by the positive energy. Once she uses this ability again, existing summoned undead vanished and are replaced by newly summoned creatures.

Any creature slain by this breath weapon arises as an undead with Hit Die roughly equal to the slain creature and under Hela's control within 1d6 rounds. Hela may choose which undead are created from each slain creature.

Queen of Undeath (Sp)

Hela is a goddess of death and the undead. She may call and create undead servants with an ease, and in numbers impossible for mortal necromancers.

As a full round action, Hela may use either *animate dead* or *call of the dead*. She may always choose to create burning or bleeding skeletons with call of the dead without increasing the casting time. Each time she uses *call of the dead*, all skeletons previously created by this spell disintegrate. The undead created by any prior casting of *call of the dead* legion also disintegrate when Hela casts

that spell again.

It only requires one minute for Hela to use *create undead*, and only a single hour for her to use *create greater undead*. In addition to the normal options provided by the spell, she may create any undead desired up to CR 25 in this manner.

There is no limit to the Hit Die worth of Undead Hela can command at any given time.

Finally, when she uses her Trap the Soul ability, Hela uses one of the millions of corpse-nails she wears as the spell's focus rather than a gemstone.

Spirit Touch (EX)

Hela's natural weapons, as well as any weapon she wields, are treated as though they had the *ghost touch* weapon special ability.

Spirit Sense (SU)

Hela notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if she had the *blindsight* ability. This sense does not allow her to detect objects, but it does allow her to notice living things that are not creatures (such as normal trees).

Unspeakable Presence (SU)

Hela's mere presence inflicts horrible mental anguish and torment upon all creatures within 300 ft who can clearly see and hear Hela. All affected creatures drop to their knees and present their necks, as if for a headman's axe, chanting incoherent, suicidal gibberish and becoming *helpless* while in the presence of any undead creature for as long as the undead remains in view and for 1d3 hours after. Affected creatures are always considered willing to accept spells and spell-like abilities cast upon them by undead, even if such effects would be harmful or even fatal.

A successful DC 55 WILL Save negates this effect. A creature who saves cannot be affected by Hela's unspeakable presence for 24 hours; this is a mind-affecting effect.

NATURE

Hela is the primordial model for Undead-kind, a cruel and capricious goddess of death, entropy and undeath. She claims she is the first being to ever come to consciousness: she waited all alone in the darkness of the unborn Multiverse waiting for another intelligence to be born, so she could murder it. She talks knowledgeably about the Big Crunch at the end of time, when all matter and energy collapses in on itself and everything ends. The only reason Hela has not expunged all life in the Multiverse at once

is that she enjoys the game of reaping souls in (relative) handfuls at a time. Further, she knows it will all be hers in the end, so Hela, while grasping, is not greedy.

Hela rules an endless corpse-plane named for herself. This endless, nearly lightless expanse is a hellscape of cold rains and endless fog, peopled by the infinite souls of the dead. Hela claims evil and sadistic souls, but also cowards, those who died after long illness or by suicide and the dim, animal-like souls of the stillborn. She has no interest in claiming the good or noble souls, nor the souls of true warriors – these glowing souls would be beacons of hope in a drab realm she wishes to keep hopeless.

Hela appears as well-built, physically powerful and eerily perfect woman with corpse-white skin. She would be considered beautiful, if not for the madness in her black eyes, her fanged smile, and the unnerving, herky-jerky wrongness of her movements. She dresses only in ravens' feathers and the fingernails of dead women, which her strange powers have formed into a clacking, clicking robe.

She is lusty and vile, raping the souls of hanged men until the ghosts become so irreversibly mad all traces of humanity are lost. She laughs, snarls, barks and moans in orgasm as she fights, relishing any wounds her opponents manage to actually inflict. If truly wounded, especially by a *coward-spurning* weapon, she stops enjoying the fight long enough to utterly destroy her attacker, before returning to her violent revels.

Idun – CR 4

Medium NG Fey (extraplanar, good)

XP 1,200

Init +5 **Senses** Darkvision 60 ft, lowlight vision, Perception +7

Languages Common, Sylvan, *tongues*

Defense

AC 16 **Touch** 14 **Flatfooted** 12 (+3 DEX, +1 dodge, +2 natural)

HP 6d6 +6 hp (27 HP)

FORT +3 **REF** +8 **WILL** +6

Immune charm, sleep

Offense

Spd 30 ft

Melee +4 dazing melee touch (1d4+1 bludgeoning plus *dazed* one minute, W-DC 18 negates)

Spell-Like Abilities (CL 6th **Concentration** +11)

Constant – detect good, protection from evil, *tongues*

Statistics



Str 13 **Dex** 17 **Con** 13 **Int** 9 **Wis** 13 **Cha** 21

Base Atk +3 **CMB** +4 **CMD** 17

Feats Dodge, Improved Initiative, Run

Skills Heal +6, Knowledge (religion, nature) both at +7, Perform (dance, sing, sexual) all at +14, Perception +6, Profession (vintner) +10, Stealth +8

Ecology

Environment temperate and cold lands

Organization solitary or found as a servant of various Fey and Outsider courts, always heavily guarded

Treasure standard (in lair)

SPECIAL ABILITIES

Dazing Touch (SU)

The Idun can make a melee touch attack. If it hits, the target suffers minor damage and is *dazed* for one minute. A DC 18 WILL Save negates this condition; a *dazed* creature can attempt a new WILL Save at the end of each turn to end the condition early.

Fey Chalice (SU)

The chalice that an Idun carries is a part of her. If this chalice (which has 10 HP and Hardness 2, and always saves as an attended object) is destroyed, the Idun immediately dies. Only the Idun can command her chalice to pour *curative wine*, *healing wine* or *wine of immortality*; she may also pour out an infinite amount of ordinary mead or wine, functioning similarly to a *decanter of endless water*.

The Idun considers her fey chalice, and its sacred wines, an intimate part of herself. Forcing an Idun to pour wine, or destroying her chalice, is considered both an evil act and an act of rape.

Fey Vintages (Sp)

The Idun can choose to pour a variety of magical wines from her fey chalice.

The Idun can produce *curative wine* at will; a creature who drinks curative wine is *stabilized*, and receives a new FORT Save at a +4 holy bonus to overcome any disease or poison affecting them.

Up to three draughts of *healing wine* can be produced per day, each functioning as a potion of *cure moderate wounds*, and also curing any non-magical disease suffered by the drinker.

The Idun can produce *wine of immortality* only once per night. A creature drinking wine of immortality ceases aging, removes any ability score penalties for age, and physically returns to their adult appearance. The creature has no maximum age and becomes immortal, but they may still be slain by violence, disease or misadventure. Each Idun can only produce the wine of immortality nine times in her life. Upon the ninth pouring, she disincorporates and her existence ends. The Idun will only produce this wine when specifically commanded by her lord or lady.

NATURE

Idun are simple-minded but good-hearted fey who bestow the wine of immortality upon those favored by fey nobility and the gods. Idun are a quiet but merry presence at fey banquets and in the mansions of the old gods and goddesses. Here, they pour libations to great heroes and honored guests, banter with those attending the revels and freely offer their beautiful bodies to anyone who seems kind and captures their interest for the night. When an Idun is commanded to by her lord or lady, or if she senses a good mortal in peril, she can produce mystical wines with potent healing properties.

Idun appear as spritely, beautiful girls dressed in a



revealingly cut gown of leaves and feathers. They always carry a heavy ceramic or silver vessel that would challenge the strength of even a big man, but they treat the weighty jug as if weighed only a few ounces. Idun are precious to their fey or divine lords, and are always well protected. Common guardians include young Treants (B1), Einherji (B4), Valkyrie (B3) or various Agathions.

Infantis – CR 2

Small NE Undead

XP 600

Init +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +1

Defense

AC 15 **Touch** 15 **Flatfooted** 12 (+1 size, +3 DEX, +1 natural)

HP 3d8 +3 hp (17 HP)

FORT +0 **REF** +3 **WILL** +4

Immune undead immunities

Weaknesses Child's Needs

Offense

Spd 20 ft **Flight** 50 ft (good)

Melee +5 bite (1d6-1 piercing, 20/x2) plus two +3 talons (1d4-1 slashing, 19-20/x2)

Ranged +5 shriek (2d6 sonic plus fatigued (W-DC 13 negates), 20/x2)

Statistics

Str 8 **Dex** 17 **Con** – **Int** – **Wis** 13 **Cha** 12

Base Atk +1 **CMB** -1 **CMD** 12

Feats Weapon Finesse^B

Ecology

Environment any

Organization solitary or murder (groups of 1d6+3)

Treasure incidental

SPECIAL ABILITIES

Child's Needs (SU)

The *Infantis* is all that remains of the dying consciousness of a small child. The *Infantis* suffers a -1 morale penalty on attack rolls, skill checks and saving throws when within 30 ft of a visible crib, toy, child-sized clothing or a nursing or pregnant woman.

Shriek of Hunger (SU)

A target who is damaged by the *Infantis*' *Shriek* ranged attack must succeed at a DC 13 WILL Save or become *fatigued*. This fatigue cannot be removed by any means until the target eats at least a day's worth of rations. If the target is already *fatigued*, they become *exhausted* instead. *Exhausted* targets fall *unconscious* for 2d6 hours, or until roused.

NATURE

Infantis are exceptionally horrid undead that arise from the dying, panicked thoughts of the stillborn and infants killed by neglect or exposure. They lack intellect, operating purely on a panicked, fearful instinct like an abused animal. The creatures attack small animals and children caught outside in the frightful dark; they only challenge larger and more dangerous prey in flocks, or if commanded by a powerful and cruel master.

Infantis are dead and decaying carrion birds with the putrefying skull of a newborn where a true avian's head should be. Their cries are the desperate howls of a starving baby.



Infernor – CR 6

Large CE Outsider (demon, evil, extraplanar, fire)

XP 2,400

Init +5 **Senses** Darkvision 60 ft, lowlight vision, Perception +11

Languages Abyssal

Aura stench (30 ft, F-DC 16 negates, 5 rounds, only immediately after using *summon*)

Defense

AC 15 **Touch** 10 **Flatfooted** 14 (-1 size, +1 DEX, +5 natural)

HP 8d10 +16 hp (60 HP)

FORT +8 **REF** +7 **WILL** +5

Immune Electricity, Fire, poison

Resist Acid 10, Cold 5

Offense

Spd 50 ft

Melee four +11 claws (1d6+4 slashing, 20/x2 plus disarm)
plus +9 bite (2d6 piercing plus poison, 20/x3)

Infernor Venom

Injury Poison

Save: FORT DC 16 (worse of 2D20)

Duration: 1/round for 6 rounds

Effect: 1d4 STR

Cure: 1 save

Special Attacks bloody rend (two claws, 1d6+4 slashing plus 1d6 Bleed)

Spell-Like Abilities (CL 8th Concentration +11)

3x/day – summon (1d4+1 Infernor, 65%)

Statistics

Str 19 Dex 13 Con 14 Int 6 Wis 17 Cha 12

Base Atk +8 CMB +13 (+15 disarm) CMD 24

Feats Greater Disarm, Improved Disarm, Improved

Initiative, Run

Skills Climb +12, Perception +11, Stealth +5

Ecology

Environment extraplanar (native to the crappiest levels of the Abyss)

Organization usually founds in groups of 2-3 if roaming; lairs can contain up to 300 Infernor

Treasure incidental (in lair)

SPECIAL ABILITIES

Summoning Piss (SU)

When an Infernor uses its summon ability, it pisses out a stream of pungent, dimension-twisting pheromones that call its fellow ant demons to battle. The Infernor gains the *stench* universal monster ability for one minute after any successful use of its summoning ability.

Potent Poison (EX)

The Infernor's poison is especially potent. A victim rolls 2D20 when making a FORT Save against Infernor venom and takes the worse result.

NATURE

Infernor are the swift, twitchy and savage ants of lower planes. These hyperactive beasts prowl the hottest, most toxic layers of the Abyss, streaming out in spastic red rivers from mud and resin hives the size of small cities. Infernor are barely sentient, and are often kept by powerful, paranoid, demon nobility as guard-beasts: an Infernor's speed and multiple limbs make at an adept bodyguard, able to easily disarm even the strongest and most skillful assassins.

Infernor are chitin-shelled near-humanoids. Some hives have bloody red chitin, others have jet or navy blue carapaces, and this difference means endless war between hives of different hues. An Infernor's forearms split into slender but strong limbs like sickles; their forelimbs are perfectly adapted to stealing a weapon out of an unwary foe's grasp. Their maw is a vertical grimace running the length of their skull, lined with flint-like teeth, each embedded in a pulsing venom sack.

Jherikite – CR 10

Huge CE Magical Beast

XP 9,600

Init +3 Senses Darkvision 90 ft, lowlight vision, scent, Perception +12

Defense

AC 19 Touch 11 Flatfooted 19 (-2 size, -1 DEX, +8 natural, +4 deflection)

HP 13d10 +65 hp (167 HP)

FORT +15 REF +7 WILL +6

Immune Sonic, deafness

Offense

Spd 40 ft

Melee two +20 slams (2d6+9 bludgeoning plus 2d6 sonic, 19-20/x2)

Special Attacks Cacophony (100 ft line, 8d6 sonic plus permanent deafness, F-DC 22 negates deafness/half damage)

Statistics

Str 28 Dex 9 Con 21 Int 3 Wis 15 Cha 11

Base Atk +13 CMB +24 CMD 33

Feats Cleave, Critical Focus, Deafening Critical, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Lunge, Power Attack

Skills Climb +25, Intimidate +10, Perception +12

Ecology

Environment warm and temperate plains, hills and ruins

Organization usually solitary

Treasure incidental

SPECIAL ABILITIES

Cannot Be Silenced (SU)

A Jherikite is immune to magical and mundane silence. Its cries can be heard, and its powers function normally even areas of magical *silence* or in hard vacuum. If the Jherikite enters an area of magical silence, or itself is subject to the spell, it is affected as by *rage*. This effect lasts as long as

the Jherikite remains in the area of *silence*.

Deafening Critical (EX)

The Jherikite has the Deafening Critical feat, and anytime it successfully deafens a target with this ability, its Cacophony breath weapon recharges.

Shattering Cry of Pain (SU)

Anytime the Jherikite is wounded by any melee attack, the attacker is exposed to a devastating blast of ultrasonics. Make a DC 22 FORT Save for each glass, crystal, ceramic or similar item worn or carried on the creature's body; failure indicates that item shatters and gains the *broken* condition.

Sonic Field (SU)

A coruscating field of solid sound and discordant vibration provides the Jherikite with a +4 deflection to Armor Class.

NATURE

Jherikites are riotously noisy. They spend virtually all their waking hours screaming endlessly at the heavens, or noisily pounding away at walls or trees, until they shatter. You'll likely hear one a mile or more before you see it – these monsters are fairly easy to avoid.

Jherikites are dumb in the extreme. Jherikites charge mindlessly into battle against any hominids that enter their miles-wide territory, rushing in for the pleasure of gory murder. When hunting ordinary animals for its meat, it always opens with its hypersonic breath weapon. Against hominids, this breath weapon is a last resort: the Jherikite prefers splintering skulls and cracking spines with its mighty fists. The creatures have an instinctive love of violence, and enjoy blasting and beating homes, grain silos and walls to powder. Jherikites are indiscriminately violent, and even rival nations and factions will put aside their differences long enough to bring the savage beast down.

Jherikites resemble distorted gorillas more than twelve feet tall at the shoulder. Parts of their ungainly, muscular bodies are sheathed in thick, leathery black scales, while other body parts are garbed in wiry black fur. Jherikites are barrel chested and seemingly neckless, with circular, toothy mouths capable of unleashing a scream capable of pulverizing bone.

Jotunnboar – CR 7

Huge N Magical Beast

XP 3,200

Init +0 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +12

Defense

AC 16 **Touch** 8 **Flatfooted** 16 (-2 size, +8 natural)

HP 9d10 +54 hp (113 HP)

Regeneration 5 (acid, cold)

FORT +14 **REF** +6 **WILL** +3

Immune fatigue and exhaustion, poison

Offense

Spd 40 ft

Melee +13 gore (2d8+6 slashing, 20/x2) plus +13 slam (2d8+6 bludgeoning, 20/x2)



Special Attacks Trample (2d8+9 bludgeoning, R-DC 20)

Special Qualities Ferocity

Statistics

Str 23 **Dex** 11 **Con** 23 **Int** 1 **Wis** 11 **Cha** 5

Base Atk +9 **CMB** +17 **CMD** 27 (31 vs trip)

Feats Cleave, Great Cleave Great Fortitude, Power Attack, Toughness

Skills Perception +12

Ecology

Environment cold plains and forests

Organization usually solitary

Treasure none

NATURE

Jotunnboar are terrifying wild pigs the size of a small cottage. Fiercely territorial, Jotunnboar slaughter anything larger than a housecat that enters their territory: unfortunately for the peasantry a rampaging Jotunnboar's territory can stretch for dozens of miles on a side. Stopping one of these nearly unstoppable beasts is a job for an entire army, or a cadre of experienced adventurers with access to potent combat-magic.

Jotunnboar are native to the frigid north, and hypothermia is one of the very few things that can actually kill a Jotunnboar. Taking advantage of this, the live capture and display of a Jotunnboar is a prestigious status symbol for northern lords. A captured Jotunnboar is bound

with steel fetters, hung over a fire-trench, thick slabs of charred pork carved from the living body of the enraged monster. Heaven help those nearby if the captive, burning Jotunnboar ever breaks its chains.

Kaiju, Earthking – CR 24

Colossal NG Outsider (earth, elemental, kaiju)

XP 1,230,000

Init -3 **Senses** Darkvision 600 ft, Tremorsense 300 ft, Perception +0

Languages understands Common (barely) but cannot speak

Defense

AC 21 **Touch** 0 **Flatfooted** 21 (-8 size, -3 DEX, +22 natural)

HP 31d10 +589 hp (760 HP)

Damage Reduction 20/epic

Fast Healing 30

FORT +17 **REF** +7 **WILL** +10

Immune ability damage, ability drain, critical hits, death effects, disease, energy drain, mind-affecting effects, stunning, Fire

Resist Acid 30, Cold 30, Electricity 30, Negative Energy 30, Sonic 15

Offense

Spd 60 ft

Melee two +43 slams (8d10+20 bludgeoning plus target is knocked *prone* (F-DC 40 negates), 20/x5)

Ranged +20 terraforce beam (3d6x10 force plus petrification (F-DC 40 negates), 20/x2, 1,000 ft range)

Special Attacks Hurl Foe, Massive, Recovery

Special Qualities Ferocity, Freeze (a rocky cliff, mountain or other massive natural feature)

Statistics

Str 50 **Dex** 4 **Con** 48 **Int** – **Wis** 10 **Cha** 10

Base Atk +31 **CMB** +59 **CMD** 66 (cannot be tripped, bullrushed or repositioned)

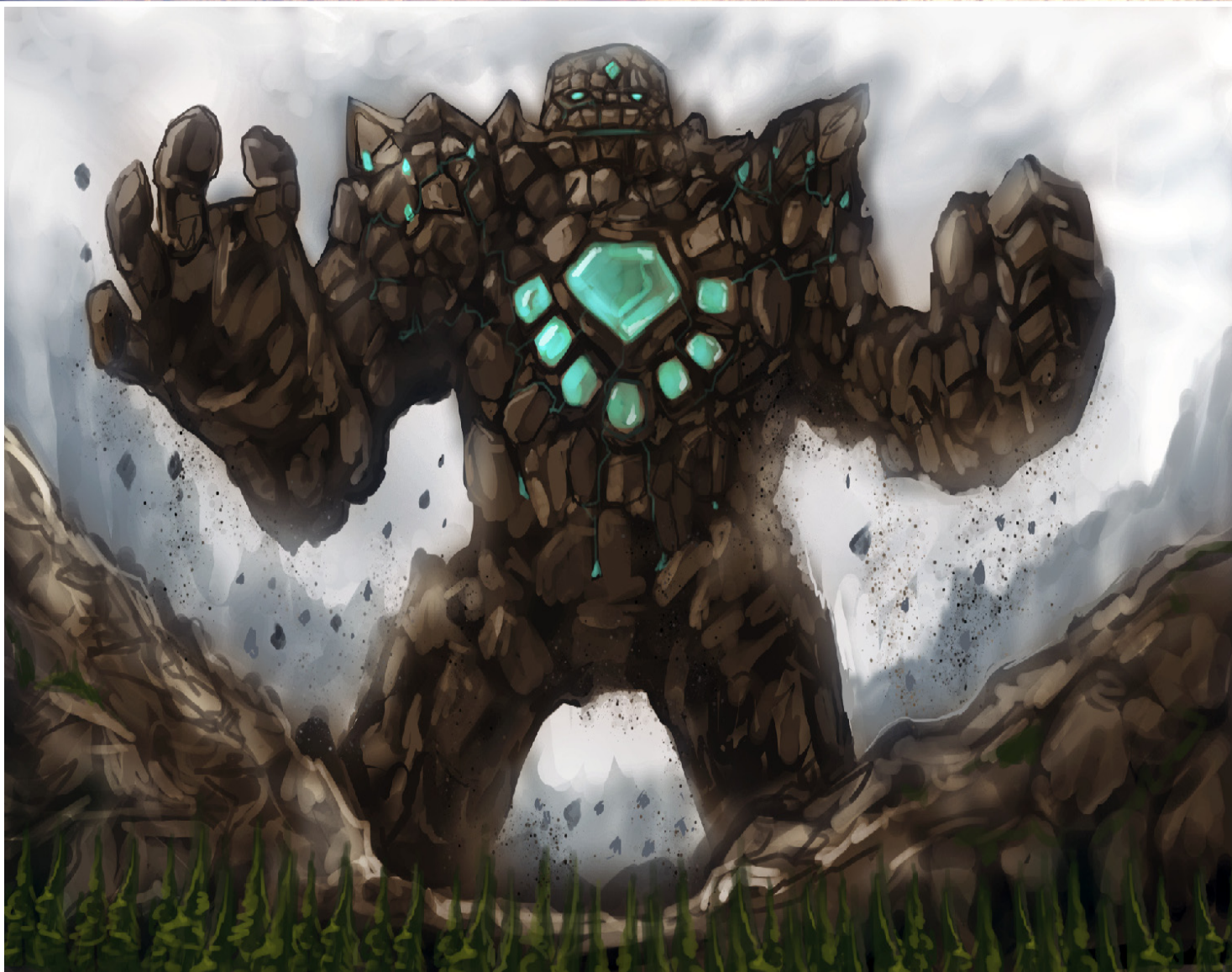
Ecology

Environment any land (prefers mountains and canyons)

Organization always solitary

Treasure incidental





SPECIAL ABILITIES

Landbreaker Strike (SP)

As a full round action, the Earthking can pound both massive fists into the ground, creating an effect identical to *earthquake* cast by a 30th level druid.

Protector of Children (SU)

The for all the Earthking's might and instinct-driven savagery, the creature is fiercely protective of young humanoids, no matter the species. An Earthking's destructive powers, including its *earthquake* and *tectonic command* abilities never harm any creature in the Young Adult or younger age categories.

Characters in the Young Adult age category or younger can provide the otherwise mindless creature with morale bonuses, and often a gifted young singer (a good aligned Human, Half-Elf or Halfling Bard 1) accompanies the goliath elemental, riding on its massive shoulder and advising it on how best to protect the land. If you have *The*

Black Bestiary Volume II you can use the Kiss Friend statblock for this tiny companion, and just assume the Kiss Friend's abilities function on the Earthking in the same way they would for a Battlechanger ally.

Tectonic Command (SU)

The Earthking can reshape nearby terrain as a swift action once per round. The Earthking can reshape up to four 20 ft x 20 ft squares of terrain at any point it can see within a 600 ft radius. These 20 ft squares can be contiguous or spread across the area. The Earthking can do any or all of the following to a 20 ft square:

- raise or lower the square's elevation by up to 100 ft
- create or destroy difficult terrain
- transform ordinary ground into a 20 ft deep pool of lava, or vice versa
- transform ordinary ground into a 20 ft deep pool of water, or vice versa

A character who is imperiled by a hazard can attempt a DC

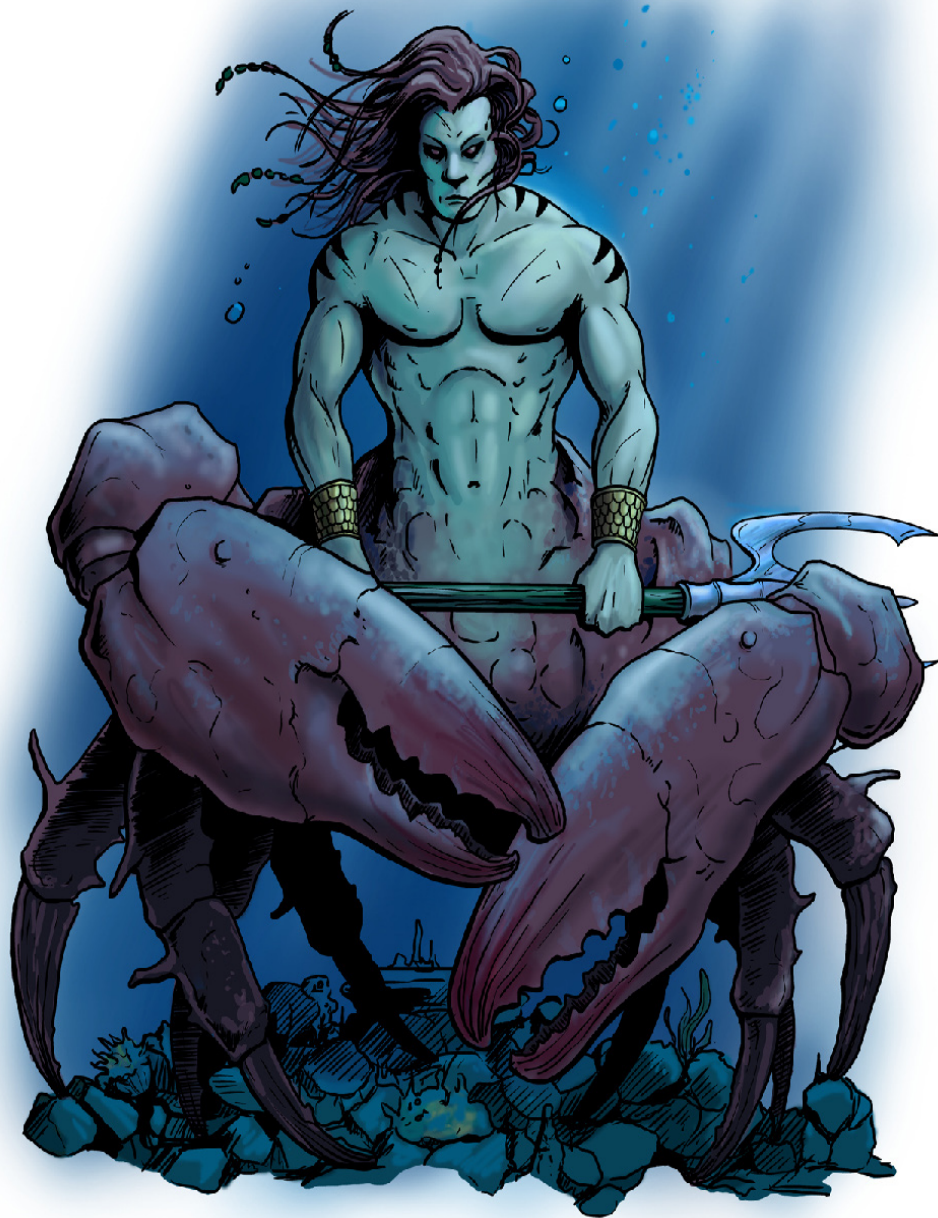
40 REF Save to mitigate or negate the danger, similar to other effects that create pits, landslides or similar hazards.

NATURE

The Earthking is a legendary elemental guardian of the natural world, and the civilized peoples that inhabit that world. The Earthking slumbers for centuries at a time, curled in on itself so tightly that legends spring up that the massive stony outcropping is a legendary mountain, sacred monolith or holy mesa, a place where miracles happen. Locals usually credit the slumbering Earthking with miraculous cures, with impossible, blessed conceptions and with all sorts of fortunate coincidences and minor wonders.

The Earthking only awakes in times of great crisis – when danger so great it threatens the entire world arises. A choir of children, representing all the intelligent races within the imperiled region, are assembled to sing for the long hours it takes to stir the Earthking to wakefulness. Once awakened, the goliath plods inexorably towards the threat, whether that threat is a rampaging army or a rampaging fellow kaiju. It fights on behalf of the land and people that summoned it, either destroying the threat or being destroyed itself.

The Earthking is a walking county, a goliath, barrel chested humanoid figure hewn from mountain stone. The creature's heart is a single pulsing diamond larger than a royal palace. This impossibly huge diamond is encircled by a ring of smaller (yet still unbelievably huge) stones, each the size of a good-sized country inn. Despite the Earthking's trillion-ton bulk, it walks with surprising gentleness. Occasionally, even as it strides to war, the Earthking might bend down to examine a child or some small animal that catches its eye.



Laurapathis – CR 7

Huge LE Monstrous Humanoid (aquatic)

XP 3,200

Init +1 **Senses** Darkvision 90 ft, lowlight vision, Perception +15

Languages Aquan, Common

Defense

AC 18 **Touch** 14 **Flatfooted** 16 (-2 size, +6 natural, +1 DEX, +1 dodge, +2 deflection)

HP 9d10 +36 hp (86 HP)

FORT +11 **REF** +8 **WILL** +6

Resist Cold 10, Fire 5

Offense**Spd** 40 ft, **Swim** 60 ft**Melee** two +11 pincers (2d8+4 bludgeoning plus grab, 20/x2) and +12 trident (1d8+5 piercing, 20/x2)**Ranged** +12 trident (1d8+5 piercing, 20/x2, 10 ft range increment)**Special Attacks** Constrict (2d8+4 bludgeoning)**Special Qualities** Amphibious**Spell-Like Abilities (CL 9th Concentration +12)****at will** – burning hands (R-DC 14)

- continual flame
- heat metal

3x/day – fireball (R-DC 16)

- flaming sphere (R-DC 16)

Statistics**Str** 19 **Dex** 13 **Con** 18 **Int** 15 **Wis** 16 **Cha** 17**Base Atk** +9 **CMB** +16 (+26 grapple) **CMD** 27 (33 vs trip and bullrush)**Feats** Dodge, Improved Grapple, Master Craftsman, Power Attack**Skills** Craft (blacksmithing) +16, Craft (jewelry) +16, Intimidate +15, Knowledge (arcana) +11, Perception +15, Survival +15, Swim +22**Gear** *bracers of armor* +2, +1 *returning trident***Ecology****Environment** any ocean**Organization** solitary, mated pairs or accompanied by populations of various LE merfolk and other intelligent**Treasure** double standard (including gear)**SPECIAL ABILITIES****Secret of Liquid Fire (SU)**

Any spell or spell-like ability used by the Laurapathis which manipulates flame or has the fire subtype functions normally while underwater, having identical effects to the spell or ability when used on dry land. Combustible material burns normally if ignited by one of these spells or effects. Even nonmagical fires personally ignited or set by a Laurapathis underwater function normally when submerged. These flames only heat the surrounding waters to the same degree a similar, dry-land flame would heat the air around it, and any smoke generated by the flame rises gradually, before being swept away as a sooty current of stained water.

Steady Speed (EX)

A Laurapathis' speed is never reduced by encumbrance when moving underwater, including its Swim speed.

Watermastery (EX)

The Laurapathis receives a +2 morale bonus on melee attack and damage rolls if both it and its opponent are submerged.

NATURE

Laurapathis are an arrogant and imperious species of mer-folk. They are among the finest occult craftsmen the sea has to offer, blessed with the ability to make water burn. With their magical forgeflames, Laurapathis practice crafts otherwise unknown to ocean dwellers. Where a Laurapathis walks, civilization springs up, as mer-kind culture rapidly evolves from hunting and gathering, with sharpened stone and bone weapons to settled, technologically advanced kingdoms. With their keen intellects and unbridled ambition, Laurapathis often establish themselves as the rulers of these early kingdoms.

Laurapathis are effective, albeit bloodthirsty rulers. They offer prosperity, wealth and privilege to their loyal and competent minions. Those who resist their new order, or who speak against the Laurapathis, are left to starve and struggle by a mer-folk society that is rapidly passing them by. Laurapathis encourage their followers to overhunt with their new metal weapons and wire nets, in order to deplete the game these dissidents depend on survival. Those who actually take up arms against the Laurapathis regime are slaughtered by the well-armed, well-trained militia the creature takes a personal hand in establishing. Those taken alive are tortured to death over hours, burnt and boiled alive in ways water-living creatures could never even imagine enduring. It takes only a few such lessons for a mer-folk community to fall firmly in line behind the fascistic Laurapathis.

Laurapathis are titanic, powerfully muscled mer-creatures. Their lower bodies are the spiked, vermilion exo-skeleton of an enormous crab, larger than a horse. Their pincers can easily shred a grown warrior, and are as adept when forging – Laurapathis use their pincers to grip, cut and press hot metal into shape. Their upper bodies are human-like. Laurapathis skin is thick and rubbery, like a dolphin's hide, and their faces are leonine. Laurapathis are prideful and decorative. They braid their hair in intricate knots, often braiding in coral and jewels into the strands, and favor intricately carved gold jewelry, bracelets and mail. Laurapathis take enormous pride in their smithing skills, and their weapons and any armor worn will always be gilded and etched with animal motifs.

Luma – CR 5

Small LE Aberration (psionic)

XP 1,600

Init +4 **Senses** Darkvision 60 ft, Perception +1

Languages Common, Draconic, Elven, Gnoll, Orc, telepathy 100 ft

Defense

AC 20 **Touch** 19 **Flatfooted** 16 (+1 size, +4 DEX, +1 natural, +4 shield)

HP 7d8 +6 hp (62 HP)

FORT +2 **REF** +6 **WILL** +6

Offense

Spd 30 ft

Melee two +5 talons (1d6-1 slashing, 19-20/x2)

Ranged +13 *penetrating question* (2d6 energy plus question, W-DC negates, 30 ft)

Psionics (ML 5th

Concentration +)

The Luma can manifest powers as a 5th level Telepath.

Third – mindhunter, forced share pain (W-DC 18)

Second – compelling voice (W-DC 17), ego whip, (W-DC 17), inflict pain (W-DC 17), read thoughts (W-DC 17)

First – demoralize (W-DC 16), empathic connection (W-DC 16), force screen*, judge, sense link

Talents – detect psionics, distract, empathy, far hand, telepathic lash (DC 15 where applicable)

Power Point Reserve 37 pp

*force screen is accounted for in Armor Class line above

Statistics

Str 8 **Dex** 19 **Con** 11 **Int** 21 **Wis** 13 **Cha** 18

Base Atk +5 **CMB** +3 **CMD** 17 (19 vs trip)

Feats Body Fuel, Deep Focus, Psionic Body, Skill Focus (Sense Motive)

Skills Autohypnosis +11, Bluff +14, Diplomacy +14, Knowledge (nobility, local, psionics) all at +15, Intimidate +14, Sense Motive +13, Stealth +14

Ecology

Environment any urban

Organization often accompanied by humanoid minions,



using various low-level criminal and rogue stat-blocks
Treasure standard (in lair)

SPECIAL ABILITIES

Penetrating Question (SU)

A Luma can compel its victims to reveal deeply painful, intensely personal secrets merely by asking in a tone of mind-voice that cannot be denied. These questions are always designed to disturb the victim, or erode the trust and respect of any allies who hear the question (and response). If the Luma knows that its interrogation can trigger past emotional trauma, so much the better.

As a ranged attack action, the Luma makes a Sense Motive check (rather than a normal attack roll) against a single target within 30 ft. The target suffers damage of an unspecified energy type that bypasses all form of Damage Reduction or Energy Resistance.

Additionally, if the target fails a WILL Save with a DC equal to the Luma's Sense Motive check result, the target

must answer the stated question truthfully.

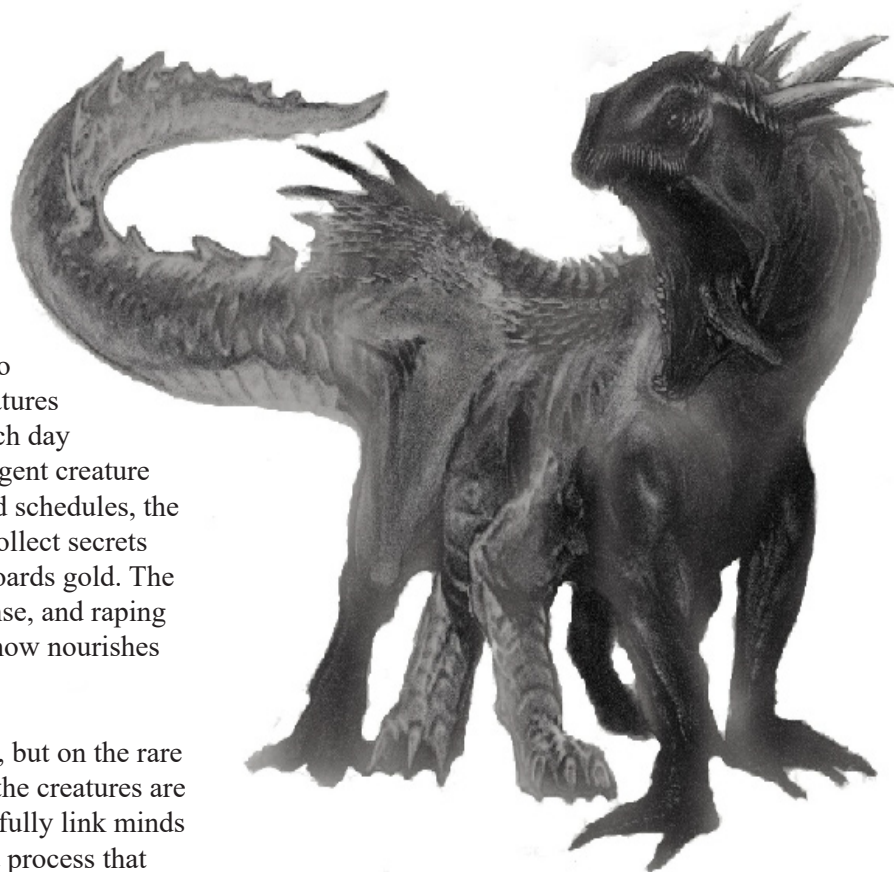
This is a mind-affecting, language dependent, fear effect.

NATURE

Luma are sadistic blackmailers and spymasters. Extremely bigoted, Luma believe that lesser intellects have no right to private thoughts or secret shames. The creatures are obsessive diarists, spending most of each day recording meticulous notes on every intelligent creature in their orbit – their secrets, their habits and schedules, the results of mind probes and torture. Luma collect secrets and actionable intelligence like a dragon hoards gold. The creatures do not eat in the conventional sense, and raping information from an unwilling mind somehow nourishes them.

Luma rarely work with others of their kind, but on the rare occasion they cross a fellow Luma's path, the creatures are surprisingly gregarious. The two Luma joyfully link minds and fully share their collection of secrets, a process that can take weeks for particularly well informed Luma. Luma prefers to work with humanoids it controls through bribery, intimidation and blackmail, and the creatures often become the head of vast criminal conspiracies or established thieves guilds.

Luma are roughly child-sized reptiles. Their enormous eyes stare like blood-red lanterns in the dark. Their fleshy pink hides thicken to leathery ridges across their spine. This denser, gnarled flesh is the color of an old scab.



Marathoner – CR 3

Medium N Animal

XP 800

Init +2 **Senses** Blindsense 500 ft, Blindsight 30 ft, Perception +9

Defense

AC 15 **Touch** 12 **Flatfooted** 13 (+2 DEX, +3 natural)

HP 4d8 +8 hp (26 HP)

FORT +6 **REF** +6 **WILL** +4

Immune visual effects (blind)

Vulnerable Sonic

Offense

Spd 40 ft, Burrow 20 ft

Melee +7 bite (1d8+4 slashing, 18-20/x2)

Statistics

Str 19 **Dex** 14 **Con** 15 **Int** 2 **Wis** 15 **Cha** 11

Base Atk +3 **CMB** +7 **CMD** 19 (23 vs trip)

Feats Run, Weapon Focus (bite)

Skills Perception +9, Survival +9

Ecology

Environment any underground and cold forests

Organization usually solitary

Treasure incidental

SPECIAL ABILITIES

Tireless (EX)

The Marathoner can run for as long as desired, without needing to make FORT Saves to continue running.

NATURE

Twitchy and hyper-aggressive, Marathoners are in almost constant motion. Snapping their powerful jaws, scratching and biting, snarling their warbling snarls, they seem to be constantly spoiling for a kill. The beasts make an ideal guard animal for the paranoid and the wealthy. A kennel of the fierce Lizards is a standard precaution at many estates and manors, woe be to anyone who jumps the wall.

Marathoners are uniformly feared not only because of their raw aggression, but because they are among the most tireless example of a pure pursuit hunter in the Multiverse. The creatures are capable of running without sleep or rest for several days at a time and are capable of chasing horses to death. On high tech worlds, Marathoners can chase an automobile or truck until its tank hits empty, then slaughter the driver.

Marathoners are octopedal, vaguely saurian predators. Their skull is entirely a maw. The creatures have no eyes, and perceive the world from swollen sensory-glands on each haunch. Marathoners lack nostrils and have only the most rudimentary sense of smell or taste. They mistrust carrion, and only eat fresh kills.

Nightmare Artist – CR 16

Huge NE Outsider (extraplanar, evil)

XP 76,800

Init +0 **Senses** Darkvision 90 ft, lowlight vision, *see in darkness*, *true seeing*, Perception +28

Languages Abyssal, *true speech*

Defense

AC 24 **Touch** 8 **Flatfooted** 24 (-2 size, +16 natural)

HP 21d10 +63 hp (179 HP)

FORT +15 **REF** +7 **WILL** +16

Immune mind-affecting effects, negative energy, poison

Weaknesses Sunlight Powerlessness

Offense

Spd 40 ft **Climb** 40 ft

Melee +24/+19/+14/+9 claws (2d6+5 slashing plus energy drain, 19-20/x2) or *touch of idiocy*

Special Attacks energy drain (1 level, F-DC 23)

Spell-Like Abilities (CL 21st Concentration +31)

Constant – detect thoughts (W-DC 18), spiderclimb, true

seeing

At Will – deeper darkness

- deep slumber (W-DC 21)
- dismissal (W-DC 22)
- hallucinatory terrain (W-DC 22)
- hold monster (W-DC 22)
- illusory wall (W-DC 22)
- major image (W-DC 21)
- prying eyes
- shadow walk
- symbol of sleep (W-DC 23)
- touch of idiocy (W-DC 21)

3x/day – displacement (self only)

- major creation
- phantasmal killer (W-DC 22)
- plane shift
- summon monster VI
- wall of stone

1x/day – anti-magic field

- summon monster VIII
- symbol of fear (W-DC 24)
- symbol of insanity (W-DC 26)

Statistics

Str 20 **Dex** 11 **Con** 17 **Int** 23 **Wis** 18 **Cha** 19

Base Atk +21 **CMB** +28 **CMD** 38 (cannot be tripped or bullrushed)

Feats Augment Summoning, Combat Casting, Combat Expertise, Deceitful, Greater Spell Focus (enchantment and illusion), Greater Spell Penetration, Skill Focus (sense motive), Spell Focus (enchantment and illusion), Spell Penetration

Skills Craft (structural) +30, Bluff +31, Intimidate +28, Disguise +31, Knowledge (local, history, the planes) all at +30, Perception +28, Perform (acting, oratory) both at +, Sense Motive, Stealth

Ecology

Environment any (native to planes of sleep and horror)

Organization solitary

Treasure standard (in lair)

SPECIAL ABILITIES

Conjure the Stuff of Nightmares (SU)

In addition to its wide selection of spell-like abilities, the Nightmare Artist can conjure raw, dark dream-matter with which to construct its traps and terrors. Each sunset, the Nightmare Artist can spend an hour shaping a nightmare-stuff mansion, which is a structure of its own devising up to 20,000 sq feet (about the size of a large inn or mansion). The nightmare-stuff mansion can take any shape imaginable, subject only to the Nightmare Artist's imagination and basic physical laws. This nightmare-stuff



structure can be a single unit (for instance, a single, large castle or keep), or several neighboring buildings (such as a manor home and several small sheds and outbuildings)

Nightmare-stuff can take a variety of forms, including resembling wood, worked stone, or even natural terrain, and is often further customized by illusion magic. Whatever the nightmare-stuff's form, it has Hardness 15 and 50 Hit Points, and is Vulnerable to Fire. If this substance is formed into a lock, the lock's Break and Disable Device check DC are both DC 26.

Nightmare-stuff vanishes with the coming of dawn, and is destroyed instantly within the radius of a *daylight* spell. If a *daylight* effect has a smaller radius than the nightmare-stuff structure, only the nightmare stuff within the *daylight*'s radius is destroyed. Destroying a supporting or load bearing portion of a nightmare-stuff structure does not cause the remaining portion of the structure to collapse or fall.

Additionally, the Nightmare Artist can conjure any magical

or mechanical trap of CR 10 or less anywhere within the nightmare-stuff structure as a full round action. These traps are always constructed of nightmare-stuff, as described above.

Lunatic Touch (Sp)

The Nightmare Artist can use its *touch of idiocy* ability as an attack action and may make multiple touches of idiocy as part of a full attack sequence. It can interchange normal attacks and *touches of idiocy* in any combination it desires.

Sunlight Powerlessness (EX)

Nightmare Artists are powerless in natural sunlight (not merely a *daylight* spell), and flee from it. A Nightmare Artist caught in sunlight cannot attack and is staggered.

NATURE

Nightmare Artists are horrors from the depths of sleep. These extraplanar masters of terror have little initiative of their own, and often hire themselves out as the creators of



bespoke hells and sanity-destroying oubliettes. Nightmare Artists understand mortal terror on an intellectual level (as they understand many things), but they themselves do not know fear. They are, as they describe themselves ‘beautifully empty’, examining the universe with a vivisectionist’s dispassion and a torturer’s mentality. Nightmare Artists feel pride in their work, and are aware of their worth to the great powers of cosmic evil, and collect impressive resumes of commission for dark gods, demonic nobles, Great Old Ones, and vile dictators both mortal and immortal.

Nightmare Artists are often hired to dispose of troublesome mortal heroes by their rivals and nemeses. The creature might study a target for months, using both mundane and arcane manners of gathering intelligence, learning their victim’s deepest fears and secrets. Then, the Nightmare Artist constructs an elaborate and lethal maze before using its mind-clouding magic to abduct the target, and any allies, to its twisted and nightmarish vision of hell.

Merely surviving until dawn is not enough to end a contract, despite the lies the Nightmare Artist often tells its victim. If the victim manages to escape, the Nightmare Artist will try again and again, the next night and the next, until the victim finally succumbs. The creatures are physical weaklings, and hide behind multi-layered webs of illusions, conjured nightmare-stuff traps, summoned monsters and hired minions. They never enter combat

themselves unless the odds are firmly in their favor, and cannot be goaded into acts of foolhardy courage. They feel neither courage nor fear.

Nightmare Artists are terrifying, deformed hybrids of elephant, wolf, and rat. The ebony beasts have half a dozen powerful legs and mighty, clawed arms surmounted by a smaller, more agile pair. The creatures stare unblinking from a single, cyclopean eye. Despite their bestial appearance, they speak with quiet, erudite voices and seemingly never lose their temper. Nightmare Artists have a preening, prissy manner, utterly confident in their own superiority and their mastery of terror.

Octopus, Coven – CR 4

Medium LN Magical Beast (aquatic) -

XP 1,200

Init +2 **Senses** Lowlight vision, Darkvision 60 ft, Perception +2

Defense

AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 natural)

HP 5d10 +15 hp (43 HP)

FORT +7 **REF** +8 **WILL** +3

Offense

Spd 20 ft, Swim 30 ft, jet 200 ft

Melee +6 bite (1d8+6 piercing, 19-20/x2 plus poison), plus two +8 tentacle array (2d6+10 bludgeoning, 20/x2 plus grab, 30 ft reach)

Special Attacks Constrict (1d6+3 bludgeoning)

Special Qualities Amphibious

Spell-Like Abilities (CL 5th Concentration +7)

At Will – darkness

1x/day – black tentacles

Statistics

Str 15 **Dex** 15 **Con** 16 **Int** 5 **Wis** 15 **Cha** 9

Base Atk +5 **CMB** +7 (+15 grapple) **CMD** 19 (cannot be tripped)

Feats Combat Reflexes, Lightning Reflexes, Run

Skills Escape Artist +17, Stealth +18, Swim +13

Ecology

Environment temperate and cold oceans

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Coven Octopus Poison (EX)

Type: bite - Injury **Save:** F-DC 15

Frequency: 1/round for 13 rounds

Effect: 1 STR

Cure: 1 save

Blackwater Sorcery (Sp)

The Coven Octopus can only use its *darkness* and *black tentacles* spell like abilities when fully submerged, and in an area of dim light or worse.

Jet (EX)

A Coven Octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Mage Breaking Grapple (SU)

The Coven Octopus imposes a -4 penalty on Concentration checks to maintain a spell if it grapples a spellcaster or damages that spellcaster with its tentacles.

Tentacle Array (EX)

Rather than rolling out thirteen individual melee attack rolls, the Coven Octopus makes a bite and up to two tentacle array attacks, at a higher than normal attack bonus and damage, which reflect multiple tentacles all working together to assault a foe. If the Coven Octopus makes an attack of opportunity, it uses its tentacle array attack.

NATURE

Mystically imbued with powers of tangible shadow, Coven Octopus are even more intelligent than the ordinary, and extremely clever octopus. Such enchanted beasts are common guardians in the waterways of witch-kingsdoms and patrolling the seas around magic academies and wizardly fortresses. Several Coven Octopus are assigned to patrol a particular waterway, even establishing rough patrol 'shifts' among themselves that never leave the waterway undefended even when the creatures rest... or when a bored Coven Octopus crawls out of the water to perform some minor mischief upon the owner of their household.

Coven Octopus resemble ordinary octopus, but are far larger and more majestic. Their slick skins are a rich sable, and their eyes gleam like fiery gold. A Coven Octopus always has thirteen tentacles – this witch's number of powerful natural weapons give the creature an amazingly fierce grip.

Orzar – CR 1

Large CN Monstrous Humanoid
(aquatic)

XP 400

Init -1 **Senses** Blindsight

60 ft, lowlight vision, scent,
Perception +5

Languages Aquan

Defense

AC 12 **Touch** 8 **Flatfooted** 12

(-1 size, -1 DEX, +4 natural)

HP 2d10 +4 hp (15 HP)

FORT +2 **REF** +2 **WILL** +4

(+6 vs fear effects)

Resist Cold 10

Offense

Spd 40 ft, **Swim** 50 ft

Melee +6 slam (1d8+5

bludgeoning plus grab, 20/
x2)

Special Attacks

Bloodsucking Constriction
(1 CON)

Special Qualities

Amphibious

Statistics

Str 20 **Dex** 9 **Con** 15 **Int** 4

Wis 12 **Cha** 7

Base Atk +2 **CMB** +7 (+9
grapple) **CMD** 16

Feats Improved Grapple,
Power Attack

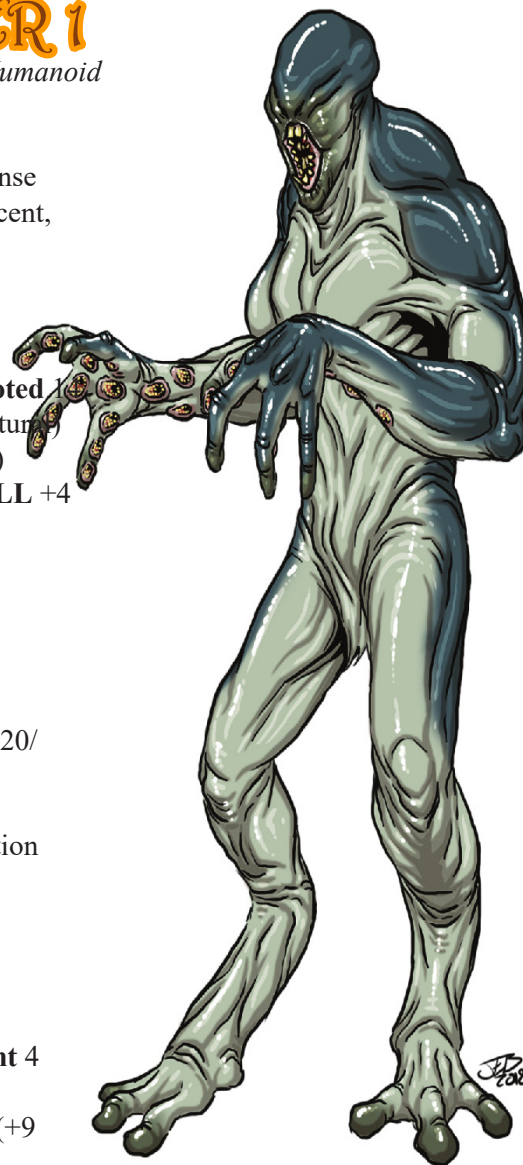
Skills Perception +5, Swim
+18, Survival +5

Ecology

Environment any ocean

Organization usually hunts solitarily, found in tribal
groups of 4d6 adults and twice as many juveniles

Treasure incidental



SPECIAL ABILITIES

Bloodsucking Constriction (EX)

While the Orzar maintains a grapple, it automatically inflicts 1 point of CON damage per round without the need to make a combat maneuver check to inflict damage. Each point of CON drained restores 1d3 HP to the Orzar if the creature is wounded. This ability otherwise functions identically to the *constrict* universal monster ability.

Ferocious Grab (EX)

Orzarii have no fear of grappling sea beasts even larger than themselves. The Orzar can use their grab ability on creatures of up to size Huge. If two or more Orzarii are engaged with the same creature, they may use their grab ability on creatures up to size Gargantuan.

Land Weakness (EX)

Orzar are adapted to life underwater and are at a severe disadvantage on land. The creatures suffer a -4 penalty on attack rolls, combat maneuvers, skill checks and saving throws when outside the ocean.

NATURE

Orzarii (the plural form of Orzar) are primitive hunters who stalk the deep ocean trenches. Strong and utterly fearless, Orzar hunt alone as a point of pride. Swimming silently through the frigid depths, Orzar can overbear most ocean dwellers, and on the rare occasions that an Orzarii tribe chooses to hunt cooperatively, the behemoths can slaughter even whales and giant squids. These rare, communal hunts are the only time Orzar cooperate with one another – at other times, if one crosses into another's hunting territory the two brutes battle to the death.

Orzar are bulky, whale-like humanoids. Their long, powerful fingers are lined with lamprey-like mouths that chew through flesh, pulverizing muscle and suctioning up blood and fat. Orzar hunt primarily by sonar, and their eyes are tiny, vestigial organs almost hidden by the creature's blubbery, insulating skin.

Osteon – CR 3

Medium LE Undead

XP 800

Init +2 **Senses** Darkvision 90 ft, lowlight vision, Perception +1

Languages Common, Orc

Defense

AC 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 natural)

HP 4d8 +4 hp (22 HP)

Damage Reduction 5/bludgeoning

FORT +2 **REF** +3 **WILL** +4

Immune Cold, undead immunities

Channel Resistance +5

Offense

Spd 40 ft

Melee +5 slam (1d6+2 bludgeoning, 20/x2) plus +5 sting (1d7+2 piercing plus energy drain, 20/x2)



Special Attacks energy drain (1 level, F-DC 13), Sneak Attack +2d6

Statistics

Str 14 **Dex** 15 **Con** – **Int** 11 **Wis** 13 **Cha** 12

Base Atk +3 **CMB** +5 **CMD** 17

Feats Lunge^B, Nimble Moves, Skill Focus (stealth)

Skills Climb +9, Stealth +11

Ecology

Environment any

Organization solitary if dispatched on an assassination mission, or found in command of large squads of skeletons, zombies or other lesser undead

Treasure none

NATURE

If skeletons are the rusty meat cleaver of undead minions, an Osteon is a fine longsword crafted by a master artisan. It takes months of costly toil to assemble an Osteon, as layer upon layer of powdered bone is lacquered to a skeletal frame until the scorpion-tailed killer takes shape. Each

Osteon is expertly planed, sanded and carved, until they are as ornately elegant as a church chandelier. The creature's unique shape is a mark of pride for its necromancer master.

Osteons are intelligent enough to be deployed as spies and assassins, a role they excel in. They are also capable of commanding small squads of non-intelligent undead, effectively serving as the sergeant of a zombie or skeleton 'platoon'.

The Prince of Hell – CR 27

Large CE Outsider (chaos, demon, evil, extraplanar)

XP 3,276,800

Init +10 **Senses** Lowlight vision, Darkvision 120 ft, *see in darkness*, *trueseeing*, Perception +65

Languages Abyssal, Celestial, Common, Draconic, Elven, Infernal, Orc, *true speech*, *telepathy* 300 ft

Defense

AC 33 **Touch** 33 **Flatfooted** 22 (+10 DEX, +1 dodge, +12 profane)

HP 50d10 +400 hp (675 HP)

Damage Reduction 20/epic and good

Spell Resistance 36

Regeneration 30/epic and good

FORT +40 **REF** +49 **WILL** +48

Immune Acid, Cold, Electricity, Fire, Negative Energy, ability score damage/drain, charm, fatigue and the exhausted condition, the sickened and nauseated conditions, sleep

Resist Force 20, Pleasure 20, Sonic 30

Offense

Spd 90 ft, Flight 500 ft (good)

Melee +63/+58/+43/+48 *devil's pitchfork* (1d10+12 piercing plus 1d10 fire, 20/x2) +56 vorpal tail (6d6+7 slashing, 18-20/x2)

Ranged +63/+58/+43/+48 *devil's golden fiddle* (2d6+4 slashing/force plus 1d10 pleasure, 20/x4, 30 ft range increment) OR

+73 *devil's golden fiddle* Perform check (2d6+4 slashing/force plus 1d10 pleasure, 20/x4, 30 ft range increment)



Special Attacks Bardic Performance (66 rounds/day, Deadly Performance, Frightening Tune, Inspire Competence +6, Inspire Courage +4, Inspire Heroics), Profane Fires Breath Weapon (120 ft line, 6d6x10 profane energy, R-DC 44 half, usable every third round)

Special Qualities Rejuvenation

Spell-Like Abilities (CL 50th Concentration +62)

Constant – protection from good, protection from law, true

seeing

At Will – gate

- magic circle against good, magic circle against law
- summon (up to 50 Demons of up to CR 11, 100% chance)
- summon (any 1d2 Demons of CR 18-20, 100% chance)
- summon (any 1d3 Devils or other evil Outsiders of CR 15-18, 66% chance)
- *enlarged* unhallow
- wish (usually in conjunction with Sweet Words, below)

Statistics

Str 25 Dex 30 Con 28 Int 19 Wis 28 Cha 35

Base Atk +50 CMB +58 CMD 78

Feats Combat Reflexes, Dazzling Display, Dodge, Extra Performance, Fly-By Attack, Hover, Skill Focus (diplomacy), Lightning Stance, Lingering Performance, Persuasive, Weapon Focus (trident), Wind Stance

Skills

Diplomacy +74, Intimidate +64, Knowledge (virtually all skills) at +58, Perform (stringed) +69, Perform (sexual) +69

Gear *The Golden Fiddle* (+4 anarchic, pleasuring burst, unholy viola), *The Devil's Pitchfork* (+5 anarchic, cruel, flaming burst, unholy trident)

Ecology

Environment extraplanar (Hell or other demon-controlled planes)

Organization The Prince of Hell has the entirety of Hell's demonic legions at his command, and can also count on the aid of most Devils, as his aims often farther theirs. The Prince of Hell will only ever enter single combat against legendary champions of good, especially devotees of the Christian faith, who make a proper challenge.

Treasure triple standard or greater (in lair, including gear)

SPECIAL ABILITIES

Bardic Performance (SU)

The Prince of Hell can use various Bardic Performance abilities as a 30th level Bard. He always uses Perform (stringed) when making a performance.

Dark Charisma (SU)

The Prince of Hell gains a profane bonus to Armor Class and saving throws equal to his CHA modifier (+12).

The Devil's Weapons (SU)

The Prince of Hell can summon either of his weapons from any distance, and if one of these weapons is lost or destroyed, he can immediately create a duplicate weapon

as a standard action. This is either a conjuration (calling) or (creation) effect. The Prince of Hell is a surprisingly good loser, and often leaves one or both of these weapons behind when he is defeated or leaves the battlefield, particularly if an adversary won the battle with extraordinary flair, daring or nobility. These items are counted as part of the treasure for the encounter.

Lightning Stance (EX)

If the Prince of Hell takes two actions to move or a withdraw action in a turn, it gains 50% concealment for one round.

Rejuvenation (EX)

Though the Prince of Hell is not a Kaiju, he is virtually impossible to ever truly defeat and has the *Rejuvenation* standard monster ability. If bested in combat (or in a duel of musical talent), the Prince of Hell quits the battlefield with a flourish, returning to Hell to plot and plan. Even if truly defeated, the Prince of Hell is never ultimately slain, and will eventually reform, possibly millennia after his defeat, as long as evil remains in the Multiverse.

Sweet Words (SU)

The Prince of Hell can make a Diplomacy attempt to tempt any mortal creature with only a few sweetly whispered words. Doing so is a full round action, with the Prince of Hell's Diplomacy check attempt directly opposed by the target's WILL Save. Success indicates that creature resists temptation, and this ability cannot be used against them again for 24 hours. If the target succeeds on the saving throw and is a divine spellcaster with any Christian patron deity or philosophy, the target is immune to this effect for a year and a day instead.

If the target fails its save, its alignment immediately changes to *chaotic evil*, and the creature gains the Fiendish simple template, as well as the chaotic and demon subtypes. The transformed creature immediately begins serving the Prince of Hell loyally and to the best of its ability. At the end of the battle, the targeted creature gains the benefit of a *wish*, of the Prince of Hell's choice. This *wish* always reflects the creature's most hidden, sinful desires, even if unspoken, and requires about one minute of effort from the Prince of Hell. If the game master desires, they may also apply the benefit of the *succubus*' (B1) profane gift power to the transformed creature.

NATURE

Even command of the greatest legion of cosmic good the Multiverse has ever known might be considered insulting to a creature arrogant enough to covet God's title and power. Rather than serve as the ultimate general of the Christian

God's heavenly armies, the Prince of Hell spit in his former master's face and became the first and greatest of demons.

The Prince of Hell bows to no creature, and is known for an unbridled arrogance that he can easily back up. The Prince of Hell is ridiculously suave and confident and excellent at virtually any endeavor he attempts. He is capricious and easily amused, particularly by mortal attempts at moral purity and the endless hypocrisies of the Christian faith.

While the Prince of Hell probably has a demonic legion vast enough to storm Heaven and overthrow the Christian God at his side, the Prince of Hell fights an indirect, slow-motion war. The Prince of Hell prefers to tempt a few mortal souls at a time, an inexorable corruption that will eventually see every mortal soul condemned to the ecstatic fires of Hell. Then and only then, when the Prince of Hell has ensnared every soul the Christian God shit into being, and his mockery is complete, will the Prince of Hell allow himself the pleasure of deicide. Occasionally, the Prince of Hell launches a raid on Heaven that results in the true deaths of millions of celestials, just to remind his ancient nemesis of his vast power. These strikes are more of a sadistic hobby than a true military assault, and the Prince of Hell considers such raids a good way to blood his most competent demonic generals.

The Prince of Hell is a perfect elaboration of the human form, much larger and nobler than any man. His skin is red as blood, brighter than forge-fire. The Prince of Hell goes proudly nude, seeing crowns, armor and jewels as unnecessary accoutrements to the perfection of his flesh. The Prince of Hell does feel the need to advertise his station. An unbroken halo of divine energy, undimmed even by the Prince's fall rises above the proud demon's spiraling ebony horns.

A Corrected Monster!

The Riotblood first appeared in *Nemesis Unleashed* Volume I. It is reprinted here because some parts of its statblock were forgotten in the prior volume.



Riotblood – CR 1

Tiny CE Undead (swarm)

XP 400

Init +3 **Senses** Blindsight 60 ft, Perception +1

Defense

AC 15 **Touch** 15 **Flatfooted** 12 (+2 size, +3 DEX)

HP 2d8 -2 hp (7 HP)

FORT +0 **REF** +3 **WILL** +4

Immune swarm traits, undead immunities

Offense

Spd 40 ft

Space 10 ft

Melee swarm (1d8 piercing plus 1 bleed plus enraging distraction)

Special Attacks Enraging Distraction (F-DC 11)

Statistics

Str 9 **Dex** 16 **Con** - **Int** - **Wis** 12 **Cha** 1

Base Atk +1 **CMB** -3 **CMD** 10 (cannot be tripped)

Ecology**Environment** any**Organization** solitary or gangs of up to 2d4 *riotblood swarms***Treasure** incidental**SPECIAL ABILITIES****Enraging Distraction (EX)**

Creatures that succumb to the Riotblood's *distraction* special quality are affected as if by *rage* for one round, rather than nauseated as normal for the *distraction* special quality.

NATURE

Though called Riotblood, these nasty little undead can congeal anywhere large amounts of blood are spilled in anger. A street riot might produce a few Riotblood, while the grand melee of a gladiatorial arena might spawn dozens, and a horde of hundreds might congeal in the wake of an especially horrific battle.

Riotblood are masses of blood, saliva, broken bones, spit teeth and other ichors animated by a dim and malicious instinct. Riotblood exist only to spread violence, the more random and unprovoked the better. The vile slicks of bloody tissue can ooze beneath doors and turn a peaceful dinner hour in a crowded tavern or the most serene high church service into a savage free-for-all.

Sabbat Prancer – CR 3*Small LE Outsider (devil, evil, fire, lawful)***XP** 800**Init** +9 **Senses** Darkvision 90 ft, lowlight vision, Perception +5**Languages** understands Infernal but cannot speak**Defense****AC** 17 **Touch** 16 **Flatfooted** 12 (+1 size, +5 DEX, +1 natural)**HP** 4d10 -4 hp (18 HP)**FORT** +1 **REF** +11 **WILL** +4**Immune** Fire, poison**Resist** Acid 10, Cold 10**Defensive Abilities** Evasion**Weaknesses** Holy Water Vulnerability**Offense****Spd** 40 ft**Melee** two +6 flaming claws (1d4+1 slashing plus 1d4 fire, 20/x2)**Statistics****Str** 13 **Dex** 21 **Con** 8 **Int** 3 **Wis** 10 **Cha** 12**Base Atk** +4 **CMB** +4 **CMD** 19 (23 vs trip)**Feats** Improved Initiative, Lightning Reflexes**Skills** Climb +6, Perception +5, Stealth +14**Ecology****Environment** any land (extraplanar)**Organization** often 2d4 Sabbat Prancers accompany a witch coven headed by a *Black Goat***Treasure** incidental**SPECIAL ABILITIES****Hide in Fire (SU)**

The Sabbat Prancer becomes invisible in any area of fire large enough to contain it. It can easily hide in an average campfire or hearth, and is especially adept at hiding within

a celebratory bonfire. The Sabbat Prancer remains invisible even after attacking, as long as it remains in fire.

If the concealing fire is extinguished, the Sabbat Prancer is considered *shaken* for one round if it was still within the fire when it was extinguished.

Holy Water Vulnerability (SU)

A Sabbat Prancer suffers 2d6 points of holy damage when splashed with a vial of *holy water*. If it is hiding in fire, that fire is immediately extinguished, even if the amount of holy water would normally be insufficient to douse a fire that size.

Skittery, Flaming Bastard (EX)

If the Sabbat Prancer successfully makes a REF Saving Throw, for any reason, it can make a 5 ft step into any area of fire large enough to conceal it as an immediate action. The Sabbat Prancer can use this ability even if it has already made a 5 ft step earlier in the round.

NATURE

Sabbat Prancers are frail and weak, mere pampered pets among devil-kind. Only slightly more intelligent than a hunting dog, Sabbat Prancers are too stubborn and indolent to be trained for battle. Instead, witches and true devils can conjure the flaming monstrosities as guardians or tools of vengeance. If plied with captive animals that they can rip and sear with their flaming talons, or with large stores of raw, bloody meat, Sabbat Prancers can serve as indiscriminate weapons. Prancers delight in arson, and summoning one to burn a rival's home or business is the most common use for the horrors. However, once a Sabbat Prancer starts to burn, it might incinerate an entire village or city, lost in the raw joy of arson.

Other times, a Sabbat Prancers are summoned *en masse* to protect a coven while it worships, thus the creature's common name. These fiery things are a mostly unseen presence at a sabbat, leaping and capering within the balefires, a monstrous, howling tornado of fury and violence, wailing within the flames. Sabbat Prancers are multi-limbed flame spirits the size of mastiffs. They have too many limbs, which seem spidery one instant and vaguely feline or canine the next. Outside of the fires they love to hide within, Sabbat Prancers trail a thick cloud of oily black smoke and stink of old ash. Sabbat Prancers are unnaturally quick, nearly impossible to hit, but surprisingly fragile once a sword finds its mark.

Savage Green Horde – CR 9

Gargantuan CE Humanoid (orc, swarm)

XP 6,400

Init +2 **Senses** Lowlight vision, Darkvision 60 ft, Perception +0

Languages Common, Orc

Defense

AC 12 **Touch** 8 **Flatfooted** 10 (-4 size, +2 DEX, +4 armor)

HP 14d8 +56 hp (119 HP)

Fast Healing 10 (epic or mythic)

FORT +11 **REF** +6 **WILL** +4

Defensive Abilities Swarm Traits (see modifications below)

Vulnerable Area Effect Attacks

Offense

Spd 40 ft

Melee swarm damage (4d6+6 slashing plus Bleed 4 and grab)

Melee +10 concentrated attacks (4d6+6 slashing plus Bleed 4 and grab)

Special Attacks Constrict (4d6+6 slashing)

Statistics

Str 23 **Dex** 15 **Con** 16 **Int** 7 **Wis** 10 **Cha** 11

Base Atk +10 **CMB** +20 **CMD** 32

Feats Toughness, Power Attack

Gear individual warriors are equipped as Orcs (*B1*), with 1d4+1 x100 members of each Horde

Ecology

Environment any land

Organization Savage Green Hordes might fight alongside ordinary Orc warriors and tribes, as well as serve under the command of powerful Orc warlords.

Treasure standard

SPECIAL ABILITIES

Against an Army (EX)

The Savage Green Horde is allowed to make attacks of opportunity, despite this ability not normally being available to Swarms.

In addition to its Swarm damage, the Savage Green Horde can make one additional melee attack per round, at its full attack bonus, per opponent fighting against it, to a maximum of 10 attacks per round.



Horde (EX)

The Savage Green Horde is effectively an extremely large Swarm, composed of dozens or hundreds of Medium Humanoids rather than tens of thousands of Tiny or smaller Vermin. It has the Swarm subtype, but some Swarm traits are modified for the Savage Green Horde.

The Savage Green Horde deviates from the standard rules for Swarms in the following ways:

- The Savage Green Horde's Armor Class is based upon the size of the component Horde, and it is vulnerable to physical damage normally. The hundreds of snarling Orcs that make up the Horde are easy enough to kill individually, but the Horde itself is difficult to disperse.
- The Savage Green Horde may make attacks of opportunity with its Swarm Attack, in which case, use the listed melee attack bonus.
- The Savage Green Horde is considered to have 10 ft reach, and can threaten opponents within 10 ft of an occupied square.

Shapeable Area (EX)

The Savage Green Horde occupies a total of 36 squares, on a battle mat, but it can shape this number in any way it wishes as a free action. Squares need not be contiguous, as long as there is no more than 30 ft from another component square, and the squares can clearly see and hear one another.

Tide of Blood (EX)

Savage Green Hordes are indomitable and ferocious warriors, who never surrender and do not die easily. When reduced to half maximum Hit Points for the first time in an encounter, the Horde enters a blood rage. In this state, the Horde's speed increases to 60 ft, and it inflicts an additional two dice of damage with its Swarm Attack and Concentrated Attack melee attack lines.

NATURE

Savage Green Hordes represent Orc armies on the march, slaughtering everything in their path, burning and raping the world under the black flags of their dark gods. A *Maenad Dragon* might lead a few Savage Green Hordes,

representing the thousands of Orc shock-troops under her command, while the *Emperor of the Burning Eye* (*Nemesis Unleashed*) can call upon vast Orc legions, enough to carpet the land, represented by tens of thousands of Savage Green Hordes, fighting as one.

Skullcruncher - CR 9

Small NE Aberration

XP 6,400

Init +5 **Senses** Darkvision 120 ft, darkvision, all-around vision, Perception +22

Defense

AC 20 **Touch** 17 **Flatfooted** 14 (+1 size, +5 DEX +1 dodge, +3 natural)

HP 14d8 +28 hp (91 HP)

FORT +6 **REF** +9 **WILL** +12

Offense

Spd Flight 80 ft (good)

Melee two +16 vorpal bite (4d6+2 slashing, 19-20/x2)

Ranged four +16 profane rays (2d4 negative energy plus energy drain)

Special Attacks energy drain (one level, F-DC 19)

Spell-Like Abilities (CL 14th **Concentration** +17)

3x/day – black tendrils

1x/day – cloud kill (F-DC 18)

Statistics

Str 15 **Dex** 21 **Con** 14 **Int** 4 **Wis** 17 **Cha** 12

Base Atk +10 **CMB** +11 **CMD** 26 (cannot be tripped)

Feats Critical Focus, Dodge, Fly-By Attack, Hover, Improved Critical (bite), Mobility, Weapon Finesse

Skills Fly +24, Perception +22

Ecology

Environment any

Organization usually solitary, sometimes paired

Treasure incidental

SPECIAL ABILITIES

Vorpal Bite (SU)

The Skullcruncher's bite attack has the *vorpal* magical weapon property and gruesomely severs the victim's head on a confirmed critical hit. If the Skullcruncher chooses it can mangle the head beyond recognition as part of the action of severing the head, slicing it into tiny fragments of bone.

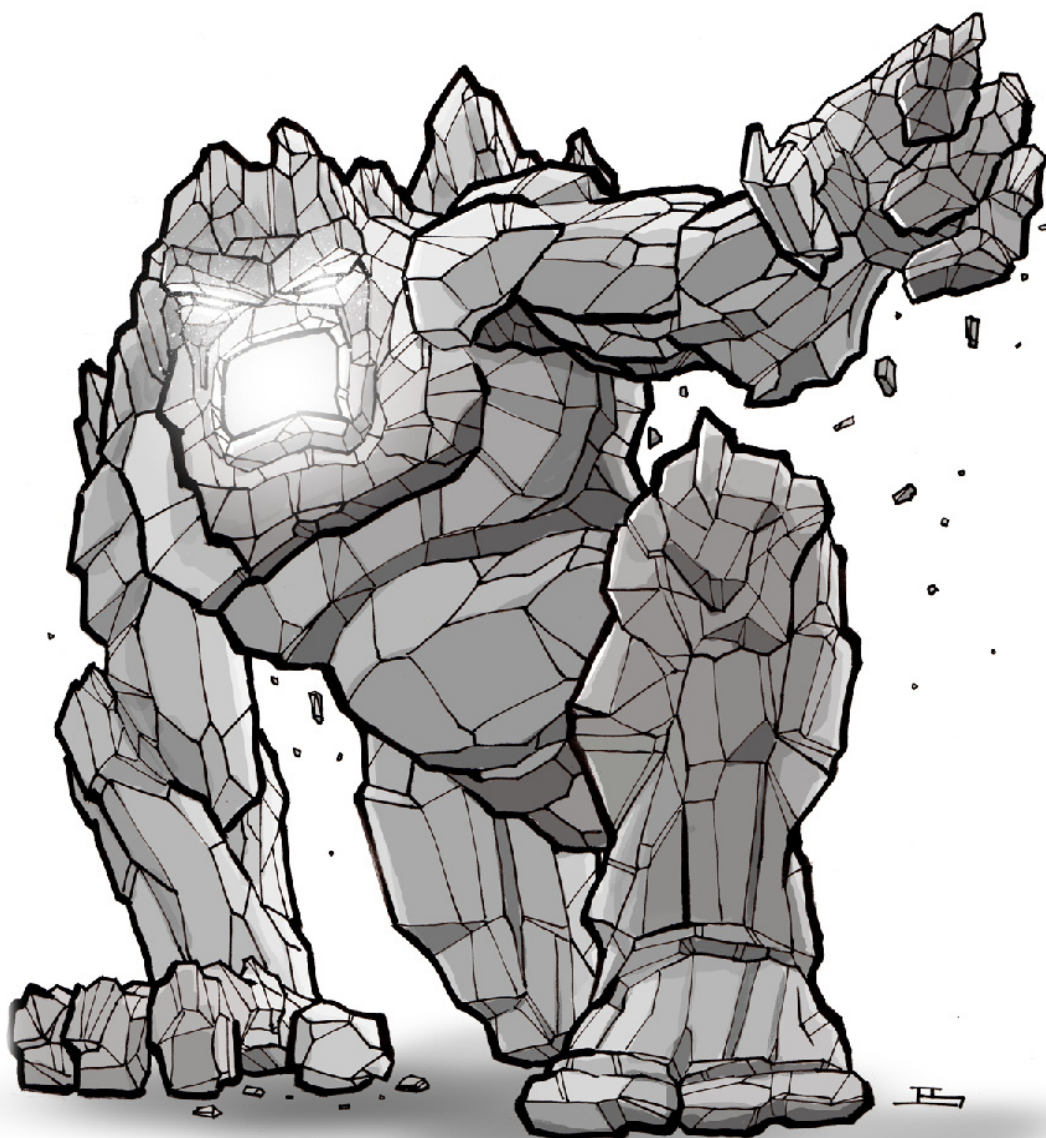


NATURE

Skullcrunchers are vile occult predators, barely intelligent enough to kill for exclusively sport and pleasure. Skullcrunchers have few metabolic needs, and only need to actually 'eat' every few decades – virtually every kill the horrid creature makes is for the sheer pleasure of murder or a desire to take an interesting trophy.

Skullcrunchers are floating, boneless sacks of tar-black skin surmounted by a tangle of hateful, bloody red eyes crowning a larger, staring eye. Their jaws are curtain-like protrusions carpeted by row upon row of sharp, hooked teeth. Their maw is designed to rip off a grown man's head in a single screeching bite. If a Skullcruncher wishes, it can grind the head into bone shards within seconds, excreting the remnants in a bloody sludge of pulped brain matter and pulverized bone. A horrid quirk of the Skullcruncher's digestion always leaves the victim's eyes completely unharmed, no matter how mutilated the rest of the head.

Skullcrunchers do not destroy every skull they encounter. Some they deflesh as expertly as any taxidermist, using their saw-studded lips with eerie precision. The monster's tongue polishes and cleans the skull, allowing the Skullcruncher to vomit its new trophy somewhere in its rude lair. Virtually every aspect of a Skullcruncher's existence is tied to foul excretion in some way. Its spell-like abilities take the form of occult vomit heaved up by the Skullcruncher.



Soulless Destroyer – CR 11

Huge LE Outsider (elemental, extraplanar)

XP 12,800

Init -3 **Senses** Darkvision 90 ft, trueseeing, Perception +1

Defense

AC 19 **Touch** 5 **Flatfooted** 19 (-2 size, -3 DEX, +14 natural)

HP 14d10 +98 hp (175 HP)

Damage Reduction 10/mythic

FORT +18 **REF** +6 **WILL** +5

Immune elemental immunities, mind-affecting effects

Weakness Vorpal Vulnerability

Offense

Spd 30 ft

Melee two +23 slams
(3d6+11 bludgeoning,
20/x2)

Ranged +9 disintegration
beam (2d6x10 energy*,
20/x2, 100 ft range
increment)

Statistics

Str 32 **Dex** 5 **Con** 24 **Int**
– **Wis** 12 **Cha** 2

Base Atk +14 **CMB** +21

CMD 29 (immune to any
combat maneuver that
would move it)

Ecology

Environment any
extraplanar, especially
common on the Astral
Plane and Hyperspace

Organization solitary or
hordes of up to 4d6

Treasure incidental

SPECIAL ABILITIES

Disintegration Beam (SU)

The damage inflicted by a Soulless Destroyer's energy beam is of no particular energy type.

Any creature slain by this beam is completely disintegrated along with all its gear.

If the Soulless Destroyer is slain, the cluster of stone that serves as its 'head' can be recovered and used as a single-shot ranged weapon for up to 3 rounds after the creature's demise. The flame sphere fades away after this time.

Resolute Immobility (SU)

A Soulless Destroyer cannot be moved if the creature does not wish to be. It is immune to any combat maneuver that would change its position, and is immune to spell effects that would move it against its will, such as *teleport* or *baleful teleport*.

Slow and Steady Speed (EX)

A Soulless Destroyer's speed is never reduced by armor nor by encumbrance.

Vorpall Vulnerability (EX)

While most elementals are immune to the effects of Vorpall weapons, the Soulless Destroyer can be beheaded and slain with a vorpall weapon or similar effect.

NATURE

Soulless Destroyers spontaneously generate near dimensional interfaces. The best guess about their existence is that these mindlessly violent beings are a natural sort of 'antibody' for the Multiverse, keeping containments from one plane from infecting other planes. Soulless Destroyers annihilate anything they come in contact with, and since they lurk at dimensional crossroads and near planar gates, the sheer threat of the creatures keeps the planes isolated.

Despite their fearsome natures, Soulless Destroyers rarely pursue prey more than a few hundred meters from their lair. If a planes-traveler can survive their initial, horrible assault, they are likely safe from farther attacks. The creatures have only two states. Either they are completely inert, or they explode into a storm of violence, pounding away with their fists and firing their disintegration beam wildly.

Soulless Destroyers resemble stony gorillas hewn from ebony and granite. A ball of red flames, the source of their disintegration beams, floats within their maw. They do not and cannot speak.



Steam Bear – CR 8

Huge N Animal (aquatic)

XP 4,800

Init +0 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +19

Defense

AC 18 **Touch** 8 **Flatfooted** 18 (-2 size, +10 natural)

HP 12d8 +72 hp (126 HP)

FORT +13 **REF** +8 **WILL** +8

Immune Cold

Resist Fire 10

Offense

Spd 50 ft Swim 30 ft

Melee two +15 claws (1d12+8 slashing plus grab, 20/x2) plus +15 bite (1d10+8 piercing plus 1d4 fire, 20/x2)

Special Attacks Steam Geyser breath weapon (every 1d4+1 rounds, 40 ft line, 6d6 fire, R-DC 19 half)

Special Qualities Amphibious, Ferocity

Statistics

Str 26 **Dex** 11 **Con** 20 **Int** 2 **Wis** 18 **Cha** 11

Base Atk +9 **CMB** +19 **CMD** 29 (33 vs bullrush and trip)

Feats Cleave, Great Fortitude, Great Cleave, Power Attack, Skill Focus (swim), Toughness

Skills Perception +19, Survival +19, Swim +36

Ecology**Environment** cold deserts and aquatic**Organization** solitary, pair or family group (two adults plus 3d6 young), larger groups consisting of multiple families are possible only where prey is extremely abundant**Treasure** none**SPECIAL ABILITIES****Steaming Heat (EX)**

The Steam Bear's fire damage takes the form of superheated steam, and functions normally underwater.

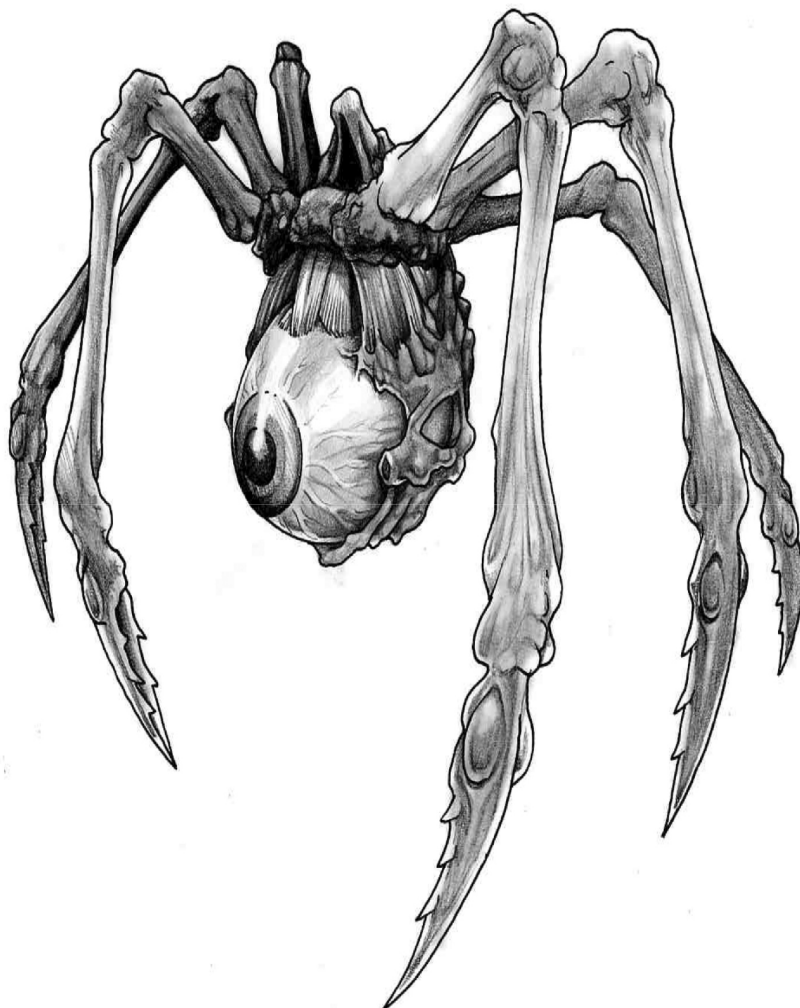
Venting Wounds (EX)

A layer of superheated blood and fat just beneath the Steam Bear's thick hide both insulates the great beast from the biting cold of its arctic home, and provides a potent defense against other predators native to the tundra. Anyone who damages the Steam Bear with a natural weapon, unarmed strike or light melee weapon suffers 1d6 points of Fire damage (R-DC 19 none).

NATURE

Steam Bears are powerful apex predators perfectly adapted to the arctic cold. Intense chemical reactions in their gut superheat their bodily fluids. A thin layer of boiling, pressurized blood and fat acts as insulation as the creature dives beneath the ice floes. Steam Bears are phenomenal swimmers, able to seal their respiratory systems and run off internal oxygen for hours. Hunters debate whether the creature is deadlier above or below the waves.

Steam Bears have a strong resemblance to the ordinary animals which inspired their name. The "Steam" portion of their common name comes not only from their boiling blubber layer, but from the gout of flesh-scalding steam they can blast from the almost labial opening just above their snout. Steam Bears use this geyser to bring down whales and other great sea-beasts, to battle for reproductive dominance, or for spectacular waterspout displays that seem to serve no real purpose. Some are even clever enough to use this boiling stream to selectively weaken portions of their glacial home to create pit traps for their prey, or carve out simple lairs for their brood. The breath in the creature's mouth and sinuses is superheated by the boiler in its guts: the Steam Bear poaches flesh as it tears away at it.

Tearjerker – CR 1*Small N Aberration***XP** 400**Init** +3 **Senses** Darkvision 60 ft, all-around vision, Perception +2**Aura** blinding stench (30 ft, F-DC 12, *blinded* for 10 rounds)**Defense****AC** 15 **Touch** 15 **Flatfooted** 11 (+1 size, +3 DEX, +1 dodge)**HP** 2d8 +2 hp (11 HP)**FORT** +1 **REF** +3 **WILL** +5**Offense****Spd** 20 ft **Climb** 20 ft**Melee** two +1 talons (1d4-2 slashing, 20/x3)**Statistics****Str** 7 **Dex** 17 **Con** 12 **Int** 2 **Wis** 14 **Cha** 9**Base Atk** +1 **CMB** -1 **CMD** 12 (16 vs trip)**Feats** Dodge**Skills** Climb +8, Stealth +12

Ecology**Environment** any land or coastal**Organization** solitary or packs of up to 2d6**Treasure** incidental**SPECIAL ABILITIES****Blinding Stench (EX)**

The Tearjerker exudes a toxic musk that stinks of bleach. This ability functions identically to the *stench* ability, save that a creature that fails its saving throw is *blinded* rather than *nauseated* for the effect's duration. Already blind, or eyeless creatures are unaffected.

Devour the Eyes of the Soul (SU)

A Tearjerker always eats the eyes of its victims before any other part of the anatomy.

A creature whose eyes are devoured by a Tearjerker remains permanently blinded even if returned to life by *raise dead*.

It requires *true resurrection*,

restoration or other

powerful magic to

restore sight to a

creature slain by a

Tearjerker.

**NATURE**

A Tearjerker is a foul, crablike monstrosity the size of a small dog. It's long, jointed, brown and vermillion legs terminate in a body that consists almost solely of a massive, lidless eye suspended within a cage of muscle tissue and chitin. Tearjerker's stink of bleach and salt, and take their name from the bloody tears the victims of their exhaled nerve-gas cry.

Tearjerkers are viscous ambush predators, preferring to kill pets, farm animals and children rather than face armed and capable adults. When a Tearjerker fights, it attacks a single blinded foe to the exclusion of all else, killing that victim before moving on. Tearjerkers devour the eyes and facial tissue of their prey first, noisily slurping up blood and pulped optic tissue through suctioning mouths at the end of each leg.

Thanatos Fey – CR 5*Tiny CE Fey***XP** 1,600

Init +6 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

Languages Common, Draconic, Sylvan

Aura necrotic aura (30 ft, all wounds gain Bleed 1 and FORT Saves are made at -4 penalty, no save)

Defense

AC 20 **Touch** 19 **Flatfooted** 13 (+2 size, +6 DEX, +1 dodge, +1 armor)

HP 12d6 hp (42 HP)

FORT +4 **REF** +16 **WILL** +5

Immune poison, the sickened and nauseated conditions

Defensive Abilities Improved Evasion

Offense

Spd 30 ft

Melee +14 poisoned short spear (1 piercing plus poison, 20/x2)

Ranged +14 poisoned blowgun (1 piercing plus poison, 20/x2, 20 ft range increment)

Giant Wasp Poison**Injury Poison***Save: FORT DC 18**Duration: 1/round for 6 rounds**Effect: 1d2 DEX**Cure: 1 save***Statistics****Str 4 Dex 23 Con 10 Int 8 Wis 15 Cha 17****Base Atk +6 CMB +10 CMD 20****Feats** Agile Maneuvers, Dodge, Improved Lightning Reflexes, Lightning Reflexes, Weapon Finesse**Skills** Acrobatics +21, Knowledge (nature) +14, Stealth +21, Survival +17**Gear** poisoned short spear and blowgun with 12 poisoned darts, hide armor (all Tiny sized)**Ecology****Environment** any forest**Organization** solitary or pair**Treasure** incidental**SPECIAL ABILITIES****Cricket Leap (EX)**

A Thanatos Fey cannot fly, but it can leap adroitly. As a move action, the Thanatos Fey can leap up to 30 ft in any combination of horizontal and vertical movement. It never provokes attacks of opportunity for moving in this manner.

Decompose Corpse (SU)

A Thanatos Fey can accelerate the decay of a Huge or smaller corpse. By remaining in contact with the corpse for at least an hour, the Thanatos Fey reduces the corpse to picked bones, as if it had decayed for at least a year.

Harry (EX)

If the Thanatos Fey successfully attacks the same targets on consecutive rounds, it deals additional damage to that target. Each successful attack doubles the weapon's base damage (1 pt, 2 pts, 4 pts, 8 pts, 16 pts, and so on). There is no limit to the number of consecutive successful attacks (and resulting doubling damage) the Thanatos Fey can inflict. A missed attack, or attacking another target ends the cycle.

Necrotic Aura (SU)

The Thanatos Fey radiates a palpable aura of rot, corruption and decay. All wounds inflicted within 30 ft of the Thanatos Fey gain ongoing Bleed 1, and all FORT Saves are made at a -4 penalty.

NATURE

Thanatos Fey are bloodthirsty, exceedingly violent fey that worship and assist the natural processes of death and decomposition. The squirrel-sized fairies make it a point to bleed some animal and watch it die, and decay to black earth at least once a day. In the hours after a particularly bloody kill, the Thanatos Fey's forest rings with high voices lifted in giddy, squealing song and laughter. Thanatos Fey usually murder and decompose healthy animal specimens, ones that have already bred, but if given the chance to kill a humanoid, they will gleefully take it.

Thanatos Fey are like miniature Elves. They would be mind-blowingly beautiful, if not for their soulless, shark-like obsidian eyes. Thanatos Fey dress in ragged leathers and hides they stitch themselves, and adorn themselves with the bones of small birds and mammals. In battle, they move almost too fast to be seen. They are almost impossible to land a clean hit on, cackling madly as they dance nimbly around arrows and incoming spells. They continually taunt their intelligent victims with a high-pitched lecture on the processes of decomposition, and mockingly invite them to return their biological energy to the soil.

Totem Ghal – CR 14*Medium LE Undead (extraplanar)***XP** 38,400**Init** +5 **Senses** Darkvision 60 ft, lowlight vision, scent, *true seeing*, Perception +20**Languages** Common, Draconic, Furroar, Fursong, Infernal, *tongues***Defense****AC** 22 **Touch** 18 **Flatfooted** 16 (+5 DEX, +1 dodge, +4 armor, +2 deflection)**HP** 14d8 +84 hp (147 HP)**FORT** +13 **REF** +15 **WILL** +17**Channel Resistance** +8 (lowers to +4 vs Anthro casters channeling positive energy)**Defensive Abilities** Improved Evasion**Immune** undead immunities**Resist** Channeled Energy 10**Offense****Spd** 40 ft, Flight 60 ft (perfect)**Melee** two +20 slams (1d8+4 bludgeoning, 20/x2 plus energy drain)**Special Attacks** energy drain (2 levels*, F-DC 23)**Spell-Like Abilities (CL 14th Concentration +20)****Constant** – protection from good, true seeing, tongues**At Will** – darkness

- ethereal jaunt
 - overdesign (F-DC 20)
 - status (Anthro targets only)
- 1x/day* – geas/quest (W-DC 23)
- plane shift (self and 50 lbs of gear only)

1x/week – anthro awakening

Statistics

Str 18 **Dex** 21 **Con** – **Int** 18 **Wis** 16 **Cha** 23

Base Atk +15 **CMB** +18 (+20 disarm) **CMD** 33

Feats Combat Expertise, Combat Reflexes, Dodge, Hover, Greater Disarm, Improved Disarm, Improved Lightning Reflexes, Lightning Reflexes, Weapon Finesse (slam)

Skills Appraise +20, Bluff +23, Diplomacy +23, Fly +17, Intimidate +23, Knowledge (the planes, local) both at +21, Perception +20, Sense Motive +20

Gear +3 *deathless silken ceremonial armor*, *ring of protection* +2, *cloak of resistance* +2

Ecology

Environment any

Organization almost always solitary, sometimes accompanied by an Anthro slave (typically Anthro Rogue 12-16)

Treasure double standard (including gear)

SPECIAL ABILITIES

Killing Beautiful Animals (SU)

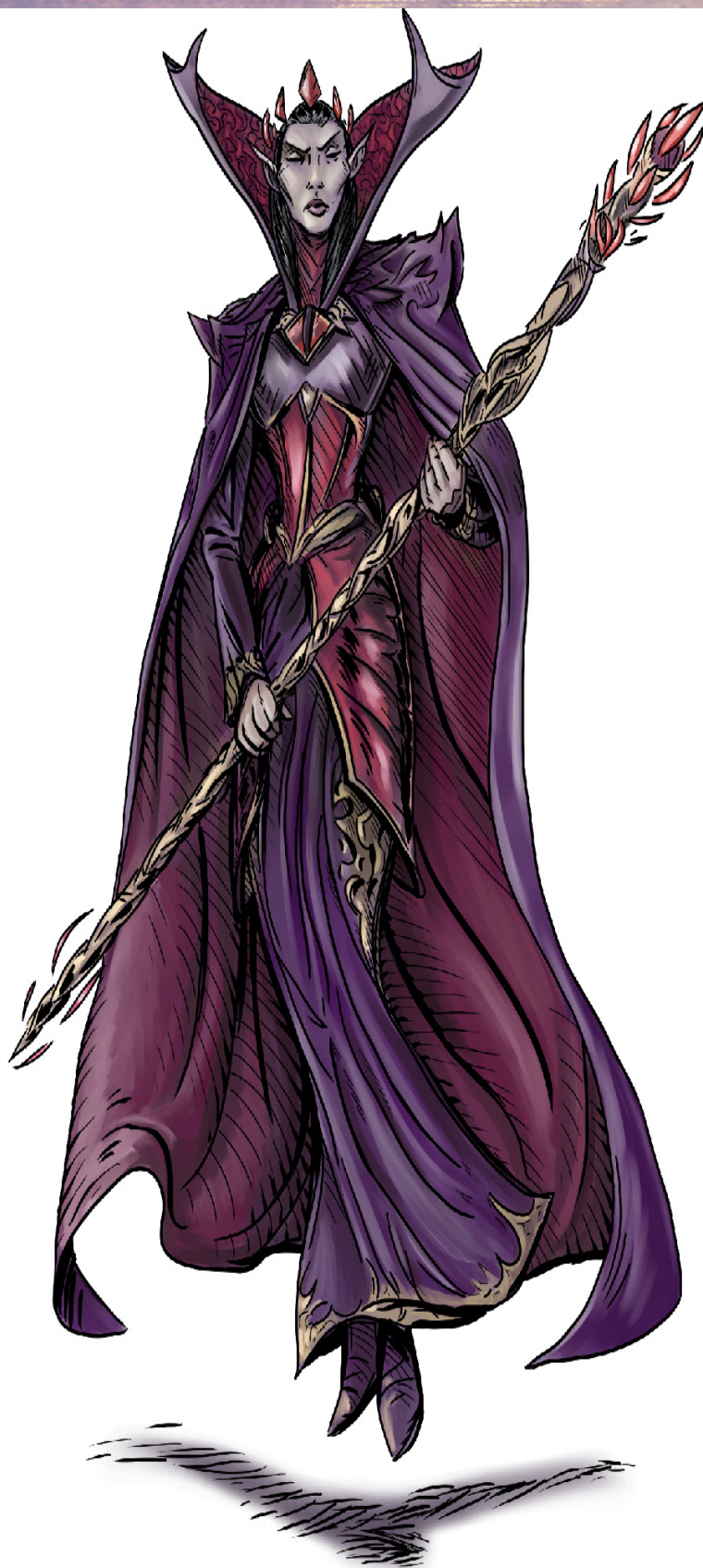
Totem Ghul have evolved to prey specifically upon Anthros. Creatures with the Anthro subtype suffer four levels, rather than two levels of damage from the Totem Ghul's energy drain ability, and suffer a -4 penalty on saves against the Totem Ghul's energy drain.

However, Totem Ghuls are considered to only have Channel Resistance +4 (rather than +8) against positive energy channeled by a divine caster with the Anthro subtype.

Any creature enhanced by any version of the *anthro adaptation* spell, or equipped with any magic item that uses this spell as a creation requirement, is considered an Anthro for the purpose of a Totem Ghul's abilities.

Superior Status (Sp)

The Totem Ghul can use an improved version of *status* at will, but only against Anthro targets, and only against a single Anthro at a time. Unwilling Anthros receive no save against this effect. In addition to the normal effects of *status*, the Totem Ghul is aware of the target's emotional state, and this ability functions across planar boundaries.



As a free action, the Totem Ghul can apply its *status* spell-like ability to any Anthro who suffers any amount of energy drain from its slam attack. Doing so immediately ends any previous *status* effect.

NATURE

Totem Ghul are other-dimensional predators specifically adapted to feed on the delicious, supple meat – and the proud souls – of the Anthro race. Totem Ghul are utterly selfish, hedonistic undead who maintain a veneer of civility and culture at all time. They have tightly controlled, almost charming demeanors, but when angered or frustrated, their words take on an obvious undercurrent of threat.

Totem Ghul consider themselves connoisseurs of Anthro flesh, and only lower themselves to feeding on Anthro peasants and children when maddened by hunger. At other times, Totem Ghul can afford to be patient – they string out particularly enjoyable hunts for weeks before moving in for the kill. They often drain a particularly strong Anthro nearly to the point of death, then allow their victim a few weeks to recover, before starting the inexorable process of predation all over again. When a Totem Ghul finally makes its kill, it prepares a decadent banquet, prepared by highly paid chefs and sommeliers, and has the unfortunate creature's hide expertly tanned and taxidermized.

Totem Ghul are tall, proud beings with bruised-violet skin and sharp features. They dress like cruel nobles, favoring dark colors and rich textures. Enormously wealthy and well connected to occult artisans, they wear well-chosen mystical wards designed to let them survive exorcism attempts or the claws of their favorite prey. Totem Ghul are expert dimensional travelers, who travel the infinite Multiverse at their whim. They are utterly unflappable and comfortable on worlds of both magic and technology. They adapt easily to new places and cultures. The species has walked the planes so long their true origins are unknown. Totem Ghuls are solitary horrors, but occasionally one might use its ability to create Anthros to conjure a bound servant, an Anthro slave the creature almost invariably refers to as its "Renfeld". The luckiest of these Renfelds are left behind to start a new life when its Totem Ghul master tires of the dimension and moves on. Most are slaughtered and devoured before the Ghul leaves the plane.

Umbralobe – CR 18

Gargantuan NE Outsider (evil, extraplanar)

XP 153,600

Init +4 **Senses** Darkvision 300 ft, lowlight vision, *see in darkness*, *truesight*, scent Perception +32

Languages Abyssal, Common, Draconic, Infernal

Aura Dread Aura (30 ft, W-DC 25 or become *frightened*)

Defense

AC 20 **Touch** 14 **Flatfooted** 15 (-4 size, +4 DEX, +1 dodge, +6 natural, +3 profane)

HP 25d10 +200 hp (338 HP)

Damage Reduction 10/good

FORT +17 **REF** +21 **WILL** +25

Immune ability score damage/drain, negative energy, poison, sickened and nauseated conditions

Weaknesses sunlight powerlessness

Offense

Spd 60 ft Climb 60 ft

Melee four +27 talons (2d10+7 slashing, 19-20/x3) plus +24 bite (3d10+3 piercing plus poison, 20/x3)

Bloating Rot Poison

Injury Poison

Save: FORT DC 31

Duration: 1/round for 10 rounds

Initial Effect: target is staggered and suffers double their normal armor check penalty. The victim's body swells grotesquely while major blood vessels burst. The victim swells into the next size category for the effect's duration.

Secondary Effect: 1d4 DEX and 1d6 CON

Cure: 3 consecutive saves

Ranged +25 poisoned web (immobilization plus poison, 50 ft range increment, DC 29, 25 HP)

Spell-Like Abilities (CL 25th Concentration +32)

Constant – true seeing

At Will – black tentacles

- deeper darkness
- greater teleport (self only)
- summon (1d6+1 shadow demons (B1) or 1d4 Goliath Spiders (B4), 100%)

Statistics

Str 23 **Dex** 19 **Con** 25 **Int** 18 **Wis** 25 **Cha** 17

Base Atk +25 **CMB** +35 (+37 disarm and trip) **CMD** 49 (57 vs trip)

Feats Ability Focus (bloating rot poison), Bleeding Critical, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dodge, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Run



Skills Bluff +31, Climb +42, Intimidate +31, Knowledge (arcana, dungeoneering, the planes, religion) all at +32, Perception +35, Stealth +20, Survival +35

Ecology

Environment ruins, underground and cold mountains

Organization always solitary

Treasure double standard (in lair)

SPECIAL ABILITIES

Bloated Spawn (SU)

Any creature with at least 10 HD who is slain by the Umbralobe's bloating rot poison rises in 1d4 rounds as a *mohrg* (B1) under the Umbralobe's command. These rotting, ravenous corpses are never allowed into the inner sanctum of the Umbralobe's lair, and form an outer, protective perimeter around the creature's habitat. These semi-controlled mohrgs farther deplete the countryside around the lair, and add to the Umbralobe's dark legend. Occasionally, a particularly clever mohrg is allowed into the lair as a personal servant, but this is fairly rare.

Murderous Hatred of the Light (EX)

An Umbralobe despises the light, and those who wield it. The Umbralobe receives a +5 morale bonus on attacks of opportunity against any spellcaster who casts a spell with the *light* or *fire* descriptors within the Umbralobe's threatened squares. Concentration checks made while casting a spell with these descriptors suffer a -5 penalty.

Poisoned Web (EX)

This ability functions identically to the *web* ability, but it affects all creatures in a 10 ft radius burst. In addition, any creature hit by the web must save against the Umbralobe's *bloating rot poison*.

Profane Umbra (SU)

The Umbralobe receives a profane bonus to Armor Class and saving throws equal to its CHA modifier (+3).

NATURE

An Umbralobe is not a spider, though it wears an arachnid form. It is a hateful, obsidian bolus of darkness, greed and envy given form and consciousness. Umbralobes keep to the world's dark places, preferring remote caverns and mountain lairs, far from the hated light of the sun. Umbralobes exist solely to feed, and the species has no community nor sense of common purpose. Umbralobes make their lairs a continent away from their nearest rivals – at minimum – because the creatures know if they encounter another of their own kind, murder is the only option.

Umbralobes hold grandiose and horrific dreams of eating the stars themselves, of murdering all things in the Multiverse until they are alone in the darkness of pure entropy. Despite their boasts, and their murderous fantasies, Umbralobes are too small an evil to extinguish the stars. The spider-like outsiders are phenomenally lazy, in a torpor for months at a time. Once an Umbralobe establishes a lair, it hunts the surrounding area to extinction, allowing a dark legend to grow up around it. The Umbralobe tortures and devours any creature who comes into its lair, and does not actually lead, nor inspire the evil beings that often come to worship it as a living god of darkness. However, if it can convince some unfortunate hominids living nearby to sacrifice to it, the lazy creature welcomes the easy meat.

Urrk – CR 4

Large LE Humanoid (human, orc)

XP 1,200

Init +1 **Senses** Lowlight vision, Darkvision 60 ft, Perception +10

Languages Common, Orc

Defense

AC 19 **Touch** 12 **Flatfooted** 18 (-1 size, +1 DEX, +7 armor, +2 shield)

HP 5d8 +20 hp (43 HP)

FORT +8 **REF** +5 **WILL** +3 (+5 vs fear)

Resist Cold 5, Fire 5

Offense

Spd 40 ft

Melee +6 greataxe (1d12+4 slashing, 20/x3)

Ranged +3 longbow (1d10+4 piercing, 20/x3, 110 ft range increment)

Statistics

Str 19 **Dex** 13 **Con** 18 **Int** 11 **Wis** 14 **Cha** 10



Base Atk +3 **CMB** +8 **CMD** 19

Feats Cleave, Intimidating Prowess, Lunge, Power Attack

Skills Intimidate +12, Perception +10

Gear mwk. greataxe, mwk. composite longbow (+4) and 30 arrows, mwk. chainmail, mwk. buckler

Ecology

Environment any land

Organization Urrk fight as sergeants and elite troops in Orc warbands, and might lead or accompany *Savage Green Hordes*.

Treasure standard (including gear)

SPECIAL ABILITIES

Terrifying Roar (EX)

The Urrk can unleash a terrifying roar, audible for miles around. All creatures within a 60 ft burst of the Urrk must succeed at a DC 16 WILL Save or become *frightened* for as long as the Urrk is alive, conscious and in sight, attempting a new WILL Save at the end of each turn to end the effect. A creature can only be affected by a particular Urrk's terrifying roar once per day.

NATURE

The great, dark powers often recruit (or kidnap) particularly intelligent, violent Half Orc child soldiers. Beaten and indoctrinated into unthinking obedience and evil, the young Half Orcs are lowered into mystical rebirth pits that grow from the blood stained soil and trapped within. A mixture of mud, bloody ichor and strange alchemical acids are pumped in, and if the creature within survives the transformation, it emerges nine nights later as a powerful Urrk.

Urrks have dense, charcoal grey hides, in contrast to the greenish skins of ordinary Orckind. Urrks emerge from their rebirth pits with an instinctive mastery of combat and a basic understanding of tactics and command. Superbly equipped by their cruel masters, elite Urrk warriors command troops of ordinary Orc and Goblin dregs, instilling basic discipline through sheer violence and terror.

Ushabti – CR 6

Medium LN Construct (extraplanar, lawful)

XP 2,400

Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +5

Languages Common or an ancient Egyptian or pre-Arabic dialect, Celestial

Defense

AC 18 **Touch** 11 **Flatfooted** 17 (+1 DEX, +5 natural, +2 deflection)

HP 8d10 +30 hp (74 HP)

FORT +4 **REF** +5 **WILL** +11

Immune construct immunities (see Weaknesses, below)

Weaknesses Ensouled

Offense

Spd 30 ft

Melee +11/+6 disrupting light mace (1d6+3 bludgeoning plus *disruption* W-DC 14 negates, 20/x2)

Spellcasting (CL 5th **Concentration** +14)

The Ushabti casts spells as a 5th level Cleric.

Third – Bestow Curse (W-DC 18), Elemental Speech, Wrathful Mantle

Second – Align Weapon, Consecrate, Ghostbane Dirge, Weapon of Awe (*prepared twice*)

First – Bane, Cause Fear (*prepared twice*) (W-DC 16), Command (*prepared twice*) (W-DC 16)

Zero – Create Water, Guidance, Light, Mending, Purify Food and Drink, Read Magic, Virtue

Statistics

Str 14 **Dex** 13 **Con** – **Int** 12 **Wis** 21 **Cha** 15

Base Atk +8 **CMB** +10 **CMD** 21

Feats Combat Casting, Combat Expertise, Craft Magic Arms and Armor, Iron Will

Skills Craft (one of choice) +9, Knowledge (religion, the planes) both at +9

Gear *ring of protection* +2, *jeweled pectoral of resistance* +2 (as cloak), +1 *disrupting light mace*

Ecology

Environment any (extraplanar)

Organization solitary, or found in groups approximating social groupings found in life

Treasure double standard (in lair and including combat gear)

SPECIAL ABILITIES

Ensouled (EX)

An Ushabti has a true, intelligent soul and unlike other Constructs, the Ushabti is affected by mind-affecting effects normally, lacking the normal Construct immunity.



Masterfully Made (EX)

The Ushabti gains bonus Hit Points as if it were a Large Construct.

NATURE

Among the mortals of ancient Egypt, Ushabti were masterfully constructed, life size statues of a deceased noble hewn from rich stone quarried at enormous expense. These statues are dressed in fine linen, gold and jewels, suitable to the deceased's station. Buried with the deceased they were commissioned for, Ushabti were enchanted to awaken to life in the next world, and perform any *corvee* labor the dead soul would be called upon to undertake in the afterlife.

Ushabti are common among the myriad planes of the afterlife, where they labor endlessly, or work to directly protect the deceased soul that commissioned them. Ushabti are intelligent, dispassionate and hardworking, with strong and disciplined minds. Ushabti are higher in the social order than *Shabti (Bestiary V)*, and share a similar origin. Ushabti often command vast troops of their lesser kin, acting as overseers of the enormous slave-gangs that toil tirelessly to build the logistical foundations of heaven.

Wand Wasp – CR 6

Small N Magical Beast

XP 2,400

Init +2 **Senses** Darkvision 60 ft, *detect magic*, Perception +20

Languages understands Common or one other language, but cannot speak

Defense

AC 18 **Touch** 14 **Flatfooted** 15 (+1 size, +2 DEX, +1 dodge, +4 natural)

HP 8d10 +32 hp (76 HP)

FORT +10 **REF** +8 **WILL** +3

Offense

Spd 20 ft, Flight 80 ft (good)

Melee +11 claw strike (1d4+2 piercing, 19-20/x2)

Ranged wand of lightning bolt (120 ft line, 5d6 electrical, R-DC 15 half, 4d6 charges)

Spell-Like Abilities (CL 8th Concentration +10)

Constant – detect magic

1x/day – identify (wands only)



Statistics

Str 15 **Dex** 15 **Con** 18 **Int** 14 **Wis** 13 **Cha** 11

Base Atk +8 **CMB** +9 (+11 steal) **CMD** 21

Feats Dodge, Greater Steal, Hover, Improved Steal

Skills Appraise +5, Fly +8, Knowledge (arcana) +15, Perception +20, Stealth +14, Use Magic Device +11 (*racial modifiers*: +2 Knowledge (arcana), +8 Perception)

Gear wand of lightning bolt (4d6 charges)

Ecology

Environment warm and temperate urban

Organization solitary, pair or trinary bond (3 adult parents, plus 1d6 Wand Wasp with young simple template)

Treasure standard (in lair and including gear – keeps various wands exclusively)

SPECIAL ABILITIES

Magical Repletion (SU)

As a standard action, the Wand Wasp can draw energy from any wand it is using. Doing so drains 1d4+1 charges from the wand, healing the Wand Wasp for 2 HP per every charge drained. Excess healing is lost. If a Wand Wasp

drains at least five charges (which can be from one wand or multiple wands) in a day, the Wand Wasp does not need to eat or drink for 24 hours.

Wand Master (EX)

The Wand Wasp never provokes attacks of opportunity when it uses a wand in a threatened square.

NATURE

Wand Wasps are a fairly common breed of mystical pest in mage's academies and spell scriptoriums. These intensely curious, inquisitive insect-like beings are natural thieves, who perceive an alluring aura around magical creatures and objects, especially wands. Fully charged wands radiate a sensation that the highly intelligent Wand Wasps describe as both a rush of golden light, a delicate chiming, sex pheromones and the aroma of the most delicious food imaginable. Wand Wasps are fairly knowledgeable, self-taught occult experts, though their knowledge of magic is limited to the purely pragmatic, and often strays into esoteric matters of a particular spells 'flavor' and 'ripeness'.

Wand Wasps are often daring thieves who plague city-dwelling wizards and wandmakers, stealing a fully charged trinket here and there to nourish them for weeks. Others might be a somewhat unwelcome but accepted part of a magical university's daily life. Smarter institutions might 'tame' a Wand Wasp by offering it a regular diet of magical wands in exchange for service as a guard-beast. (These Wand Wasps are almost always provided non-lethal wands rather than deadly evocation-based wands.) Some Wand Wasps might even do double duty as tutors or identification experts, sometimes for public hire, if the language barrier can somehow be crossed.

Wand Wasps are dog-sized elaborations of ordinary wasps. These creatures lack stingers. Instead, their bulbous thorax terminates in a glowing orifice evolved to grasp and manipulate a wand as dexterously as a humanoid hand. Wand Wasps tend to be cowardly, more interested in snatching a tasty wand and fleeing to fight another day than killing a pursuer. The great hazard of dealing with a Wand Wasp is they tend to favor evocation-based battle wands, and often carry one of these deadly magical weapons with them. These wands are a more than capable substitute for an ordinary wasp's poisonous stinger, and when threatened a Wand Wasp is dangerously indiscriminate with the weapon. Wand Wasps don't care if they burn down an entire city district with wild *fireballs* or *lightning bolts*, as long as they kill whatever's chasing them.

Work Wraith – CR 4

Small NE Undead (incorporeal)

XP 1,200

Init +1 **Senses** Lowlight vision, Darkvision 60 ft, Perception +10

Languages Common

Aura Fatiguing Aura (30 ft, become fatigued, fatigued creatures become exhausted, exhausted creatures become unconscious, W-DC 16 negates)

Defense

AC 13 **Touch** 13 **Flatfooted** 12 (+1 size, +1 DEX, +1 deflection)

HP 5d8 +5 hp (27 HP)

FORT +2 **REF** +2 **WILL** +7

Defensive Abilities incorporeal

Channel Resistance +2

Immune undead immunities

Offense

Spd Flight 30 ft (good)

Melee two +6 incorporeal touch attacks (1d4 negative energy plus energy drain)

Special Attacks energy drain (1 level, F-DC 13)

Spell-Like Abilities (CL 5th **Concentration** +7)

At Will – animate rope

- mage hand
- scare (W-DC 14)
- touch of gracelessness (F-DC 13)

Statistics

Str – **Dex** 15 **Con** – **Int** 9 **Wis** 16 **Cha** 12

Base Atk +3 **CMB** +2 **CMD** 14

Feats Ability Focus (fatiguing aura), Skill Focus (stealth)

Skills Knowledge (local) +5, Perception +10, Profession (factory rat) +4, Stealth +12

Ecology

Environment any urban

Organization solitary, pair or in groups of 1d4+1

Treasure incidental

SPECIAL ABILITIES

Fatiguing Aura (SU)

The Work Wraith is surrounded by a misty aura that saps strength. All creatures who end their turn in this aura must succeed at a DC 16 WILL Save or become fatigued. Fatigued creatures become exhausted instead, and exhausted creatures become unconscious on a failed save. This effect persists as long as the creature remains within range and for one minute afterward.



A creature can attempt a new save at the end of its turn to end the effect once out of the aura.

NATURE

Work Wraiths are the unquiet ghosts of child laborers who died on the factory floor, ripped apart by unceasing and uncaring machines. Exhausted, starving and hopeless in life, in undeath Work Wraiths seek to inflict a small portion of their own suffering on the overseers, bosses and taskmasters. Like all undead, Work Wraiths both hate life and covet it, but they have little interest in torturing ordinary working folk. Living workers unfortunate enough to toil

in a factory they are haunting are tortured with fear, with poltergeist pranks and workplace accidents that might take limbs, but rarely life. Their true murderous fury is reserved for the rich bastards who own the factories and the sweatshops, and the middle-rank cowards who work their fellow peasants into the grave for a taste of money.

Work Wraiths are the ghostly spirits of poor children, dressed in drab, ragged shifts. Their spiritual forms bear the bloody wounds that killed them forever – they are often missing arms or legs that were devoured by the crushing gears. The blood that a Work Wraith drips is tangible and real, even if nothing else about the monster is. They retain much of their living personality and memories, but their spirits are twisted with rage and cruelty – they are childlike sadists.

Ymir – CR 28

Colossal CE Outsider (cold, elemental, extraplanar, great old one, kaiju)

XP 4,915,200

Init +9 **Senses** Darkvision 600 ft, lowlight vision, Perception +63

Languages Aquan, Aklo, several early Norse and ancient Saxon languages, *telepathy* 50 miles

Aura Winter's Heart (500 ft, blizzard conditions, sleet and windstorm force winds), Unspeakable Presence (300 ft, W-DC 43, those who succumb extinguish all light and heat sources and strip nude to worship Ymir until they die in the cold)

Defense

AC 57 **Touch** 19 **Flatfooted** 57 (-8 size, -1 DEX, +10 insight, +30 natural, +8 shield)

HP 55d10 +1,100 hp (1,650 HP)

Damage Reduction 20/mythic **Spell Resistance** 30

Regeneration 20 (fire)

FORT +51 **REF** +17 **WILL** +39

Immune Cold, ability damage/drain, aging, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification

Resist Acid 30, Electricity 30, Negative Energy 30, Sonic 30

Vulnerable Fire

Offense

Spd 80 ft Flight 160 ft (poor) Space Flight 4,000 ft (perfect) or 8 hexes in *SFRPG*

Melee four +75 slams (4d12+28 bludgeoning and piercing, plus 2d12 cold, 18-20/x3)

Special Attacks Hurl Foe, Mythic Surge (10x/day, +1d12)

Special Qualities Immortality, Massive, Recovery

Spell-Like Abilities (CL 55th **Concentration** +63)



At Will – control weather (create cold and storms only)

- *quicken*ed ice storm
- *quicken*ed petrification (F-DC 26, turns victim into carved ice rather than stone)

3x/day – Soul Freeze (F-DC 27)

Statistics

Str 65 **Dex** 8 **Con** 50 **Int** 13 **Wis** 28 **Cha** 20

Base Atk +55 **CMB** +91 **CMD** 100

Feats Cleave, Great Cleave, Power Attack, Whirlwind Attack

Skills Knowledge (arcana, history, religion, the planes) all at +60.

Ymir has little interest in mortal skills, but the creature is very knowledgeable about the structure of the Multiverse, its true history and the true nature of the upstart Gods themselves.

Ecology

Environment any

Organization solitary and unique in the Multiverse, sometimes accompanied by vast tribes of Frost Giants and

similar creatures of elemental cold

Treasure virtually incalculable, easily 3x-5x standard! (deposits of gold, diamond, silver and rare-earth elements in Ymir's body or worlds carved from his flesh)

SPECIAL ABILITIES

Bones of a New World (SU)

If Ymir is ever slain, both its rejuvenation and immortality qualities apply, but the massive elemental creature's corpse falls to the ground as the seed of a new demi-plane, which can be shaped into a new nation, perhaps even a world. A new incarnation of the Immortal Ymir rises from the icy bones of his former self, and departs for new battles.

The Ymir-corpse left behind acts as the seed of a massive, private demi-plane cast by a 55th level caster and responds to the commands of the creature who struck the deathblow as if he or she were the creator. If allowed to grow for a year or more, this demiplane can expand to form a cold

new nation of towering mountains, deep forests and wide, fresh rivers. This land is rich in natural resources and game.

If Ymir is slain in space, or if the demiplane is moved into deep space somehow, it instead produces an Earthlike world with 1d4-1 moons and rich natural resources. The world establishes a stable orbit around a nearby star, or becomes a rogue exo-planet with Earthlike conditions, including a short day and long, chill night sustained by ambient magic.

Glacial Strikes (EX)

Ymir is such a massive being, when it attacks, it also applies the attack roll to all creatures in squares adjacent to its intended target. All creatures successfully struck by this attack suffer the same damage.

Hypothermic Insanity (EX)

Any creature that attempts to interact directly with Ymir's thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 43 WILL Save or be driven permanently insane. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. Ymir does not activate this ability when using his telepathy to communicate, unless Ymir spends a standard action to focus his mind on one opponent. This is a mind-affecting effect.

Additionally, any creature driven insane by Ymir's presence gains Vulnerability to Cold, and loses any Resistance or Immunity they would normally possess. This Vulnerability remains until the *insanity* is cured. Victims driven insane by Ymir's presence are disturbingly obsessed with the weather, and often die of exposure if not actively prevented from committing suicide by exposure.

Ice Rime (EX)

Any spellcaster who fails to penetrate Ymir's Spell Resistance with any spell with the Fire descriptor is punished by suffering 4d6 points of Cold damage (WILL DC 43 half).

Primeval (SU)

Ymir is a truly ancient, primordial being that predates the birth of the Gods and the formation of the Multiverse. Ymir's attacks overcome all forms of damage reduction. Ymir gains maximum Hit Points from all Hit Die.

In addition, Ymir is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect him. Ymir can use a Mythic Surge (+1d12) up to 10 times per day.

Unspeakable Presence (SU)

Ymir's mere presence inflicts horrible mental anguish and torment upon all creatures within 300 ft who can clearly see and hear Ymir; despite the blizzard conditions around him, Ymir is always clearly visible through the storm. A creature affected by Ymir's unspeakable presence immediately extinguishes all light sources and heat sources, and begins to strip off all clothing and armor. The nude victim falls to its knees and worships Ymir, screaming incoherently until it succumbs to hypothermia.

A successful DC 43 WILL Save negates this effect.

A creature who saves cannot be affected by Ymir's unspeakable presence for 24 hours; this is a mind-affecting effect.

Winter's Heart (SU)

Ymir is accompanied by an eternal blizzard. Ymir is surrounded by an aura of intense, arctic cold that extends 500 ft. This area is treated as a blizzard, with high winds and sleet. Winds are considered to be windstorm strength. An area several miles in diameter also experiences unseasonably intense cold and driving snowfall, though of less dramatic strength.

Ymir is never impeded by severe weather, and can see through sleet, snow and precipitation without penalty, no matter how severe.

NATURE

Ymir is one of the eldest beings in the Multiverse, a titanic and primeval being of raw, elemental cold. Soaring on vast wings of gleaming ice, Ymir wanders aimlessly through the depths of space, a continent sized comet with the intellect of a god. Ymir has no agenda, seemingly no memory and only a dim, savage sentience, but occasionally the ice-lord will display a scholar's intellect and lecture (in a booming voice like the Apocalypse) on the true origins of the Multiverse. Ymir barely notices humanity or its cities, farms or settlements; even armies on the march barely merit interest. Only great heroes, demi-gods and Mythic creatures earn even a passing glance from the imperious, spiritually detached Ymir. Convincing the taciturn Ymir to share what he knows about the history of reality itself is a truly epic task.

Ymir demolishes worlds at his whim, but occasionally a champion and powerful allies resists Ymir's depredations and slays the ice-lord, however briefly. Such worlds are rewarded with verdant new wilderness. At other times, in other places, where the battle was fought between the stars, Ymir's bones become the core of newborn, living worlds. According to the Norse, Earth itself was once the site of

one such epic conflict. Ymir does not begrudge the creation of new lands and worlds from his fallen selves, but might return aeons after a defeat to once again challenge the strength of those land's inhabitants.

Ymir is a mountain of freezing ice wrapped in a swirling corona of blizzard conditions and arctic fury. The creature is massive beyond imaging and weighs millions upon millions of tons. Ymir's immense wings gleam like glaciers in the sun.

Appendix One: Spells

Most of the following spells debuted in the *Black Tokyo Campaign Setting*, and are reprinted here for your convenience, as a few monsters in this book use these spells. *Overdesign* premiered in *Fursona Unleashed*. Note the *Downpour of Filth* spell references a setting specific feat called *Wards of Filth*. The *Cyst Tyrant* can use the spell as written without bothering with this feat, so it's not been reprinted here.

(Consider this sourcebook, and its multiple references to spells from *The Enchantments of Black Tokyo Revised Edition* a bit of cross-promotion for a sourcebook I'm truly proud of.)

CALL OF THE DEAD

School necromancy (evil)

Level cleric 8, oracle 8, sorc/wiz 9

Casting Time four hours

Components V, S, M (skull of a powerful undead creature and onyx gemstone worth at least 5,000 gp/DC 23)

Range medium (100 ft + 10 ft/level)

Duration 1 hour/ level (D)

Saving Throw none **Spell Resistance** no

A dark, necromantic ritual calls forth the buried dead, emptying entire graveyards and turning the corpses into shambling soldiers in your undead army. You cause all corpses in the area to rise up as skeletons under your command; this spell affects corpses buried underground as well, up to a depth of 10 ft, though such undead take 1d4 minutes to claw their way to the surface. These skeletons may be made into burning or bleeding skeletons at the time of casting by reducing the spell's duration to 10 minutes/level.

These undead do not count against your HD limit for the amount of undead you control. These undead must be commanded as a group and cannot be split up to perform multiple tasks.

If you are slain, these undead immediately crumble to dust.

CALL OF THE DEAD LEGIONS

School necromancy (evil)

Level cleric 10, oracle 10, sorc/wiz 10

Casting Time eight hours

Components V, S, M (skull of a powerful undead creature and onyx gemstone worth at least 50,000 gp/DC 31)

Range ½ mile radius per level

This spell functions identically to *Call of the Dead*, save that it causes all corpses in an enormous area to rise as skeletons under your command.

CONJOIN FLESH

School transmutation (polymorph) **Level** witch 7

Casting Time one standard action

Components V, S, M (flesh taken from a conjoined twin)

Range close (25 ft + 5 ft/level)

Duration permanent

Saving Throw REF negates (see text)

Spell Resistance Yes

This spell blends the flesh of two adjacent creatures into a screaming, agonized gestalt- a horrible conjoined twin. This spell targets two creatures of size Large or smaller, who must be within one size category of each other; the targets must either be adjacent or actually touching at the moment the spell is cast.

Targets fused together by this spell share the same space, and may not move away from each other. Their land speed is reduced to 5 ft (10 ft for large creatures), and they lose any extraordinary movement modes. Conjoined creatures are considered flatfooted and always denied their DEX bonus to Armor Class. Both conjoined creatures use the better natural armor bonus of the pair, as their flesh merges and thickens.

Clothing and armor worn drops away from the conjoined creature and becomes useless. The deformities caused by the conjoining impose a -6 penalty on attack rolls, REF saving throws, and STR, CON and DEX keyed skill checks or ability checks.

Any diseases or spell effects afflicting one target afflicts both targets, and the newly afflicted target receives no saving throw against the effect. Beneficial transmutation effects affecting one target end when conjoined flesh is cast successfully. Each round, the conjoined creatures may take only a single move and standard action, as if it were one creature. If the conjoined creatures cannot agree, each makes a WILL Save; the creature with the higher WILL Save result is able to control the creature's actions that round.

Conjoined creatures may attempt a DC 30 Strength check to rip themselves free of the conjoining. Doing so is a full round action that inflicts 2d6 points of temporary CON and

CHA damage to both creatures on a success or one point each of temporary CON and CHA damage to each creature on a failed attempt. It is possible to surgically separate conjoined creatures; doing so requires a Heal check with a DC equal to 10 + the spell's caster level and requires 2d6 hours work. The surgery inflicts 1d8 points of permanent CON and CHA drain on a success and half that amount on a failed attempt, which leaves the victims conjoined.

If either target succeeds on a REF save, they leap clear of each other before their flesh fully fuses, and both targets instead merely take 1d8 points of temporary CON and CHA damage, as large sections of their skins are flayed from their bodies.

DOWNPOUR OF FILTH

School conjuration (acid, skatto) **Level** druid 7, witch 7

Casting Time one standard action

Components V, S

Special Requirement Caster must possess the *Wards of Filth* feat

Range long (400 ft + 40 ft/level) **Duration** 1 round/two levels

Saving Throw FORT partial (see text)

Spell Resistance No

Muddy clumps of still-hot shit drips upward from the casters outstretched hand, in defiance of gravity and logic. Then suddenly grey clouds and a cloying mist gather, and endless waves of shit fall from the sky.

When you cast *downpour of filth*, you must expend a daily use of your *Wards of Filth* feat.

You create a zone of shit with a 100 ft spherical diameter anywhere up to the spell's maximum range. Within this zone, the rain of shit provides improved concealment, and fallen shit functions identically to a *grease* spell.

All creatures and objects within this zone suffer 5d6 + 1d6 per two/levels acid damage (max 15d6 acid) and are considered *nauseated* as long as they remain in this zone and for 1d4 rounds after leaving it. A successful FORT Save each round halves the acid damage and prevents *nausea* for that round, but the save must be repeated each round the creature remains in the zone.

Overdesign

School transmutation **Level** alchemist 4, druid 4, witch 4

Casting Time one standard action

Components V, S, M (a vial of mutagenic or occult chemicals, worth 50 gp/DC 7)

Range close (25 ft + 5 ft/level)

Duration 1 round/ two levels

Saving Throw FORT partial (see text) **Spell Resistance** Yes

You twist a creature's genome, overloading their bodies with so many clashing beneficial mutations they become a crippling burden. Within seconds, your victim becomes a

quivering and helpless mess of wings, additional limbs and incoherent new organs.

For the spell's duration, each round the target gains a randomly chosen *Gift of Nature* but also suffers 1d4 points of temporary DEX damage. A successful FORT Save prevents the target from acquiring a *Gift of Nature* or suffering DEX damage that round, but this save must be repeated on each round of the duration. A target reduced to zero DEX by these mutations becomes paralyzed and helpless, only able to take purely mental actions.

Despite their increasing clumsiness and disorientation, the spell's target can use any granted *Gifts of Nature* normally for the spell's duration.

SOUL FREEZE

School evocation (cold) **Level** druid 9

Casting Time full round action

Components V, S

Range 1 mile radius + 1 mile per 4 caster levels

Duration 1 round/level (D)

Saving Throw FORT partial **Spell Resistance** Yes

You open a portal behind the clouds, unleashing a snowstorm for the ages, summoned from the coldest corner of Multiverse. Everything in the path of the snow freezes and shatters.

All creatures and objects within the range of the soul freeze suffer 1d6 points of cold damage per two caster levels. Each round of exposure inflicts 1d6 points of DEX damage, and reduces the target's land speed by 10 ft. A successful FORT Save halves the cold damage, and negates that round's DEX damage and reduction in base land speed. Once the spell ends, lost DEX and land speed returns at the rate of 1 DEX or 5ft landspeed per minute.

Creatures reduced to either 0 DEX or 0 ft land speed by this spell freeze completely, transforming into an icy statue, as if by *flesh to stone*, save that the target is transformed to ice rather than rock.

The soul freeze deposits roughly half an inch of snow and ice per round, which melts normally and remains after the spell's duration expires.

Appendix Two: Coward Spurning

Hela's regeneration can be defeated by mythic weapons with this magical property, which is reprinted here from other sourcebooks.

COWARD SPURNING

This weapon is especially accurate and lethal when wielded by a courageous warrior, but obstinately refuses to land a solid blow in the hand of a coward.

If wielded by a character with the Bravery class feature or one who is immune to fear, the wielder may add their Bravery to the damage inflicted with the weapon. (Thus a wielder with Bravery +3 would inflict 3 extra points of damage with a Coward-Spurning weapon.) This stacks with the weapon's enhancement bonus, and this additional damage is not multiplied on a critical hit. Immunity to Fear is considered to function as Bravery +5 for the purpose of wielding this weapon.

However, if the wielder succumbs to any fear effect, retreats in combat, or otherwise acts in a cowardly manner, for 24 hours, all Coward-Spurning weapons become more difficult to wield. During this time, the benefit of this property does not apply, and the wielder suffers a penalty on attack rolls with any Coward-Spurning weapon equal to either -3 or their negative Bravery, whichever is greater. This effect can be removed by gaining the benefit of either a *good hope* spell, an *atonement* or *remove curse* effect.

- Faint Divination; CL 3rd; Craft Magic Arms and Armor; *detect evil* or *detect thoughts*, creator must have the Bravery class feature; Price: +1,000 gp

Threats by Challenge Rating

This alphabetic list of creatures in this sourcebook is divided by challenge rating.

Challenge Rating 1

Candle Corpse, Fortuneseller Goblin, Orzar, Tearjerker

Challenge Rating 2

Gutted, Infantis

Challenge Rating 3

Daggoc Rustler, Marathoner, Osteon, Sabat Prancer

Challenge Rating 4

Coven Octopus, Damnation Book, Idun, Urrk, Work Wraith

Challenge Rating 5

Luma, Thanatos Fey

Challenge Rating 6

Infernor, Ushabti, Wand Wasp

Challenge Rating 7

Jotunnboar, Laurapathis

Challenge Rating 8

Agorth, Steam Bear, Wrath Beetle

Challenge Rating 9

Agathion Pride Lord, Savage Green Horde, Skullcruncher

Challenge Rating 10

Black Goat, Brutalis Devil, Jherikite

Challenge Rating 11

Castellan, Nightbringer Ape, Soulless Destroyer

Challenge Rating 12

Arcadex, Beast Dragon, Sinborn Dragon

Challenge Rating 13

Maenad Dragon

Challenge Rating 14

Totem Ghul

Challenge Rating 15

Cyst Trinity

Challenge Rating 16

Nightmare Artist

Challenge Rating 18

Umbralobe

Challenge Rating 19

War Bringer Giant

Epic Threats (CR 21+)

Earthking Kaiju (CR 24), Hela (CR 30), The Prince of Hell (CR 27), World Dragon (CR 27), Ymir (CR 28)

Threats by Creature Type

This alphabetic list of creatures in this sourcebook is divided by creature type.

Aberration

Arcadex, Luma, Skullcruncher, Tearjerker

Animal

Marathoner, Steam Bear

Constructs

Ushabti

Dragon

Beast Dragon, Castellan, Maenad Dragon, Sinborn Dragon, World Dragon

Fey

Idun, Thanatos Fey

Humanoids

Fortuneseller Goblin, Savage Green Horde, Urrk

Monstrous Humanoids

Agorth, Cyst Trinity, Laurapathis, Orzar, War Bringer Giant

Magical Beasts

Coven Octopus, Daggoc Rustler, Jherikite, Jotunnboar, Nightbringer Ape, Wand Wasp

Outsiders

Agathion Pride Lord, Black Goat, Brutalis Devil, Earthking Kaiju, Infernor, Nightmare Artist, The Prince of Hell, Sabbat Prancer, Soulless Destroyer, Umbralobe, Ymir

Undead

Candle Corpse, Damnation Book, Guttled, Hela, Infantis, Osteon, Riotblood, Totem Ghul, Work Wraith

Vermin

Wrath Beetle

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