

The Complete Nemesis Bestiary

Chris A. Field



Otherverses Games

The Nemesis Bestiary series takes an interesting piece of stock art and builds a new creature around the art, rather than commissioning art after the text is written. The first volume of the *Nemesis Bestiary* quickly assembled a roster of unique new fantasy monsters, which *Volumes Two* and *Three* expanded upon. This printed volume collects all the fascinating creatures found within these three volumes and more, building an entire ecosystem of dangerous beasts and extra-planar horrors.

These monsters are intended for use in any generic fantasy campaign played using either the Pathfinder Roleplaying Game or your favorite iteration of the D20 system, and most of the creatures can easily be imported to any of Otherverse Game's campaign settings. These creatures might be the horrors of the Tatakama or Black Else in *Black Tokyo* or highly specialized alien predators or techno-magical wonders in *Heavy Future*, *Psi-Watch* or *Otherverse America*.

The *Nemesis Bestiary* takes a somewhat unusual approach to revealing a monster's history and behavior. While game-rule information and special powers are clearly delineated, the monster's history, true nature and motivations aren't. Instead, reports from the field, written by adventurers who've survived an encounter with the beast give first-hand, though often fragmentary and sometimes contradictory, information. The rationale is that even if your players have read the statblocks for the new creatures in this sourcebook, they still don't know everything about the monster. The game master is free to improvise, expand and extrapolate as desired to build a unique encounter around one of these powerful and intriguing new beasts.

THE COMPLETE NEMESIS BESTIARY

Written by Chris A. Field

Cover Illustration by: Joe Calkins, Cerberus Stock Art

Page Background by: Rich Hershey, Empty Room Stock Art

All the new monsters in this sourcebook were inspired by a specific piece of stock art.

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A complete listing of stock illustrators and the monsters they inspired is found in the index, presented below.

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MONSTERS BY CHALLENGE RATING

This alphabetic listing of the creatures in this bestiary is divided by Challenge Rating.

Less than Challenge Rating 1

Eavesdropper (CR ¼)

Challenge Rating 1

Belly Ripper, Counterfeit Man, Mad Cricket, Necksnapper, Orrkrycks, Taxidermy Revenant

Challenge Rating 2

Abyssal Orc, Agresstor, Fetorr, Gutting Hound, Living Shackles, Symvoid, Tortured Hound, Watch Bird

Challenge Rating 3

Diamond Owl, Executioner Gnoll, Hell's Maid, Plague Rider, Quick Ivy, Shell Cracker Turtle, Skull Soldiers

Challenge Rating 4

Cave Panther, Dramatis Personae, Executioner's Sphere, Mooncalled, Nightseeker, Physikus, Unremembered, Veldt Raptor

Challenge Rating 5

Imperial Centaurs, Joker Lizard, Neon Imp, Selenic Panther, Snake Bishop, Whore Eater

Challenge Rating 6

Green Node, Loorshax, Outerling, Starvation Demon, Vertebral Migrant, Volcanic Wolves

Challenge Rating 7

Armsman, Erdrage, Pyre Legion, Witchlasher

Challenge Rating 8

Bone Griffon, Haurusprex Owl, Mudfather, Rust Splasher, Saberloch, Ursinal Agathion

Challenge Rating 9

Arm Taker, Bandit Dragon, Coral Reaver, Hellgrin, King Basilisk, Moor Spider, Plane Diver, Resurrection Gob

Challenge Rating 10

God Sperm

Challenge Rating 11

Charnellux, Corpse Hag, Intersectional, Petit Tarrasque

Challenge Rating 12

Child Skinner, Matriarchal Watcher

Challenge Rating 13

Crystalline Queen, Royal Landwarden

Challenge Rating 14

Cannonner Giant, Lantern Lich, Terravore

Challenge Rating 15

Diabolis Scorpion, Headsman Giant, Machine Angel

Challenge Rating 16

Larvaforge, Stupa Giant

Challenge Rating 17

Arcane Evolutionary

Challenge Rating 19

Ur-Weaver

Epic Challenges (CR 20 and above)

Beast of the End of All Things (CR 25), Distant Star Dragon (CR 20), Hyena Goddess (Ma'laka) (CR 23), Templeback Behemoth (CR 20)

MONSTERS BY TYPE

This alphabetic listing of the creatures in this bestiary is divided by the monster's type.

Aberration

Arcane Evolutionary, Armsman, Arm Taker, Counterfeit Man, Joker Lizard, Mad Cricket, Orrkyrcks, Outerling, Plague Rider, Saberloch, Snake Bishop, Symboids, Ur-Weaver, Witchlasher

Constructs

Executioner's Sphere, Living Shackles, Matriarchal Watcher

Dragons

Bandit Dragon, Distant Star Dragon

Fey

Crystalline Queen, Mooncalled, Neon Imp

Humanoids

Abyssal Orc, Aggrestor, Cannonner Giant, Executioner Gnoll, Headsman Giant, Stupa Giant

Monstrous Humanoids

Imperial Centaurs, Necksnapper, Nightseeker, Rust Splasher

Magical Beast

Belly Ripper, Cave Panther, Coral Reaver, Diamond Owl, Eavesdropper, Gutting Hount, Haruspex Owl, Hyena Goddess (Ma'laka), King Basilisk, Loorshax, Moor Spider, Petit Tarrasque, Selenic Panther, Shell Cracker Turtle, Templeback Behemoth, Veldt Raptor, Watch Bird

Oozes

God Sperm

Outsiders

Beast of the End of All Things, Child Skinner, Corpse Hag, Diabolis Scorpion, Fetorr, Hellgrin, Hell's Maid, Intersectional, Larvaforge, Machine Angel, Physikus, Plane Diver, Resurrection Gob, Royal Landwarden, Starvation Demon, Terravore, Ursinal Agathion, Volcanic Wolf

Plants

Erdrage, Green Node, Mudfather, Quick Ivy

Undead

Bone Griffon, Charnellux, Dramatis Personae, Lantern Lich, Pyre Legion, Skull Soldiers, Taxidermy Revenant, Tortured Hound, Unremembered, Whore Eater

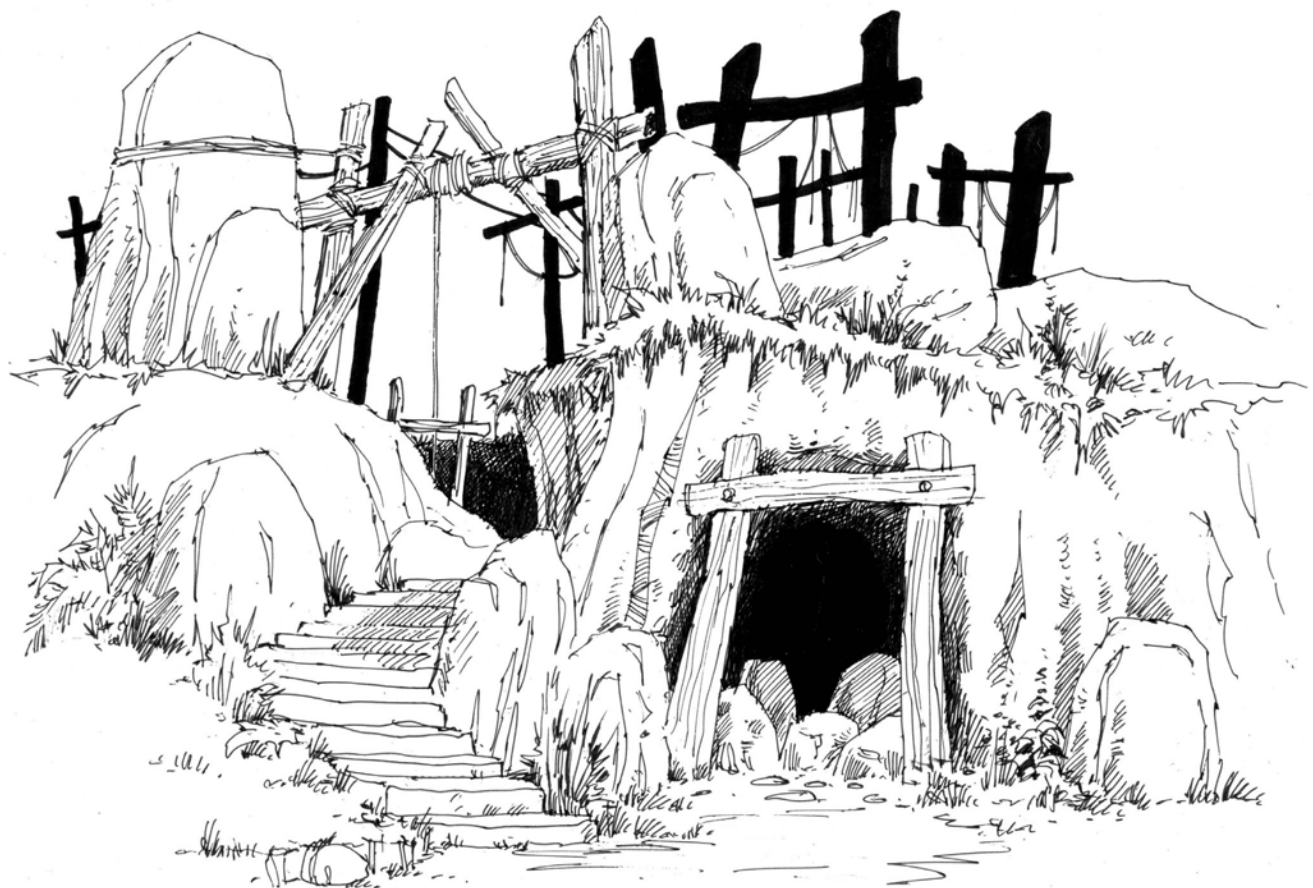
SPECIAL MONSTER CATEGORIES

This alphabetic listing of the creatures in this bestiary is divided by unique story elements possessed by the monster.

Heroic Monsters

These monsters have either a good alignment, or are basically benevolent neutral creatures.
Crystalline Queen, Loorshax, Machine Angel, Mooncalled, Nightseeker, Selenic Panther, Stupa





Giant, Templeback Behemoth, Terravore, Ursinal Agathion

Mastermind Monsters

These monsters are especially well suited as the major villains of a particular story arc- they are cunning, intellectual master-planners and manipulators.

Arcane Evolutionary, Bandit Dragon, Crystalline Queen, Diabolis Scorpion, Distant Star Dragon, Dramatis Personae, Hauruspex Owl, Hellgrin, Lantern Lich, Machine Angel, Snake Bishop

Rich Monsters

These monsters have treasure in excess of the norm for their challenge rating.

Abyssal Orc, Aggrestor, Arcane Evolutionary, Bandit Dragon, Cannoner Giant, Crystalline Queen, Diabolis Scorpion, Diamond Owl, Distant Star Dragon, Execution Gnoll, Hauruspex Owl, Headsman Giant, Hyena Goddess, Lantern Lich, Larvaforge, Machine Angel, Templeback Behemoth, Terravore, Ur-Weaver

Urban Monsters

These monsters can often be found in cities, towns and settlements.

Child Skinner, Counterfeit Man, Diabolis Scorpion, Diamond Owl, Dramatis Personae, Executioner's Sphere, Hellgrin, Hell's Maid, Imperial Centaurs, Lantern Lich, Living Shackles, Neon Imp, Orrkyrcks, Plague Rider, Whore Eater



ABYSSAL ORC (CR 2)

Medium CE Humanoid (chaotic, evil, extraplanar, orc)

XP 600

Init +1 Senses Darkvision 60 ft, Perception +1

Languages Abyssal, Common, Orc

Defense

AC 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +4 armor)

HP 3d8 + 9 hp (23 HP)

FORT +6 **REF** +0 **WILL** +1

Immune Poison

Resist Electricity 10, Acid 2, Cold 2, Fire 2

Offense

Spd 30 ft

Melee +8 mwk scythe (2d4+5 slashing or piercing, 20/x4)

Ranged +3 javelin (1d6+4 piercing)

Statistics

Str 19 **Dex** 13 **Con** 16

Int 9 **Wis** 10 **Cha** 11

Base Atk +2 **CMB** +6 **CMD** 17

Feats Power Attack, Weapon Focus (scythe)

Skills Intimidate +3

Gear mwk scythe, hide armor, 4 javelins

Ecology

Environment temperate or warm hills, mountains, underground (Abyss)

Organization solitary, gang (2-4), squad (11-20 plus 2 sergeants of 3rd level and one leader of 3rd-6th level) or warband (30-100 plus 50% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults at minimum)

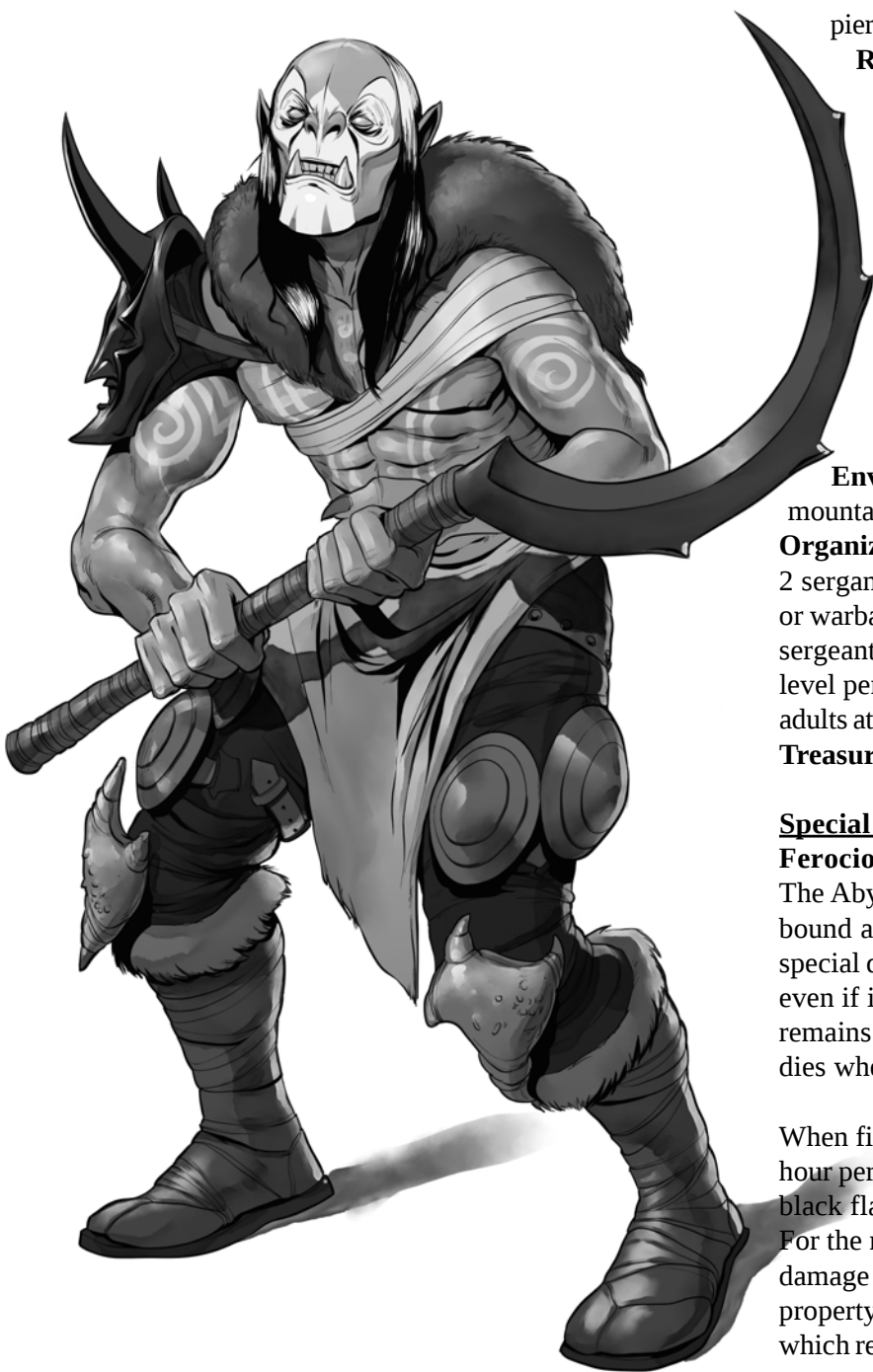
Treasure NPC Gear (including gear listed above)

Special Abilities

Ferocious Fires (SU)

The Abyssal Orc retains the Ferocity of its planes-bound ancestors. The creature has the Ferocity special quality. The Abyssal Orc can continue fighting even if its HP total is below zero. The Abyssal Orc remains staggered and loses 1 HP per round; it only dies when its HP reaches -16.

When first reduced below zero HP in any given 24 hour period, and its Ferocity trait activates, crackling black flames surround the Abyssal Orc's weapons. For the remainder of the encounter, add +1d4 fire damage to all weapon damage rolls. This is a property of the Abyssal Orc itself, not the weapons, which remain non-magical.



Appearance

Abyssal Orcs stand half a head taller than their planes-bound cousin species, the Orcs. They have leathery, brick red hides which they decorate with simple grey and ochre designs, making their warpaint from charcoal and urine, among other foul things. Abyssal Orcs tend to be some what leaner and more agile than ordinary Orcs, a little faster on their feet. The creatures favor massive scythes and light armor, and are whirling harbingers of death when they take the battlefield.

Reports From The Field

"More than one Orc chieftain has made an incautious bargain with demons that ended with his tribe annihilated by forces from Below, and his own soul dragged screaming down to the Abyss. Abyssal Orcs are the result of such events- whole tribes transported to the dark realms Below, and somehow able to adapt. Over the centuries, these creatures have become more like the demons that inhabit this twisted land; the worst have thrived."

-Vix Borrowwine, *True Halfling storyteller*

"The backbone of the Abyss' legions. Strong and cruel and sinister, but unfortunately not as stupid nor as easy to trick as the orcs of our world. A plague of locusts that walk on two legs- hungry and greedy and malicious."

-Petrov Arkarada, *paladin of the planes*

"Field notes, Midsummer, 13th year of Queen Marlena's reign.....

* Encountered scattered Orc-like tribes on the 733rd layer of the Abyss. Adapted to the environment, some demonic powers. Could they be evolving into demons? Multiple tribes, all fiercely competitive for scarce resources....

* Blackriver Orcs, Tumm Gurtyr chieftain, holds the mineral springs region, flag is a black triskeleon on a red batter

* Spinecracker Orcs, Vang Redcap chieftain, leads rape-raids on other Orc tribes, cannibals. Hated by the other tribes. Banner is a man's skull and spine carried on a pike.

* Victory Marrow Orcs, Werg Vudgun chieftain, does mercenary service for a variety of Abyssal lords and powers. Banner is a yellow flag with inset grey skull.

* Grey Ant Orcs, Draxul Thung chieftain, follows a dark druidic tradition, raids other tribes for sacrifices. Allies to the Spinecrackers. Banner depicts a grey ant on a purple field...."

- *Excerpt from the notebooks of J. Wintersmoon, planar cartographer*

AGATHION, URSINAL (CR 8)

Large NG (agathion, cold, extraplanar, good)

XP 4,800

Init +1 **Senses** lowlight vision, scent, Perception +20

Languages Celestial, Draconic, Infernal, truespeech, speak with animals

Aura Boreal Aura (30 ft; good creatures gain Cold Resist 10; evil creatures take 1d6 cold damage/round)

Defense

AC 25 **Touch** 11 **Flatfooted** 24 (-1 size, +1 DEX, +8 natural, +5 armor, +2 shield)

HP 10d10 + 60 hp (115 HP)

FORT +13 **REF** +4 **WILL** +8

Immune Cold, Electricity, Petrification

Resist Sonic 10

Offense

Spd 50 ft **Swim** 30 ft

Melee +17/+12.....+1 frost greataxe (1d12 +6 slashing + 1d6 cold, 20/x3)

Ranged +11/+6....mwk javelin (1d6+7 piercing, 20/x2, 30 ft range increment)

Space 10 ft **Reach** 5 ft

Special Qualities lay on hands (6x/day, 5d6 hp, as a 10th level paladin: fatigued, diseased, poisoned mercies)

Spellcasting Abilities (CL 10th Concentration +11)

3x/day – Keen Edge

1x/day – Bear's Endurance

- Bull's Strength

- Breath of Life (can only aid creatures slain or injured by drowning, suffocation or cold damage)

Statistics

Str 28 **Dex** 13 **Con** 22 **Int** 10 **Wis** 12 **Cha** 12

Base Atk +10 **CMB** +20 **CMD** 31

Feats Endurance, Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (great axe)

Skills Acrobatics +14, Climb +19, Intimidate +14, Perception +20, Survival +14, Swim +23 (racial modifiers: +4 Swim)

Gear +1 frost greataxe, 3x mwk javelins mwk. chain shirt, +1 light wood shield, 2x potions of cure moderate wound, 1x potion of bear's endurance

aura gain Cold Resist 10, while evil creatures within this aura suffer 1d6 Cold damage per round they end their turn within the aura.

Death Scream (SU)

An Ursinal who is killed in melee combat utters a horrible cry, which can be heard for miles and across the planes. The killer suffers 10d6 cold damage (REF DC 21 half), and must succeed at a DC 21 WILL Save or be turned to ice. This effect functions identically to *flesh to stone*, save that the victim is flash frozen.

Appearance

Ursinal are hulking, muscular bear-folk, their powerful frames sheathed in dense layers of waterproof blubber and silver/white fur. An upright gait, humanoid paws with intelligent thumbs, the light of intelligence in their eyes and their warrior's garb are all that separates an Ursinal from an especially large, fit polar bear. Ursinals wear silvery chain armor and carry small, round shields in Viking style, and carry powerful, enchanted axes that are imbued with the elemental force of cold.

Reports From The Field

"The Varrek stamp medallions with the image of an upright bear, carrying shield and weapons like a knight. They wear these medallions on a leather cord and say they protect swimmers from drowning. Apparently, a benevolent bear spirit protects Verrek mariners from the dangers of their frigid water."
-*Folk Superstitions of the Northern Folk*

Ecology

Environment cold oceans, coastal and forests (extraplanar)

Organization usually solitary, sometimes pair

Treasure standard (including gear)

Special Abilities

Boreal Aura (SU)

The Ursinal generates a 30 ft aura marked by shimmering aquamarine light, similar to that of the northern aurora. Good-aligned creatures within this



would wrap their body in a bear pelt and bury them beneath the permafrost layer. The story goes that the children would return as god-bears, to protect their living kin....”

-Tom Yorkshire, ranger

“I cross the Great Gap many times; trading scrimshaw to those of the southern expanse and elk horn and fat to those of the northern expanse. Good commerce, good trade, but a riskful passage. Last spring, my sled broke the ice and I plunged into the

water. My eyes closed quickly and I would have died, save for a powerful hand that reached into the ice and carried me up. A great bear, whiter than glacier ice, with eyes like an old woman. She warmed me and carried me to the trading post on her back. I live only because of the god-bear’s compassion.”

-Snowtrader Isquarik

AGGRESTOR (CR 2)

Medium CN Humanoid (aggressor, chaotic)

XP 600

Init +1 **Senses** lowlight vision, Darkvision 30 ft, Perception -3

Languages Aklo

Defense

AC 18 **Touch** 10 **Flatfooted** 18 (+1 DEX, +8 armor)

HP 3d8 + 6 hp (20 HP)

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

Immune *calm emotions*, Feral Insanity (see text)

Offense

Spd 35 ft

Melee +6 slam (1d6+4 bludgeoning)

Special Qualities Feral Insanity, Ferocious Grapple

Statistics

Str 18 **Dex** 13 **Con** 14 **Int** 11 **Wis** 5 **Cha** 7

Base Atk +2 **CMB** +6 (+10 when grappling)

CMD 17

Feats Armor Proficiency (light, medium, heavy)

Improved Grapple, Improved Unarmed Strike (B), Power Attack

Skills Acrobatics +0*, Climb +1*, Intimidate +4

*includes armor check penalties

Gear half plate armor with armor spikes

Ecology

Environment any underground or forest

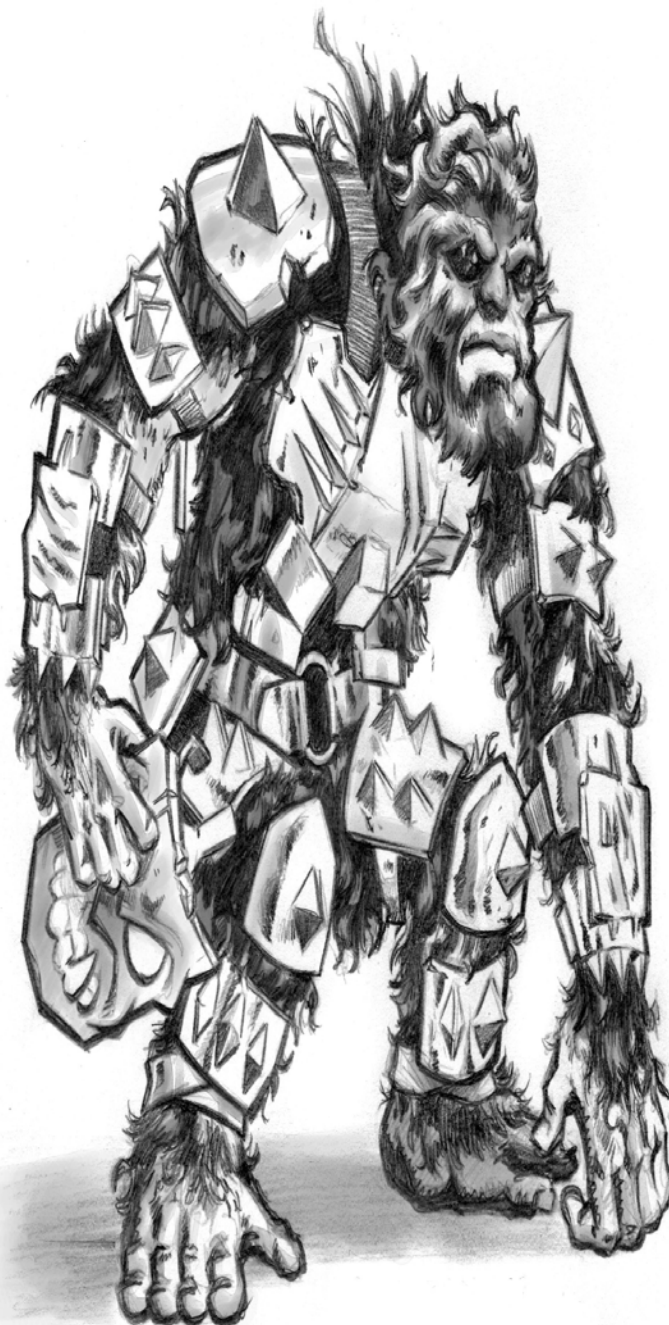
Organization gang (3-5), riot (3d8 plus 1 2nd level barbarian per 3 adults, and 1 5th level barbarian), or village (30-50 plus 10-15 2nd level barbarians plus 3-6 5th level barbarians and 1 chief- 8th level barbarian/ 2nd level druid and assorted noncombatant children and slaves)

Treasure standard (including combat gear)

Special Abilities

Feral Insanity (EX)

Aggrestors are driven by rage. They are immune to the effects of *calm emotions* or similar effects. If



they succumb to any mind affecting ability, rather than suffering the expected effect, the Aggrestor is affected as if by *rage*, for the effect's duration. During this time, the Aggrestor cannot distinguish friend from foe and attacks any creature adjacent to itself, including other Aggrestors.

Ferocious Grapple (EX)

Aggrestors receive a +4 racial bonus on CMB checks made to grapple.

Appearance

Aggrestor are a race of simian humanoids who stand a little over five and a half feet tall who weigh nearly 300 lbs nude. Their hunched muscular bodies are covered by a matted, tangled pelt in shades of brown, grey and black. They wear crude but serviceable half plate armor made from dirty iron and weak steel, covered with spikes, and protect their faces behind snarling metal war masks.

Reports From The Field

"A race of madmen, the lot of them. Come boiling up out of the caves, howling for blood and murder. No pretence of stealth or tactics- they just rush forward in a bloody mob and tear into the first man they catch. Easy enough to kill, even easier to trick or sneak past, but their numbers tell the tale."

-Watch Captain Saraeh Tulver

"I have dissected a male adult Aggrestor's brain. No center of reason to speak of, just a fundament of rage easily eight times the size of even the most vicious human highwayman. Their heart of conscience and lobe of mercy are atrophied to the point of nonexistence, smaller even than a rabid dog's."

-Anatomist Juan Serani's dissertation on the anatomy of lower beings

"Any race that scares the Orcs is worthy of respect. Of course, any race that Orcs consider either stupid or crazy has to be laughable, right? So I don't know what to think of Aggrestor, only to say, kill them from a great distance. And then run, because where there's one Aggrestor, there's a dozen more."

-Caleb Tinkertom Vulcanatium, Gnomish adventurer

"Neanderthal like beasts. They forge metal but have never developed any weapon more complex than a

flint knife. I've spoken to a captive Aggrestor, asked him why they don't use blades or bows, because they have certainly taken such things from human victims before. His grunted answer indicated that ripping a victim limb from limb with bare hands, or even more particularly, snapping a victim's spine, was simply *better*."

-Petrov Arkarada, paladin of the planes

ARCANE EVOLUTIONARY (CR 17)

Large LE or LN Aberration

XP 102,400

Init +4 **Senses** Darkvision 60 ft, Perception +19

Languages True Speech

Defense

AC 20 **Touch** 17 **Flatfooted** 16 (-1 size, +4 DEX, +3 natural, +4 deflection)

HP 26d8 +26 + 52 hp (195 HP)

FORT +10 **REF** +12 **WILL** +16

Immune Electrical, Force

Resist Fire 10, Acid 5

Offense

Spd 30 ft **Fly** 90 ft (perfect)

Melee +23/+18/+13/+8 ranged touch tail slap (1d4 subdual plus spell effects, 10 ft reach)

Ranged +24/+18/+13/+8 arcane ray (2d6+12 either force or electrical, chosen at time blast is fired, 20/x3, 100 ft maximum range)

Spell-like Abilities (CL 20th)

Base Spell DC = 24 + spell level

Evocation Package

1x/day – Meteor Swarm (DC 33)

3x/day- Forcecage (DC 31)

- Prismatic Spray (DC 31)

- Wall of Fire (DC 29)

At Will- Fireball (DC 27)

Abjuration Package

1x/day- Mage's Disjunction (DC 33)

3x/day- Banishment (DC 31)

- Dismissal (DC 29)

- Spell Turning (DC 31)

At Will- Dispel Magic (DC 27)

Enchantment Package

1x/day- Power Word: Kill

3x/day- Geas, Lesser (DC 29)

- Hold Person, Mass (DC 31)



- Insanity (DC 31)
- At Will- Suggestion (DC 27)

Necromancy Package

- 1x/day- Energy Drain (DC 33)
3x/day- Animate Dead
- Finger of Death (DC 31)
 - Waves of Exhaustion (DC 31)
- At Will- Vampiric Touch (DC 27)

Transmutation Package

- 1x/day- Time Stop
3x/day- Form of the Dragon II
- Reverse Gravity (DC 31)
 - Stone Shape
- At Will- Slow (DC 29)

Other Spell Like Abilities

- At Will – Bleed (DC 22 or 24 if Necromancy package is chosen)
- Teleport (self plus 50 lbs of gear only)

- Touch of Idiocy (DC 23 or 25 if Enchantment package is chosen)

5x/day – Blink

1x/day – Maze (DC 30)

Statistics

Str 10 Dex 18 Con 15 Int 35 Wis 14 Cha 19

Base Atk +19 CMB +20 CMD 34

Feats Arcane Strike, Combat Casting, Dodge, Fly-by Attack, Hover (B), Greater Spell Focus (Evocation), Greater Spell Focus (??), Greater Spell Penetration, Mobility, Spell Focus (Evocation), Spell Focus (??), Spell Penetration, Toughness, Weapon Finesse (tail slap)

Skills Acrobatics +22, Appraise +19, Bluff +22, Craft (jeweler) +30, Fly +22, Heal +19, Intimidate +22, Knowledge (all 10 skills, chosen individually) +31, Linguistics +30, Perception +19, Spellcraft +30, Stealth +21, Swim +18

Gear ring of protection +4

Ecology

Environment any

Organization always solitary

Treasure triple standard (double or triple consumable magic items and minor/medium wondrous items)

Special Abilities

Arcane Evolution (SP)

The Arcane Evolutionary has a wide variety of spell-like abilities at its disposal. Each Arcane Evolutionary is a master of Evocation magic, and one other school of magic chosen from the following: Abjuration, Enchantment, Necromancy, Transmutation.

The choice of ability package decides exactly which spell-like abilities the Arcane Evolutionary possesses; it also determines which Spell Focus feats it chooses. All Arcane Evolutionaries have Greater Spell Focus (evocation) but they also have a free-floating feat slot marked Greater Spell Focus (??). When running the creature, give them Spell Focus in whatever school of magic they've chosen as their secondary Arcane Evolution.

Evolutionary Corruption (SU)

If the Arcane Evolutionary is slain by a character capable of casting at least first level arcane spells, in its dying seconds, it whispers to their souls. Rather than gaining XP for slaying the Evolutionary, the

arcane caster may choose to gain a permanent spell-like ability as a mutation. The arcane caster may choose any arcane spell one level lower than the highest level arcane spell they can cast; they gain this spell as a spell-like ability usable 3x/day. However, the character gains a visible mutation symbolic of the spell-like ability gained, which inflicts 1d2 points of permanent CHA drain, and 1 point of permanent WIS drain. If the spell-like ability duplicates a spell of 5th level or higher, the arcane spellcaster loses 1d4+1 points of permanent WIS drain instead.

Some suggested mutations-

- A caster capable of casting *Burning Hands* finds their hands and forearms wreathed in colorful, heatless flame.
- A character capable of casting *See Invisibility* gains a third eye in the middle of their forehead.
- A creature capable of casting *Invisibility* has some or all their skin become transparent.

Euthanizing Geometry (SU)

The Arcane Evolutionary emits a field of arcane energy that can effortlessly snuff the life of spellcasters' familiars. The Evolutionary opens its fanged mouth, and in a horrible second, a magical companion lies dead. As a free action once per round, the Arcane Evolutionary can attempt to instantly kill any familiar within 60 ft. The familiar must succeed at a DC 29 FORT Save or die instantly. Success means the familiar merely suffers 5d6 points of damage, which may be enough to kill it. This is a death-effect.

Tail Slap (EX)

The Arcane Evolutionary's tail can deliver a stinging but non-lethal slap. The Evolutionary resolves attacks with its tail slap natural weapon as ranged touch attacks with a 10 ft maximum range. The Arcane Evolutionary can deliver touch ranged spells in this manner.

Phasing Flight (SU)

The Arcane Evolutionary does not fully exist in our reality. While flying, it can become ethereal for up to 5 ft of travel for every 10 ft of travel while solid. It can arrange its partial intangibility into any configuration it likes during its flight. It usually uses this ability to phase through obstructions or prevent enemies from taking attacks of opportunity against it.

When not moving, the Arcane Evolutionary is solid and fully tangible.

Appearance

The Arcane Evolutionary is an impressive, semi-piscine creature with deep maroon skin. It has a long, fishlike tail with iridescent pinkish-purple fins that twist and coil beneath it, as gravity does not affect the Arcane Evolutionary in the least. The creature has a white, expressionless face like an ivory mask, and impressive cranial crests that seem to be purely decorative. It's long and supple fingers crackle with magical energy- the Evolutionary continually makes somatic gestures, as if it never stops casting spells, even when seemingly at rest.

Reports From The Field

"This is what all sorcerers eventually become, give them enough time. Just an engine of raw spellcasting power driven by greed and arrogance. Everything not necessary to spellcasting atrophies, and they become inhuman monsters, body and soul."

- *Procius Firstward, magical theorist*

"If it has goals, I can't fathom them. We encountered one of these Evolutionists at Barkwhistle. It had finished razing the town, slaughtering the inhabitants to the last man, and we prepared to engage it. However, it ignored our arrows and just hung there in space, staring intently at Mallory and Dourson, our batallion's war-casters. It never counter-attacked, never moved from its position, said nothing, and didn't reply to our demands that it identify itself. Its fingers kept moving like it was casting a spell, but our wizards could detect no hostile magic. Unsure if we could defeat it, we held our position. The standoff continued for more than an hour, until it made a sound like a rooster's caw and took to the sky with phenomenal speed. Ever since the encounter though, Mallory's had dreams of Barkwhistle's destruction, and Dourson has cast spells on a level he'd never been able to before."

- *Major Helen Kitterade, 73rd Fast Response Battalion*

"About a week after my guild apprenticeship ended, I encountered a creature I'd only read about in stories- tail like a fish, with skin as red as a devil's, floating in mid-air. Upside down, in point of fact, he spoke to me upside down each and everytime we met. I knew he was an Arcane Evolutionary, and I was a wizard who

just yesterday learned to speak a sleep spell, and I thought I was doomed, naturally enough. But the creature made no move to attack. Instead, he conjured a gift, a fine parchment spellbook and inkwell, gave me a kiss on the cheek that nearly made me wet myself, and vanished without another word. I met the....being.... three more times over my career, never with hostility. Each time, the creature asked about my fortunes and career, and told me I was the most promising of his pets."

-*Low Wizard Tolme Santiago.*

"There are references in the Chylle Codex to 'fish of the air' that were 'great of magic' and 'cruel masters'. These 'fish of the air' sent into motion a chain of events that destroyed the great Chylle Empire in less than a century. Most believe they were aboleths, but I think the truth is stranger. The accounts of these 'fish of the air' match perfectly with contemporary descriptions of encounters with Arcane Evolutionaries."

-*Brixton Cole, Sage of Ft. Watchguard*

ARMSMAN (CR 7)

Medium LE Aberration

XP 3,200

Init +4 **Senses** Darkvision 60 ft, Perception +7

Languages Common, Dwarven, Orc, Undercommon

Defense

AC 19 **Touch** 13 **Flatfooted** 16 (+3 DEX, + 6 natural)

HP 10d8 + 30hp (75 HP)

FORT +6 **REF** +7 **WILL** +8

Weaknesses Melee attacks made against an Armsman using Weapon Finesse are resolved as *Melee Touch Attacks* rather than regular melee attacks.

Offense

Spd 30 ft

Melee +10 vital strike blades (4d6+3 slashing, 20/x4)
Or +10/+5 blades (2d6+3 slashing, 20/x4)

Statistics

Str 16 **Dex** 19 **Con** 17 **Int** 8 **Wis** 12 **Cha** 10

Base Atk +7 **CMB** +10 **CMD** 24

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Intimidating Prowess, Vital Strike

Skills Climb +9, Intimidate +6, Knowledge (history) +5, Perception +7, Stealth +10

Ecology

Environment any

Organization solitary or pair (possibly a mated pair?)

Treasure standard (emphasis on fine weapons taken as prizes of combat)

Special Abilities

Cruel Taunts (EX)

Armsmen insult and belittle their adversaries as they fight, and have an instinctive knack for saying just the right thing to get under their opponent's skin. Armsmen may use the Intimidate skill to demoralize a foe as a move equivalent action.

An opponent who is demoralized by the Armsman may deliver a Power Attack modified attack against the Armsman to immediately end the demoralized condition.

Instructor's Kick (EX)

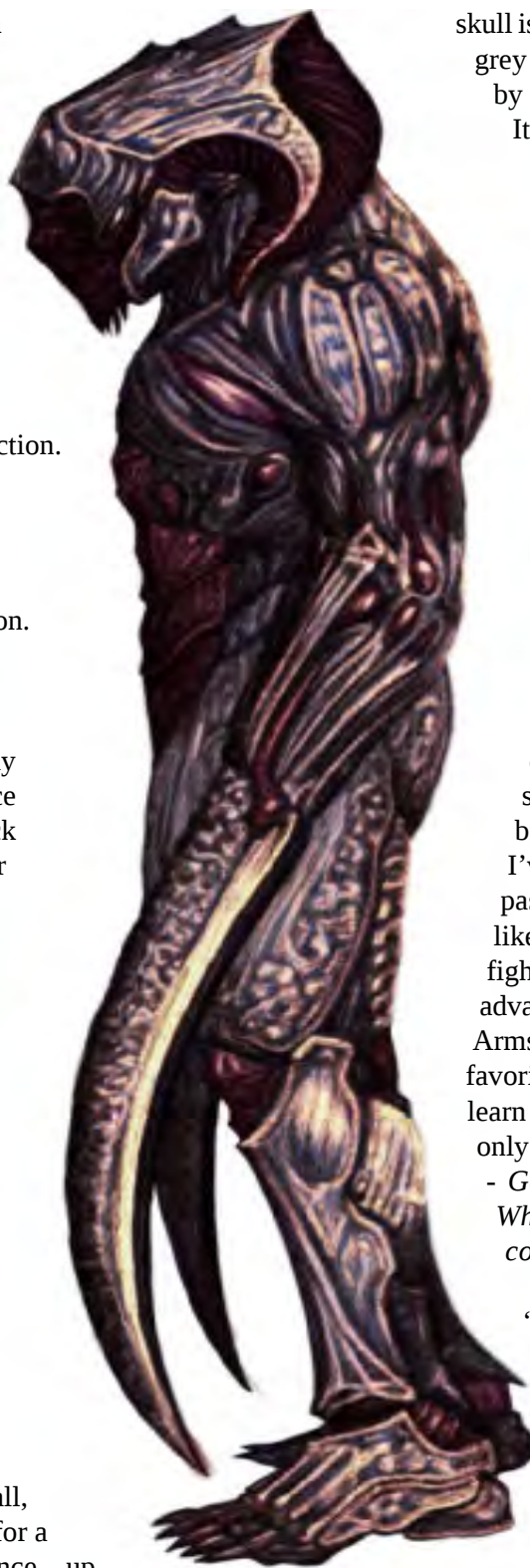
Once per round, as a free action, the Armsman may deliver a nasty kick to any creature who activates its Spurn Violence ability. The target of the Instructor's Kick must succeed at a DC 13 FORT Save or be knocked prone and pushed backward 10 ft. Success means the creature is only pushed backward 5 ft.

Spurn Violence (SU)

Armsmen are immune to imprecise violence, and only suffer wounds from disciplined, controlled swordsmen. Any attack modified by the Power Attack feat simply fails to affect the Armsman in any way, regardless of the attack roll. The weapon seems to turn to mist for a second as it passes harmlessly through the Armsman's armored body.

Appearance

The Armsman stands just over six foot tall, and from a distance, could be mistaken for a knight in full plate. But only from a distance...up close, the creatures' inhumanity becomes apparent. The Armsman's armor is a living part of the creature, and has a dull grey sheen; this living exo-skeleton bubbles with pustules and gnarled tumors. The Armsman's forearms end in twin sabers, each nearly six foot long and wickedly curved. The Armsman's



skull is sheathed in silvery-grey plating and is crowned by a pair of ram-like horns. It has a vaguely goatlike face, permanently sheathed in shadow.

Only the gleam of its silvery fangs is visible in the darkness beneath the monster's helm.

Reports From The Field

"Creature's got a military bearing, a precision to everything it does. Seem to all be talented swordsmen with those damn hand blades. Also straight up built to punish brawlers and barbarians. I've seen wild swings pass right through its chest like fog. Cautious, precise fighters have a major advantage fighting an Armsman over those favoring brute force. I had to learn that lesson, myself, but only once."

- General Jason Nax,
White Banner mercenary commander

"I've killed Armsmen on a dozen occasions. They seem to like nothing better than testing their skills, killing for no good reason. No logic or reason to their attacks. They

slaughtered two good friends of mine in the Gruenwald Forest, and I paid them back for it. I met another prowling the back alleys, killing persecutors and soldiers on leave for the sheer joy of it. Its like

they want their victims good and pissed off- they know angry men are easier to beat.”

-Tella Kiderace, militia captain

“Well, naturally our race created the Armsmen long ago. The souls of our greatest combat drill instructors were *transmorphifigured* into Armsmen to serve for all eternity. For a thousand generations they passed one gentle lesson onto a multitude of fine Gnomish swordsmen “It’s not the size of the sword, its how precisely you *disembowelacapitate* someone with it, that counts.” Of course, our great *utopiempirecracy* eventually fell and we came to this realm, and....lets just say that things didn’t exactly work out perfectly and leave it at that, yes?”
- Tobias Two Dogs Middlechurch, Gnomish summoner

ARM TAKER (CR 9)

Large CE Aberration

XP 6,400

Init +0 **Senses** Darkvision 60 ft, Scent, Perception +7

Languages Giant, Common

Defense

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

HP 14d8 + 84 hp (147 HP)

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

Offense

Spd 40 ft

Melee +20/+15 slams (2d6+10 bludgeoning)

Ranged +20/+15 spear (1d12+10 piercing, 19-20/x2, 20 ft range increment)

Statistics

Str 31 **Dex** 10 **Con** 22 **Int** 7 **Wis** 10 **Cha** 7

Base Atk +10 **CMB** +21 **CMD** 35

Feats Cleave, Defensive Combat Training, Great Cleave, Great Fortitude, Improved Sunder, Intimidating Prowess, Power Attack

Skills Climb +17 Intimidate +17, Perception +7, Survival +7

Gear lice flecked skins, 4-6 throwing spears

Ecology

Environment any plains

Organization solitary or hunting gang (1d4+2)

Treasure half normal



Dismemberment and Theft (SU)

If both the Arm Taker’s slam attacks hit and damage the same target it may make an immediate Combat Maneuver check against the victim as a free action. If this attack is successful, the Arm Taker rips the victim’s arm from its shoulder in a spray of blood and gore! The target immediately suffers 2d4 points of temporary CON damage from shock and blood loss and suffers 5 points of ongoing *bleed* damage until treated.

Worse, as a part of the action, the Arm Taker can plug the ragged stump of the stolen arm into the orifice on his chest. Doing so allows the Arm Taker to make one additional slam attack per round at his highest base attack bonus; only two out of three slams in this case must hit the target to initiate a Dismemberment and Theft attack. The severed limb retains any weapons or shield worn or carried in it by its original owner, as well as any rings or magic devices. The Arm Taker can use this items as it wishes, and if the arm itself has special physical properties (such as a cyborg arm in a cross-genre campaign) the Arm Taker can use them as well.

A limb severed in this manner cannot be reattached, and cannot be restored by any magic short of *regeneration*, *limited wish*, *wish* or *miracle*. Characters with Regeneration can grow a new limb in 1d4+1 days.

An Arm Taker can have only one stolen arm at any given time. A stolen arm remains functional for 1d6 days before it is so rotted it becomes useless and becomes a meal for the foul giant.

Appearance

The Arm Taker is a hideous giant with skin like naked muscle fiber, that stands nearly twelve feet tall. It has a savage, tusked mouth uglier and more putrid than even the worst orc's. The Arm Taker's most distinctive feature is the almost vaginal orifice on its sternum; the Arm Taker can insert the severed stump of a foe's arm into this orifice and for a brief time, use the limb as naturally as it uses its two natural arms. Arm Takers are barely civilized brutes, who dress in rancid furs at best, and only carry simple spears or clubs.

Reports From The Field

"Arm Takers are lowest than the worst troll or highwayman. Utter filth. Smell like sheep crap, ugly as two orcs fuckin' and they got a nasty habit of ripping off your arms and beatin' you with them."
-Delvin Drakefoot, caravan drover.

"I would pay up to 300 gold for the intact corpse of an intact Arm Taker adult male, depending on the condition of the body, or 500 gold for an undamaged live specimen for vivisection. Their ability to integrate foreign tissue into their body, and the rapidity at which they can integrate a transplanted limb into their

own crude nervous system, is of great interest to the college."

-Gallelio Gilseppi Galverni, Researcher of the Royal College of Necromancy

"We fought Arm Takers by the score in the old days. Always figured 'em for some breed of mutant troll-kin. But a few weeks ago, we found one of their lairs. Each of 'em had the neatly polished arm bones of every creature they'd ever stolen a limb off, arranged in a deep cave. There were paintings on every wall in what looked like blood, of the creatures rampaging, killing animals and men, and dark sigils. Turns out we were wrong- 'Takers aren't just some bloodline of mutants, they're evil, right down to the core."

-Tom Yorkshire, ranger.

BEAST OF THE END OF ALL THINGS (CR 25)

Colossal CE Outsider (chaotic, demon, evil, extraplanar, kaiju)

XP 1,640,000

Init +1 **Senses** Darkvision 600 ft, Perception +49, see in darkness

Languages Abyssal, Celestial, Common, Draconic, Orc

Aura Deeper Darkness (100 ft emanation from the Beast)

Defense

AC 43 **Touch** -1 **Flatfooted** 43 (-8 size, -3 DEX, +44 natural)

HP 40d10 + 640 hp (860 HP)

Fast Healing 30 (good)

Damage Reduction 20/epic

FORT +30 **REF** +11 **WILL** +28

Immune Electricity, Poison, ability damage/drain, death effects, disease, energy drain, fear

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

Weaknesses Call the Martyrs

Offense

Spd 100 ft

Melee two binding slams +99 (4d6+50 bludgeoning plus 3d6 fire, 20/x3), bite +99 (6d6+50 piercing plus swallow whole)



- Soul Bind (DC 25)

At Will – Earthquake (DC 25)

3x/day – Summon (level 9 – any one demon of CR 20 or less, 100%)

Statistics

Str special **Dex** 5 **Con** 23 **Int** 5

Wis 22 **Cha** 19

Base Atk +40 **CMB** special

CMD special

Feats Bleeding Critical, Blindfight, Cleave, Critical Mastery, Dreadful Carnage, Exhausting Critical, Furious Focus, Great Cleave, Great Fortitude, Greater Blindfight, Greater Vital Strike, Improved Blindfight, Improved Initiative, Improved Vital Strike, Power Attack, Staggering Critical, Stunning Assault, Tiring Critical, Toughness Vital Strike

Skills Perception +49

Ecology

Environment any (extraplanar: The Abyss)

Organization solitary (and likely to devour anything within sight, even other demons)

Treasure none

Special Abilities

Binding Slams (SU)

Any creature slain by the Beast's slam attacks are affected by *Soul Bind*, and their souls are visible as shadows within the wall of darkness surrounding the monster. No focus is needed; souls are freed if and only if the Beast is permanently destroyed, which requires confronting it on its home plane.

Special Attacks Hurl Foe, Swallow Whole (2d6+50 bludgeoning plus 10d6 acid, AC 32, HP 86), Test of Faith

Special Qualities Ferocity, Massive, Recovery

Spell-Like Abilities (CL 20th **Concentration** +26) Constant – Deeper Darkness

Call the Martyrs (SU)

Those willing to die to stop the Beast may make a horrible choice. Prior to rolling a melee attack against the Beast, a good aligned opponent with at least 19 HD may choose to suffer martyrdom. The attack

automatically hits and inflicts an additional +100 points of holy damage against the Beast.

However, the martyr suffers 40d6 fire damage immediately after the attack. Half of this damage is fire, half of it is unholy damage, not subject to energy resistance or immunity. A character slain by this effect is destroyed utterly, and can only be returned to life by *wish* or *miracle*.

Incalculable Strength (SU)

The Beast is a being of limitless strength. It can lift virtually anything it can wrap its talons around, given a round or two of intense effort. It can uproot castles, rip the caps off mountains and perform other mythic feats of strength. The Beast always wins opposed STR checks, always succeeds on Combat Maneuvers checks, and is effectively immune to Combat Maneuvers, as no opponent would ever be able to overcome its CMD!

In combat, assume the Beast's STR modifier is sufficient to give it the listed, terrifying damage and to-hit bonus listed in the melee attack line. Actually, the Beast's true STR is probably far greater, but listing it would be statistical overkill.

Test of Faith (SU)

Standing in the presence of a demon as powerful as the Beast can shatter the faith of even the most devout Cleric. Any good-aligned divine spellcaster who comes within 500 ft of the Beast must succeed at a DC 34 WILL Save or become incapable of casting divine spells as if they had greatly sinned. It requires an *atonement*, cast by a cleric of the character's faith to restore spellcasting ability. A character who saves against this effect is immune for 24 hours.

Appearance

The Beast is a walking mountain of bloody crimson sinew and brown and ebon horns the size of old growth pines. It's enormous eyes glow with an almost palpable malice. The Beast's lower body trails away into fog and darkness, a tangible darkness that envelops the monster and moves with, an unnatural night that promises nothing but apocalypse. The Beast walks on its ape like knuckles, and moves with uncanny speed for something so massive.

The Beast stands nearly a half mile high, maybe much more, as it never rises from a simian crouch. Its weight is nearly incalculable, on the order of several million tons, and its mere passage scars the earth forever.

Reports From The Field

"Though the cataclysm that destroyed the city took place more than three millennia ago, any one sleeping in the crater where Nova Torrix once stood dreams of the single, mighty demon-god who destroyed the once proud metropolis. Sometimes, these dreams can kill."

-Adventurer's Almanac, volume XXIII "In the Shadow of Nova Torrix"

"I used to be a pious man, a good man. Even called myself a priest. Than one day I was called to Great Crown, to defend it against something called up from the depth of Hell. You know what happened to Great Crown, to everybody in the town. History knows. Everybody knows. Me, something broke inside me. I walked away. Left my prayer beads on the side of the road. Bought this place...."

-Surakesh, owner of the Black Mandala tavern

"When the Gods want to end a world, they awaken the Beast."

-Graffiti on an inner courtyard wall found in the ruins of Kolsivar

BELLY RIPPER (CR 1)

Small NE Magical Beast

XP 400

Init +5 **Senses** lowlight vision, Scent, Perception +1

Defense

AC 14 **Touch** 13 **Flatfooted** 12 (+1 size, +2 DEX, +1 natural)

HP 2d10 + 4 hp (15 HP)

FORT +5 **REF** +5 **WILL** +1

Offense

Spd 40 ft

Melee +3 bite (1d6+1 slashing plus grab)

Special Action Slashing Constriction (1d6+1 slashing)

Statistics

Str 12 **Dex** 14 **Con** 15 **Int** 2 **Wis** 13 **Cha** 3

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



Feats Improved Initiative, Run (B)
Skills Stealth +5

Ecology

Environment warm plains

Organization trio or packs of up to 30 (Solitary Belly Rippers are usually the last survivors of a pack and will rejoin a larger pack as soon as possible)

Treasure none

Special Abilities

Slashing Constriction (EX)

The Belly Ripper's maw gives the species a lethal bite. They gain the constrict special quality, though they deal slashing damage with this attack form, since it is based around their bite.

Appearance

The Belly Ripper is a low slung dinosaur-like predator that is only about the size of a hunting dog. Despite its diminutive size, it is powerfully built, with dense muscles that give it incredible strength. It runs swiftly on two powerful, clawed legs. The Belly Ripper's

jaw is a complex affair, it can open like a deadly flower, revealing more than 200 jagged teeth, and individually articulated mandibles that allow it to bite, hold and swallow prey much larger than itself with ease. Belly Rippers have mottled yellow and orange hides streaked with darker ochre.

Reports From The Field

"Arrrgh! Ahhh! GET IT OFFA ME! GET IT FUCKIN' OFFA ME!"

-last words of an adventurer who has encountered a Belly Ripper

BONE GRIFFON (CR 8)

Large NE Undead

XP 4,800

Init +2 **Senses** Darkvision 90 ft, Lowlight Vision, Scent, Perception +20

Languages Common, Undercommon

Defense

AC 17 **Touch** 12 **Flatfooted** 15 (-1 size, +2 DEX, +1 dodge, +6 natural)

HP 12d8 + 12 hp (66 HP)

FORT +4 **REF** +6 **WILL** +12

Channel Resistance +4

Immune undead immunities

Vulnerable Fire

Weakness Sunlight Powerlessness

Offense

Spd 40 ft **Flight** 80 ft (average)

Melee bite +11 (1d6+3 slashing plus 1d4 Bleed), two talons +10 (1d6+3 slashing)

Space 10 ft x 10 ft **Reach** 5 ft

Special Attacks breath weapon (every 1d4 rounds, 50 ft line, 5d6 sonic, REF DC 17 half), pounce, rake (two talons +10, 1d4+3 slashing)

Statistics

Str 16 **Dex** 15 **Con** - **Int** 8 **Wis** 14 **Cha** 12

Base Atk +9 **CMB** +12 **CMD** 24 (28 vs. trip)

Feats Cleave, Dodge, Iron Will, Power Attack, Skill Focus (perception), Weapon Focus (bite)

Skills Acrobatics +16, Climb +9, Fly +14,

Knowledge (dungeoneering) +5, Perception +20;

(Racial Modifiers: +4 Acrobatics, +4 Fly)

Ecology

Environment any hills and underground (nocturnal)

Organization solitary or followed by a ghoul pack

Treasure standard (in lair)



Special Abilities

Death Storm (SU)

Once per day, the Bone Griffon can beat its wings furiously, kicking up a storm of dust, ebony feathers and negative energy as an attack action.

The Death Storm is a 30 ft burst of negative energy that affects all creatures (either undead or living). The Death Storm inflicts 6d6 points of negative energy (WILL DC 17 half). The Bone Griffon itself is not healed by its own Death Storm.

Spawn (SU)

Any humanoid or monstrous humanoid slain by the Bone Griffon rises in 1d6 minutes as a ghoul. Humanoid or monstrous humanoids with 4 or more Hit Dice rise as a specter instead. The Bone Griffon has no control over such created undead, though

newly created undead rarely attack or threaten the Bone Griffon.

Sunlight Powerlessness (EX)

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

Appearance

The Bone Griffon is an impressive hybrid of raptor and lion. It's short, velvet pelt is midnight black, and male Bone Griffons are marked by a grey mane that frames their skeletal, dead-eyed skull. The Bone Griffon's plumage are varying shades of black and grey.

Reports From The Field

"A griffon that feeds upon undead carrion, or upon a creature slain by the unholy rapidly sickens and dies. Upon the next new moon, the griffon's rotting carcass animates. Such immature Bone Griffon are slow and clumsy, until they make their first kill, at which point the transition to undead is complete, and a new Bone Griffon- fast, agile and darkly beautiful- is truly born."

-Ecosystems of the Unliving, Chapter 4: Patterns of Predation

"The Hillspan has been open to homesteaders for five years now, but none of the settlers remain longer than a month or two. After dark, some...thing....slaughters the herds and anyone out walking after sunset. The rumor is the thing lairs in one of the buttes north of the orchards, but so far nobody's been brave enough to find out for sure. Myself, I heard the thing howling from my homestead on the far side of the Hillspan and that alone was enough to keep me and mine inside nights."

-Storra the Swineherd, freewoman homesteader

"A Bone Griffon can go months between night raids on the surface. During the interim, they hunt the caverns, preying on the Derro and the Drow and other subsurface folk. They seem to forget the surface exists for months at a time, existing in a lightless world where sunlight and flame, the two things that can truly harm them, are rare or non-existent."

-Dyar Darkholder, cavern mapper

CHARNELLUX (CR 11)

Large CE Undead (evil, incorporeal)

XP 12,800

Init +2 **Senses** Darkvision 90 ft, Perception +29

Languages Common

Aura Misfortune and Malice (60 ft; all living creatures roll 2d20 FORT and take worse result)

Defense

AC 13 **Touch** 13 **Flatfooted** 10 (-1 size, +2 DEX, +1 dodge, +1 deflection)

HP 16d8 + 16 hp (88 HP)

FORT +5 **REF** +7 **WILL** +10

Defensive Abilities incorporeal, draining flesh

Immune undead immunities

Offense

Spd Flight 40 ft (perfect)

Space 10 ft x 10 ft **Reach** 20 ft

Melee +14 corrupting touch (11d6 damage; FORT DC 20 half)

Special Attacks energy drain (1 level, DC 20)

Statistics

Str - **Dex** 15 **Con** - **Int** 5 **Wis** 15 **Cha** 13

Base Atk +12 **CMB** +11 **CMD** 21

Feats Agile Maneuvers, Dodge, Mobility, Skill Focus (fly) Skill Focus (stealth), Spring Attack, Weapon Focus (corrupting touch), Wind Stance

Skills Fly +13, Stealth +32, Perception +29 (racial modifiers: +8 Fly, +8 Stealth, +8 Perception)

Ecology

Environment any land (battlefields, execution grounds, atrocity sites and mass graves primarily)

Organization solitary or massacre (2d4)

Treasure incidental

Special Abilities

Corrupting Touch (SU)

The Charnellux passes part of its incorporeal body as an incorporeal touch attack, inflicting 11d6 damage. This is not negative energy- the corruption manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of Damage Reduction. A DC 20 FORT Save halves the damage inflicted.



- Gain Channel Resistance +6 for one round
- Recover 2d6 Hit Points

Wind Stance (EX)

When making a double move or using the withdraw action, the Charnellux gains 20% concealment for 1 round.

Appearance

The Charnellux is a fog of congealed blood, vaporized gore and twisted, dead limbs drifting through the cold night air. It stinks like an abattoir, and moves with utter silence. Random arms and hands jut from the central mass of the dead thing, as small and seemingly helpless as the limbs of murdered children. Tendrils, maws and other vile organs appear and disappear randomly across the monster's vaporous mass.

Reports From The Field

"A Charnellux prowls the Bloody Hillside where three armies met a century ago. Generations since the violence, since the Bloody Hills Massacre, and still it prowls. At night the air stinks so strongly of blood, wolves and dogs howl wildly for a league in every direction."

-Old Woman Kallah, storehouse of local lore, gossip and history of dubious veracity

"A mass grave was discovered beneath the Pale Temple of Ulsitor, where the priests once buried plague victims. Death was so common in those years that atrophic rituals were haphazard, and most of the dead were interred with no real ceremony. The consequences were felt eighteen months after the plague officially ended, when a composite horror known as a Charnellux rose from the quicklime and rot, to devour the village's pitifully few survivors."

-Adventurer's Almanac, Volume XIX "Forgotten Stories of the Great Plague Years"

"According to the demonologists, the creature is called a Charnellux, and it only appears around mass graves, massacre sites, houses of horror. We didn't have any of those in the duchy's history, at least not as of the last full moon. Which I logic means someone has committed crimes so horrible it attracted this thing, and if the Charnellux hasn't killed that someone itself, he's gone unpunished."

-Tella Kiderace, militia captain

Draining Flesh (SU)

An opponent who successfully damages the Charnellux with a physical attack with a magic weapon or magical natural weapon is exposed to the Charnellux' energy drain.

Misfortune and Massacre (SU)

The Charnellux is surrounded by an aura of hate, pain and despair. All living creatures within 60 ft roll 2d20 on all FORT Saves and take the worse result. If a living creature fails a FORT Save as a result of this aura, the Charnellux may either:

- Make a corrupting touch attack against an enemy within 20 ft

CHILD SKINNER (CR 12)

Huge LE Devil (devil, evil, extraplanar, lawful)

XP 19,200

Init +0 **Senses** See in Darkness 60 ft, Perception +23

Languages Celestial, Draconic, Infernal, Telepathy 100 ft

Aura Pedophilic Lure (100 ft, WILL DC 20, children become fascinated and approach the Child Skinner)

Defense

AC 28 **Touch** 10 **Flatfooted** 28 (-2 size, +2 deflection, +18 natural)

HP 16d10 + 64 hp (152 HP)

FORT +14 **REF** +5 **WILL** +12

Immune Fire, Poison

Resist Acid 10, Cold 10

Offense

Spd 40 ft

Melee four +17 slams (1d8+2 bludgeoning, 19-20/x2 plus grab)

Ranged two +14 binding needles (1d4+2 piercing, 20/x3 plus drag 1d4 x 5 ft FORT DC 20 negates, 100 ft maximum range, no range increment)

Special Qualities Binding Needle, Child Killer, The Needle Heals

Spell-Like Abilities (CL 10th Concentration +12)

At Will – Deeper Darkness

- Enthrall (DC 14)

1x/day – Desecrate

- Summon (5th level, 1d2 Eyrines 80% or 1d4+1 Bearded Devils 40%)

Statistics

Str 17 **Dex** 11 **Con** 19 **Int** 13 **Wis** 14 **Cha** 14

Base Atk +16 **CMB** +21 **CMD** 31

Feats 8 Alertness, Blinding Critical, Combat Expertise, Critical Focus, Improved Critical (slams) Improved Reposition, Multiattack, Persuasive

Skills Bluff +21, Climb +22, Diplomacy +23, Knowledge (local) +20, Perception +23, Sense Motive +23, Stealth +11

Ecology

Environment any (extraplanar- Hell) prefers urban environments where children congregate- schools,



playgrounds, youth hostels, kibbutz, factories staffed by child laborers, ect

Organization always solitary

Treasure standard

Special Abilities

Binding Needle (SU)

The Child Skinner can toss the black needle that it uses to stitch children's corpses to its own bloated body. A creature struck by the Binding Needle must succeed at a DC 20 FORT Save or be pulled 1d4x5 ft (1d4 squares) towards the Child Skinner's space. If the FORT Save fails, the Child Skinner can pull the target another 1d4x5 ft towards it as a free action,

once per round. The target gains the grappled condition, but the Child Skinner does not.

The Binding Needle's cord has Hardness 4 and 12 HP and is AC 14.

Killer of Children (SU)

Once per round, as a swift action, the Child Skinner can kill an adjacent child without the need of an attack roll nor damage roll. The child merely drops to -1 HP and begins dying.

The Needle Heals (SU)

As a full round action, the Child Skinner's many hands can go to work skinning and stitching the flesh of a murdered child to its own. This requires the corpse of a Small or Medium sized child of any humanoid or monstrous humanoid race, slain within the previous hour to be adjacent to the Child Skinner.

The Child Skinner receives the benefit of a *Heal* spell cast by a 20th level cleric when this action is complete.

Pedophiliac Lure (SU)

All children of humanoid and monstrous humanoid races who merely come within 100 ft of the Child Skinner must succeed at a DC 20 WILL Save or become *fascinated*. While fascinated, the children move at their normal speed and attempt to remain adjacent to the Child Skinner at all times.

Even acts of violence against the *fascinated* children by the Child Skinner or its allies do not break the effect. However, *fascinated* children receive a new save to end the effect if any adult creature inflicts HP damage on the Child Skinner. If an adult confirms a critical hit against the Child Skinner, the fascination effect ends for all children affected. A child who saves against this effect becomes immune to the Pedophiliac Lure for 24 hours.

Appearance

The Child Skinner is a horrible, flayed brute standing more than 13 feet tall. The Child Skinner's obese, sagging form is decorated with the empty skins of hundreds of human and Elven boys, the oldest perhaps a decade old, stitched crudely and haphazardly to the demon's body. These flayed hides form additional arms, which the monster uses with cruel efficiency in battle. The Child Skinner is

asymmetrical- three of its leather arms on one side of the body, and only one on the opposite shoulder.

Reports From The Field

"Child Skinners are outcasts even among Hell's hierarchy. Unconcerned with power and the expansion of diabolic power, Child Skinners are the tortured, transfigured souls of child abusers and rapists. Become devilish, they continue their depredations, ignoring the summons of their Pit Fiend masters and only reluctantly cooperating with other devils."

-The Lesser Horrors of the Outer Planes, Volume II

"Over the past decade, nearly five hundred of human street urchins have vanished in the Steamworks Ward, and possibly five times that number of goblin and kobold urchins. While the Civic Guards have raised no cry, I have, time and again! Now, I propose an expedition beneath the abandoned cotton-works at Five Angel Point. One of my best informants tells me there is something down there, of monstrous aspect, but with a sweet woman's voice."

-Preacher Zuun Hexagrus, rabble rouser and reformer

**"GUARDS RAID THE GOLD FROG CARNIVAL!
MASSACRE ENSUES!"**

Over 100 children dead! Mayor blame demons! Clerics overwhelmed by carnage and temples in shambles!"

-Headline of the June 5, 5632 L.E. edition of the New Whiteplume Courier





CORAL REAPER (CR 9)

Huge N Magical Beast (aquatic, cold)

XP 6,400

Init +1 **Senses** Blindsense 60 ft, Darkvision 60 ft, Perception +12

Defense

AC 22 **Touch** 9 **Flatfooted** 21 (-2 size, +1 DEX, +13 natural)

HP 12d10 + 60 hp (126 HP)

FORT +13 **REF** +9 **WILL** +7

Immune Cold

Weaknesses Vulnerability to Fire

Offense

Spd 30 ft Swim 30 ft

Melee two +17 claws (1d8+6 slashing plus 1d6 cold)

Special Attacks Ice Bound Breath Weapon (100 ft line, 6d6 cold (REF DC 21 half) plus encasement and grease effects, see text)

Special Qualities amphibious

Statistics

Str 22 **Dex** 12 **Con** 20 **Int** 2 **Wis** 17 **Cha** 8

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

Feats Bull Rush Strike, Charge Through, Improved Bull Rush, Improved Overrun, Run, Power Attack

Skills Perception +12, Stealth +8, Survival +12, Swim +19 (Racial bonus +4 Swim)

Ecology

Environment cold aquatic or coastal

Organization solitary or pod (4-6)

Treasure none

Special Abilities

Ice-Bound Breath Weapon (SU)

Every 1d4 rounds, the Coral Reaper can use its breath weapon, which takes the form of a 100 ft x 50 ft line of ice. All creatures and objects within this area suffer 6d6 cold damage (REF DC 21 half).

Creatures who take full damage from this attack are entombed in thick layers of rapidly hardening ice. They are considered pinned, and suffer 2d6 ongoing Cold damage per round of entrapment. These ice cocoons have Hardness 5 and 25 HP, and take double damage from fire. The ice can be burst with a DC 21 STR check.

Furthermore, the length of the line is coated in a thin layer of slippery ice, which functions identically to a *grease* spell save that it has the cold descriptor, for one round after the breath weapon fires. (REF DC 21 not to fall prone).

This breath weapon is usable both underwater and on the surface. If used underwater, creatures encased in icy cocoons become positively buoyant, and float towards the surface at 60 ft per round of encasement.

Appearance

The Coral Reaver is a powerful, ursine predator whose limbs, torso and skull are sheathed in overlapping plates of thickly grown purple and cerulean coral. Frills and ridges of iridescent violet shimmer in the light, between the great beast's segmented armor. Sharklike teeth fill the Coral Reaver's wide jaw. The monster steams constantly, enshrouded by frigid mist.

Reports From The Field

"Coral Reavers are far too dangerous for most whalers and trappers, but for those few able to rise to the challenge, rewards are immense. Coral from the skin of the beasts is in high demand by sculptors, the creature's fat deposits can be boiled down to make a fragrant and long-burning oil. Coral Reaver flesh is a delicacy. Virtually every part of the animal may be utilized in some fashion."

-Usable Beasts of Shore and Sea

"My first *a'reaving* was a thrilling thing. I was a lad of twelve and a half, and I was tasked with firing the arrows launched by the reaver-ship *Coldheart's* starboard ballista. I rushed from arrow to arrow, putting them to the torch, barely ducking clear 'fore The Captain ordered the flaming bolts launched at a pod of Coral Reavers sunning themselves on an iceberg...."

-The Memoirs of Captain Richard Wesmuel, whaler and reaver

CORPSE HAG (CR 11)

Huge CE Outsider (evil, extraplanar)

XP 12,800

Init +1 **Senses** Darkvision 60 ft, Perception +20

Languages Abyssal, Common, Infernal

Defense

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

HP 14d10 + 112 hp (189 HP)

Damage Reduction 10/cold iron and magic

FORT +17 **REF** +6 **WILL** +12

Immune charm, cold, fear, fire, sleep

Spell Resistance 22

Offense

Spd 50 ft

Melee +22/+17/+13 corrosive, vorpal horsechopper (1d10 slashing or piercing, 20/x3, reach/trip)

Special Qualities change shape (any half orc, alter self), heartstone, heartstone vault

Spell-Like Abilities (CL 5th Concentration +8)

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

At Will – Quickened Bleed (DC 13)

Statistics

Str 27 **Dex** 13 **Con** 26 **Int** 7 **Wis** 16 **Cha** 17

Base Atk +14 **CMB** +25 **CMD** 36

Feats Bleeding Critical, Critical Focus, Cleave, Great Cleave, Greater Sunder, Improved Sunder, Power Attack

Skills Climb +28, Intimidate +20, Perception +20, Stealth +7

Gear +1 corrosive horsechopper, heartstone

Ecology

Environment any evil-aligned plane

Organization solitary, accompanying a night hag sister or coven (3 hags of any type)

Treasure standard (including gear)

Special Abilities

Heartstone (SU)

Most Corpse Hags carry a heartstone- a special gemstone worth at least 1,800 gp hidden in their vault, carried on behalf of a Night Hag sister. A heartstone's magic is fueled by the hag's spirit- once separated from its owner or upon her death, the heartstone retains its magic for only 24 hours before

becoming a non-magical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heart stone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above).

Heartstone Vault (SU)

The Corpse Hag has a steel vault sewn into her body, between her pendulous breasts. If she places a Night Hag's heartstone in this vault, her weapon gains the vorpal quality. Both the Corpse Hag who is acting as a living vault for the stone and the Night Hag who truly owns the stone benefit from the enhanced saving throws, and the stone is considered to be in the Night Hag's possession while the Corpse Hag remains alive and on the same plane or an adjacent plane (thus if the Night Hag is on the ethereal plane and the Corpse Hag remains on the material plane, the link remains intact). This allows her to use her *etherealness* and *soul bind* abilities at will.

The Night Hag can call her heartstone to her possession as a standard action, removing it from the Heartstone Vault. This is equivalent to a 4th level conjuration (teleportation) spell.

The Heartstone Vault can only be opened if the Corpse Hag is willing, helpless, unconscious or dead. The Vault has an excellent quality lock (DC 40), Hardness 20 and 100 HP.

Appearance

Corpse Hags are fat, tough brutes standing nearly twelve foot high at the horns, and weighing almost as much as a bull elephant. Their skins are a cold and clammy grey, and they always stink faintly of decomposition and the swamp.

Corpse Hags go nude or nearly so.

A steel-shod safe is built into their bodies,

the well locked vault door situated between their pendulous, sagging breasts. They carry an ugly steel blade that drips ichor and acid. Corpse Hags have orc-like, sullen faces.

Reports From The Field

"A night hag strangles her infant sister in its crib, but dream horrors do not die properly. The corpse baby bloats, it swells, but it still lives and grows. And

While a Heartstone is placed in her Heartstone Vault, the Corpse Hag's horsechopper gains the *Vorpal* weapon quality. If the Heartstone is removed from the Heartstone Vault, the Corpse Hag immediately loses the vorpal quality.



despite its murder, the corpse hag loves her elder sister more than anything else.”

-Corcion, demonologist

“The greatest hag covens, wealthy beyond avarice in both gold and soul-larvae, practice dark sorceries to ensure that a third of the hags born to the line are spiritually dulled yet physically strengthened. These larger and more violent *Corpse Hags* serve their more intelligent sisters as dogsbodies and protectors.”

-Glossary of the Abyssal Planes, compiled by Polymathius the Sage

“Every Corpse Hag wants to be as ‘beautiful’ as her smaller sisters. Play it right, you can use that against them, split the coven...”

-Vengla Magnificus, enchanter and rascal

COUNTERFEIT MAN (CR 1)

Medium CE Aberration

XP 400

Init +2 **Senses** Darkvision 60 ft, Perception +3

Languages Common, Abyssal

Defense

AC 12 **Touch** 12 **Flatfooted** 10 (+2 DEX)

HP 2d8 + 2 hp (11 HP)

FORT +1 **REF** +2 **WILL** +3

Damage Reduction 5/slashing

Immune Critical Hits, precision based damage, bleed, ability score damage or drain

Weaknesses Vulnerable to Fire

Offense

Spd 30 ft **Climb** 30 ft

Melee +4 mwk dagger (1d4+1 slashing, 19-20/x2)

Ranged +4 thrown mwk dagger (1d4+1 slashing, 19-20/x2)

Statistics

Str 11 **Dex** 15 **Con** 12 **Int** 11 **Wis** 13 **Cha** 10

Base Atk +1 **CMB** +1 **CMD** 13

Feats Weapon Finesse (dagger)

Skills Acrobatics +5, Climb +2, Stealth +5, Perception +3

Gear mwk dagger

Ecology

Environment any urban

Organization solitary

Treasure standard



Special Abilities

Hollow (EX)

The Counterfeit Man has no body beneath its tunic and cloak. It is immune to critical hits and precision based damage, ongoing *bleed* damage and ability score damage or drain.

Appearance

The Counterfeit Man is a strange aberration formed from purloined clothes that take the form of a man. Loose robes appear to be draped around a humanoid shape that plainly isn't there, with stolen gloves serving as hands. Counterfeit Men carve snarling wooden masks for themselves in imitation of a human face. When destroyed, the creature's robes and breeches collapse, leaving behind no trace of whatever force animated them to theft, murder and horror.

Reports From The Field

“Hateful, jealous beasts that form from the robes of a hanged murderer. There’s a damn good reason that in civilized lands, they burn a killer’s possessions after he swings.”

-Sheriff Pulver Leadbeck

“Counterfeit Men are a distant relative of the will o’ wisp- they undirected hostile energy, a kind of poltergeist, that assumes a crudely human shape, using available cloth and leather to animate a body. These creatures are somewhat intelligent, and though they have no real goals of their own, they tend to imitate the worst behavior of humanoids sharing the city with them. They crudely ape theft and brigandry, though they have no need of coins or gems, and enjoy killing. Murder is a fine game to them. Counterfeit Men re-carve their masques to remember a particularly challenging victim.”

-Rosanne Halfhidden, historian and herald

“The whole time you’re fighting one, they’re laughing at you. Giggling like a mad woman, even if you’re ripping them to tatters. Worst part of fighting ‘em.”

-Kraaker Thornkeg, dwarven mercenary adventurer

CRYSTALLINE QUEEN (CR 13)

Medium NG Fey (earth)

XP 25,600

Init +7 **Senses** Darkvision 60 ft, lowlight vision, Perception +26

Languages Common, Draconic, Ignan, Sylvan, Terran, Undercommon

Aura Crystal Footsteps (20 ft area of difficult terrain plus caltrops)

Defense

AC 26 **Touch** 17 **Flatfooted** 23 (+3 DEX, +4 deflection, +9 natural)

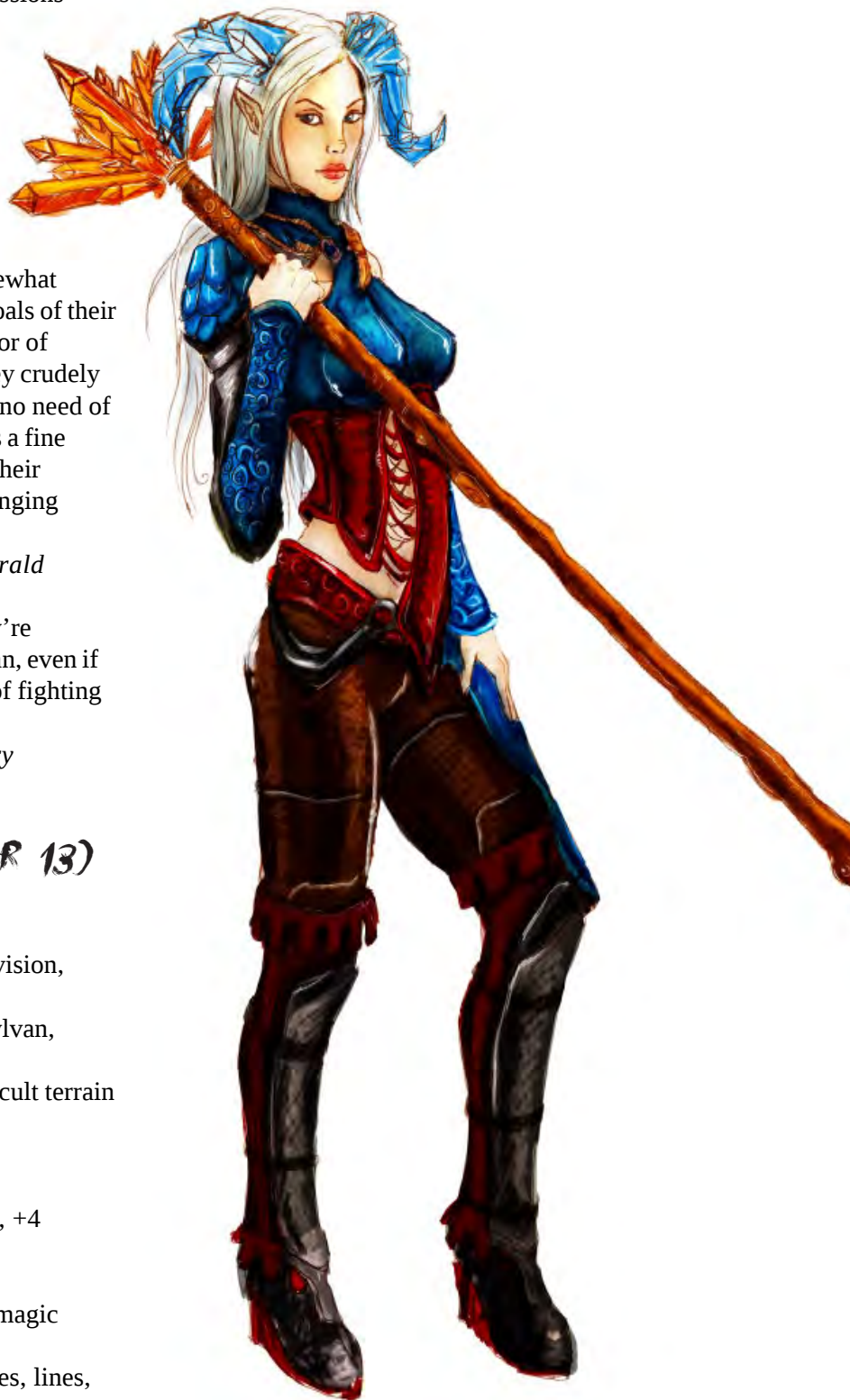
HP 22d6 + 22 hp (99 HP)

Damage Reduction 10/bludgeoning and magic

FORT +8 **REF** +16 **WILL** +18

Immune Acid, *sleep*, *magic missiles*, cones, lines, rays

Resist Electricity 20, Fire 10, Force 10



Offense

Spd 30 ft

Melee +15/+10 (1d6+2 bludgeoning plus 1d6 acid)

Special Qualities Earth Root, Stone Glide, Stonecutting

Spells (CL 15th, Concentration +26 or +30 for defensive casting)

7th – 6 slots – Elemental Body IV, Reverse Gravity

6th – 7 slots – Flesh to Stone (DC 27), Globe of Invulnerability, Veil (DC 29)

5th – 8 slots – Dominate Person (DC 28), Fabricate, Feeblemind (DC 28) Passwall

4th – 9 slots – Charm Monster (DC 27), Rainbow Pattern (DC 27), Stone Shape, Stoneskin

3rd – 9 slots – Dispel Magic, Fly, Haste, Major Image (DC 26)

2nd – 9 slots – Blur, Create Pit, Mirror Image, Shatter (DC 23), Stone Call (DC 23)

1st – 9 slots – Color Spray, Mage Armor, Magic Missile, Shield, Stone Fist

Zero – Acid Splash, Ant Haul, Crafter's Fortune, Dancing Lights, Expeditious Excavation, Flare (DC 21), Resistance, Stumble Gap (DC 21)

Statistics

Str 14 **Dex** 17 **Con** 13 **Int** 15 **Wis** 21 **Cha** 33

Base Atk +11 **CMB** +13 **CMD** 25 (cannot be tripped or bull rushed on natural stone)

Feats Acrobatic Steps, Arcane Strike, Combat Casting, Forge Ring, Greater Spell Penetration, Improved Initiative, Improved Counterspell, Nimble Moves, Spell Focus (enchantment), Spell Focus (illusion), Spell Penetration

Skills Appraise +19, Bluff +32, Craft (gemcutter) +20, Diplomacy +32, Knowledge (arcana) +24, Knowledge (local) +24, Knowledge (nature) +24, Perception +26, Sense Motive +26, Spellcraft +24

Gear Ring of Mage Armor, +2 corrosive heartseeker quarterstaff, 2x potions of cure critical wounds, scroll of stone to flesh

Ecology

Environment any land or underground

Organization usually accompanied by a court of several Shaitan Genies, Huge Earth Elementals, and assorted Dryads and/or juvenile Treants

Treasure triple standard (mostly gems, including combat gear)

Special Abilities

Crystal Footsteps (SU)

A 20 ft area around the Crystalline Queen is considered difficult terrain, as her passage causes fabulous crystal deposits to suddenly emerge. These crystal deposits function identically to caltrops, as well as acting as difficult terrain, and disappear when the Crystalline Queen passes. The Crystalline Queen herself is not affected by this terrain.

Cloak of Facets (SU)

A Crystalline Queen's skin glistens faintly with crystalline deposits, and acts as proof against lines and rays. Her skin deflects cones, lines, rays and magic missile spells, rendering the Crystalline Queen immune to such effects.

If she is subject to any one of these attack forms, she can choose to reflect the effect onto any visible target within 60 ft that she has line of effect to, as a swift action.

Daughter of the Dying Earth (SU)

Any Hit Point damage suffered by the crystalline queen heals all creatures with the Earth subtype within a 30 ft radius for an equal number of Hit Points.

If the Crystalline Queen is subject to any spell or spell-like ability with the Earth descriptor, she may choose to either be affected normally by the spell or to instead recover 1d6 HP per spell level. If she chooses the later, the spell has no other effect on her. The Crystalline Queen may use her own spells to heal herself in this manner.

Earth Root (EX)

The Crystalline Queen cannot be tripped or bull rushed while standing on earth or stone.

Heartseeking Quarterstaff (SU)

The Crystalline Queen carries a quarterstaff topped with crystal as her staff of office. This weapon is a +2 *corrosive heartseeking quarterstaff*.

A *heartseeker* weapon ignores the miss chance for concealment against most living targets, though the attack must still target the proper square. This special ability does not apply against aberrations, oozes, plants, outsiders with the elemental subtype, or any creature specifically noted to lack a heart.

Sorcery (SU)

The Crystalline Queen casts spells as a 15th level Sorcerer.

Stone Glide (SU)

This functions as the earth elemental's *earth glide* ability, except the Crystalline Queen, can move through stone, dirt, crystal, or metal.

Appearance

Crystalline Queens are remarkably beautiful creatures, among the most gorgeous of all fey. They resemble well proportioned Elven women with snow white hair. A pair of spiraling crystal horns rise from their forehead and arch down their back. A Crystalline Queen's horns never stop growing, and truly ancient Crystalline Queens have horns that reach down to the buttocks or beyond. They dress in fine leathered and well dyed fabrics, and carry golden and bronze staffs of office.

Reports From The Field

"Years 'n years ago, back when I was a lad, a Crystalline Queen named Coiloya choose me as her Midsummer's Consort. Why, I don't know. I was no prettier in those days than I am now, but she took me into her palace somewhere inside the hill, and I had a night with her. It was.... I can still remember her kiss, the warmth of her. I awoke the next dawn, alone on the top of the hill, covered in the mornin' dew and this ring on my finger. I've never taken it off."

-Haale Finehands, half orc gemcutter

"You stand in the presence of the Honored Crystalline Queen Kulliena, Daughter of the Ruby Vein, Protector of the Grand Strata. Approach her with a warm heart and she will hear your tale, and if so moved, will provide all the aid and succor the good Earth can give."

-a Shaitan Djinni bailiff of the Ruby Vein Court

"Prissy and overblown little rich girls, come to the world of dwarves and men with pretensions of grandeur. Each damn one has her own royal title, and a gilded palace, hangers on and big stone bodyguards but not a one is a real queen. Duchess maybe, princess if your definition is generous, but not real royalty. The true children of the earth laugh behind their backs, but never to their faces- Crystalline Queens are too useful to have around."

-Forrix Drumhammer, Dwarven cleric of living stone

DIABOLIS SCORPION (CR 15)

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

XP 51,200

Init +3 **Senses** Darkvision 60 ft, See in Darkness, Perception +26

Languages Celestial, Draconic, Infernal, telepathy 100 ft

Defense

AC 30 **Touch** 19 **Flatfooted** 26 (-1 size, +1 dodge, +3 DEX, +12 natural, +5 deflection)

HP 20d10 + 100 hp (210 HP)

Regeneration 5 (chaotic, good)

Damage Reduction 15/chaotic and good

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

Immune Bleed, Fire, Poison

Resist Acid 10, Cold 10, Force 20

Offense

Spd 40 ft

Melee two claws +21 (2d6 +2 slashing) plus +21

Dispelling Stinger (4d6 piercing, 20/x3, plus targeted *dispel magic* and large scorpion venom)

Special Attacks Impaling Stinger

Special Qualities Sustained by Death

Spell-Like Abilities (CL 20th Concentration +26)

Constant – Spiderclimb

- True Seeing

At Will – Greater Dispel Magic (as stinger W-DC 26)

3x/day – Banishment (W-DC 25)

- Dimensional Lock

1x/day – Globe of Invulnerability

- Mage's Disjunction (W-DC 27)

- Mind Blank

- Protection From Spells

- Summon (100% another Diabolis Scorpion or 100% 2d6 Ice Devils or 45% 1 Horned Devil)

- Wall of Suppression

Poison (on Dispelling Stinger)

Large Scorpion Venom (DC 21)

Injury Poison

1/round for 6 rounds, 1 STR, 1 save

Statistics

Str 14 **Dex** 16 **Con** 21 **Int** 23 **Wis** 17 **Cha** 19

Base Atk +20 **CMB** +23 **CMD** 36 (40 vs. trip)



Feats Ability Focus (greater dispel magic), Blind Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (stinger), Improved Initiative, Mobility, Spell Focus (abjuration), Stand Still
Skills Acrobatics +26, Bluff +27, Climb +25, Diplomacy +27, Intimidate +27, Knowledge (arcana, the planes, religion) all at +29, Perception +26, Sense Motive +26 Stealth +23, Use Magic Device +27

Gear Ring of Regeneration, Ring of Protection +5

Ecology

Environment any (Hell or cross-planar metropolises, mostly)

Organization solitary

Treasure double standard (including those sweet rings)

Special Abilities

Dispelling Stinger (SP)

Any creature struck by the Diabolis Scorpion's stinger is affected by a targeted *greater dispel magic*. The Diabolis Scorpion will always attempt to dispel any divine abjuration effects first, before removing combat enhancements or suppressing magic items, especially holy weapons.

Impaling Stinger (EX)

The Diabolis Scorpion has 30 ft reach with its Dispelling Stinger, and can threaten adjacent squares merely by shortening its swings. If the Diabolis Scorpion beats a target's AC by 5 or more points, or scores a confirmed critical hit with its Dispelling Stinger, it has impaled the victim.

The Diabolis Scorpion may make a Dispelling Stinger attack as a free action at the same modifier against any creature directly behind the impaled target and within 10 ft of it.

The impaled target remains impaled until either the Diabolis Scorpion chooses to release it, or it succeeds at a successful grapple or Escape Artist check to escape. The Diabolis Scorpion is not considered grappled with it impales a target. Each round the Diabolis Scorpion continues to impale the target, it automatically takes damage from the Dispelling Stinger.

While it impales a target, the Diabolis Scorpion receives a +4 cover bonus to Armor Class. If it fails a REF Save while impaling a target, the Diabolis Scorpion can choose to have the impaled target be affected instead. The impaled target receives no REF Save against the effect, but is no longer considered impaled. The Diabolis Scorpion can only impale one target at a time.

Sustained by Death (EX)

If an impaled target dies while still impaled, the Diabolis Scorpion immediately recovers 10 HP per Hit Die of the slain creature, and any harmful transmutation or enchantment effects currently affecting the Diabolis Scorpion immediately end.

Appearance

A Diabolis Scorpion is a spindly and razor-edged insect that stands more than a dozen feet tall. It carries itself on four legs, like javelins, and has a bone white carapace streaked with naked red muscle. The Diabolis Scorpion's forelimbs are small, withered and atrophied, and kept close to the monster's thorax at all times. The scorpion's lethal stinger is the color of rancid beef. The Diabolis Scorpion has a spade-shaped skull, sealed with infernal runes and crested with hooked bone deposits. Nine wary, red eyes encircle a cruel mouth fringed with dexterous manipulator tendrils. The creature carries itself with a prissy, obsessive-compulsive neatness at all times.

Reports From The Field

"Diabolis Scorpions hold dominion over Hell's lesser fiefdoms, often serving as accountants, chamberlains and major domos for devils higher in Lucifer's hierarchy. Treachery and embezzlement are expected of such beings, but Diabolis Scorpions are among the most trustworthy of Hell's stewards. They are ruled by their fears, most specifically their fear of their masters."

- *Being a Treatise on the Personalities, Principalities and Powers of Hell, their Tactics and Guards Against Their Corruption*

"When a lich finally dies, Hell claims its soul for its crimes both obvious and hidden. Lich-souls have a particular flavor- smoke and sherry with an undertone of rot. When we have eaten our fill, we mold what remains into a Diabolis Scorpion."

-*Asphodel, pit fiend gourmand*

"I was hired by a voice that kept to the shadows of the Cenobius Tavern's tap room. I worked for The Voice for five years nearly, never learned his name, his real purpose, but came to suspect he was a devil of some breed. He paid me- handsomely- in little sacks of rubies, to recover holy blades of all sorts, from blessed daggers to all the way up to paladin's

blades. I asked him why one time, and he just replied "It makes me safer."

-*Anastasia Whitelace, thief for hire*

DRAGON, BANDIT (CR 9)

Large NE Dragon (fire)

XP 6,400

Init +0 **Senses** Darkvision 60 ft, Lowlight Vision, Perception +18

Languages Common, Draconic, Orc, Goblin, Thieves Cant, Undercommon

Defense

AC 23 **Touch** 9 **Flatfooted** 23 (-1 size, +14 natural)

HP 11d12 + 110 hp (182 HP)

Fast Healing 3 (cold)

FORT +17 **REF** +7 **WILL** +11

Immune Fire

Offense

Spd 40 ft

Melee two claws +19 (1d8+9 slashing), bite +19 (1d4+9 piecing), tail strike +19 (2d6+9 bludgeoning/piercing)

Special Attacks Breath Weapon (30 ft cone, 10d6 fire, REF DC 15 half, usable every 1d4 rounds or recharged by Critical Fires)

Special Qualities Critical Fires, Wealth Sense

Spell-Like Abilities (CL 5th - Concentration +6)
3x/day - Bull's Strength

- Magic Fang

- Haste

Statistics

Str 28 **Dex** 11 **Con** 30 **Int** 9 **Wis** 18 **Cha** 12

Base Atk +11 **CMB** +21 **CMD** 31

Feats Bloody Assault, Cleave, Enforcer, Great Cleave, Intimidating Prowess, Power Attack

Skills Appraise +12, Climb +23, Intimidate +24, Knowledge (local) +10, Stealth +14, Perception +18 (Racial Bonuses: +8 Appraise)

Ecology

Environment temperate forests

Organization solitary or accompanied by a motley gang of human and half orc thugs (up to 30 Warrior 3, with 1 fifth level Fighter or Ranger per 10 ordinary thugs)

Treasure double standard (in lair)

Special Abilities

Critical Fires (EX)

If the Bandit Dragon confirms a critical hit with either its claw, bite or tail strike attacks, it may make an attack with its breath weapon as a swift action. The Bandit Dragon's breath weapon becomes usable again on the following round.

carry their weight in their bulging gut. Bandit Dragons have drab hides, gnarled with spikes and hardened keratin scales the color of river mud. Bandit Dragons have crocodile like snouts, and a long tail that tapers into a spiked mace that they wield with lethal proficiency.

Reports From The Field

"Bandit Dragons lack the wit and grandeur of true dragons, but they imitate their superiors, and have aspirations of greatness. They fancy themselves fierce tyrants and genius military commanders, when in reality they are half bright thugs who have carved out a hunting ground on some disused stretch of forest road, who command a legion of the incompetent, the venal and the violent."

-Truhanaxis, Gold Dragon and Speaker of the Species

"Every caravan master takes the depredations of local Bandit Dragons into his calculations, or he is soon impoverished. Bribes and stealth can keep many caravans safe, but Bandit Dragons seem to have an uncanny knack for assaulting caravans carrying the most valuable cargo. Place stout guardians on your most valuable and gold-laden caravans, especially adventurers of repute. Bandit Dragons are physically powerful, to be sure, but their courage is extremely weak."

-Lakle Oakenkeg, Dwarven financier and trade baron

"Helvin Halfsword? That fool earned his reputation as a dragonslayer ambushing Bandit Draggos in their lair- half of 'em asleep or drunk. He made a tidy fortune looting their caves, but don't count on that backshooting whoreson in any real fight."

- Tom Yorkshire, ranger

Wealth Sense (SU)

A Bandit Dragon who merely comes within 10 ft of a valuable object or cargo is entitled to make an Appraise check to determine the object's value. The Bandit Dragon can make an Appraise check as a swift action.

Appearance

Bandit Dragons are burly, hunched over dragons who walk mostly upright. They stand more than nine foot tall at the shoulder, and weigh nearly a ton. They



DRAGON, DISTANT STAR (CR 20)

Huge LE Dragon

XP 307,200

Init +6 **Senses** Blindsight 1,500 ft,
Scent, Perception +41

Languages Draconic, *truespeech*

Aura 100 ft Aura of Aphasia (WILL

DC 34 or become incapable of
language)

Defense

AC 35 **Touch** 23 **Flatfooted** 20 (-2 size, +6
DEX, +9 insight, +12 natural)

HP 29d12 + 319 hp (508 HP)

Damage Reduction 20/epic or Dragon natural
weapons

Regeneration 20/Dragon natural weapons

FORT +27 **REF** +24 **WILL** +25

Immune Cold, Fire, disease, poison, ability score
damage/drain, energy drain, mind-affecting abilities
visual effects (blind)

Resist Acid 10, Electricity 15, Force 15

Weaknesses Dragon Vulnerability

Offense

Spd 60 ft Fly 120 ft (good)

Melee two talons +37 (2d6+10 piercing, 19-20/
x2), tail slap +37 (4d6+15 bludgeoning plus
trip, 19-20/x2)

Special Attacks Disjoining Needle (swift
action: targeted Mage's Disjunction on a single
item with a successful Sunder attempt, WILL
DC 33 negates), Primal Breath Weapon (usable
every 1d4 rounds, variable area of effect, 20d6
energy, REF DC 34 half)

Special Qualities Brilliant Geometry, Greater
Starflight, No Breath

Spell-Like Abilities (CL 20th Concentration +29)

At Will – Feeblemind (DC 24)

- Pain Strike, Mass (DC 24)
- Quickened Dismissal (DC 24)
- Quickened Mage's Disjunction (single
item only, as Disjoining Needle WILL
DC 33 negates)
- Suffocation (DC 24)

3x/day – Anti-Magic Field

- Forcecage (DC 26)
- Hold Person, Mass (DC 26)
- 1x/day – Maze (DC 28)
- Time Stop

Statistics

Str 31 **Dex** 23 **Con** 32 **Int** 28 **Wis** 29 **Cha** 21

Base Atk +29 **CMB** +41 **CMD** 57 (cannot be
tripped)

Feats Awesome Blow, Blinding Critical, Combat
Reflexes, Critical Focus, Critical Mastery ^(B),



Deafening Critical, Flyby Attack, Following Step, Hover, Improved Critical (tail slap), Improved Critical(talons), Greater Spell Penetration, Spell Penetration, Step Up, Step Up and Strike
Skills Appraise +43, Knowledge (all) +43, Perception +41, Spellcraft +43, Stealth +38

Ecology

Environment any (native to deep space and alien worlds)

Organization always solitary, possibly unique

Treasure triple standard (or possibly even greater)

Special Abilities

Aura of Aphasia (SU)

Merely being in the Distant Star Dragon's presence disrupts the language centers of mortal brains. Any creature coming within 100 ft of the Distant Star Dragon must succeed at a DC 34 WILL Save or become temporarily incapable of speaking any language. Affected creatures have all ranks in linguistics suppressed and cannot understand any language, though they can still be communicated with via *telepathy* or *true speech*, or similar effects. Spellcasters so affected cannot cast any spell with verbal components.

Creatures remain affected by the Aura of Aphasia for as long as they remain within the aura and for one minute afterward. A creature who successfully saves against the Aura of Aphasia are immune to this ability for 24 hours.

Dragon Vulnerability (SU)

The Distant Star Dragon gains Vulnerability to any form of energy wielded as the breath weapon of another creature with the Dragon type. This conditional vulnerability overrides the Distant Star Dragon's more general energy resistances and immunities. (For example, a Red Dragon's fire-based breath weapon could harm a Distant Star Dragon even if other fire-based effects could not.)

Natural attacks from creatures of the Dragon type overcome the Distant Star Dragon's Damage Reduction and negate its Regeneration.

Brilliant Geometry (SU)

The Distant Star Dragon receives an insight bonus to AC equal to its INT modifier. This bonus is lost if the

Distant Star Dragon is flatfooted or denied its DEX bonus to AC.

Disjoining Needle (SP)

Once per round, the Distant Star Dragon can use its disjoining needle as a swift action against an adjacent opponent. Doing so requires a successful Sunder combat maneuver against an object or weapon carried by the opponent. If this combat maneuver is successful, the chosen weapon or object is affected as if by Mage's Disjunction, cast by a 20th level wizard (WILL DC 33 negates; this includes the -5 penalty that a single object targeted by Mage's Disjunction always takes on its save).

Each magical item successfully disjoined by the Distant Star Dragon heals the creature for 20 HP if wounded.

Primal Breath Weapon (SU)

Though it emanates from the round, gemlike organ on the Distant Star Dragon's sternum, this ability is classified as a breath weapon, usable every 1d4 rounds. When using its Primal Breath Weapon, the Distant Star Dragon can choose one of several possible configurations, listed below:

- A 5 ft x 150 ft line
- A 150 ft x 5 ft line
- A 75 ft cone
- A 30 ft burst centered on the Distant Star Dragon

All creatures and objects in the area of effect, whatever that is, suffer 20d6 points of energy damage (REF DC 34 half). This energy is of no specific type and is not subject to energy resistance or immunity.

Appearance

The Distant Star Dragon does not have the hexapedal body configuration of dragons from our world, and resembles no creature found in nature as it evolved locally. The Distant Star Dragon has matte black scales highlighted with dark green and olive, and its impressive cranial horns vaguely resemble those of an elder male Black Dragon. The Distant Star Dragon's body is serpentine, and thickly corded with muscle. Multiply branched, prehensile tendrils and curving, spear-like horns serve the creature instead of arms.

The Distant Star Dragon's fanged mouth is set into an eyeless face. An obsidian sphere, resting in the center of the dragon's torso both allows the sightless monster to perceive the world and to focus its enormous power into a beam of killing light.

Reports From The Field

"The dragons gathered in the desert, under the command of the Great Red Wyrms Gurassidhur, to deal with the Interloper. The siege of The Interloper's lair lasted half a year, and more than a third of the force perished against The Interloper's walls. When the battle was finally and conclusively joined, it was autumn."

-Thekkiur Galvan, Dragons At War and In the Nest

"On our way south, we uncovered some kind of lair. It was long abandoned, possibly for years by the looks of the dust covering the fixtures and furnishings. Within the lair, we discovered an experimental chamber containing the dissected remains of several wyrms- a red, two blacks and a white wyrm as well as several linorms. Several folios full of experimental notation were found, written in an unfamiliar and often impenetrable dialect of Draconic. I recognized the dissected red wyrm, as my unit had encountered her previously, and if the abandoned lair's former resident dealt with her so easily, it is a matter of gravest concern for our people."

-Captain Jorn Freehelm, 1st Free Dwarven Expeditionary Force

"It said it was a dragon. Said it was the only dragon on this damn world, only real one anyway. But it didn't look like no dragon I'd ever heard of. When it heard me say that, it SCREAMED and then....it.... it blinded me, and it did all this..."

-Lurien, last survivor of Grantry Township

DRAMATIS PERSONAE (CR 4)

Medium NE Undead

XP 1,200

Init +4 **Senses** Darkvision 60 ft, Perception +10

Languages Common, Elven, *truespeech*

Defense

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

HP 5d8 + 20 hp (43 HP)

FORT +1 **REF** +5 **WILL** +6

Immune undead immunities

Offense

Spd 30 ft, Climb 20 ft

Melee two +3 slams (1d6+1 bludgeoning plus energy drain)

Special Attacks create beautiful spawn, energy drain (1 level, DC 16)

Special Qualities Dramatic Revelation

Spell-Like Abilities (CL 5th Concentration +9)

At Will – Alter Self

- Charm Person (W-DC 15)

- Hideous Laughter (W-DC 15)

- Ventriloquism

3x/day – Crushing Despair (W-DC 17)

1x/day – Modify Memories (W-DC 18)

Statistics

Str 13 **Dex** 19 **Con** - **Int** 13 **Wis** 15 **Cha** 18

Base Atk +3 **CMB** +4 **CMD** 18

Feats Skill Focus (bluff), Skill Focus (perform: act)

Skills Acrobatics +9, Bluff +16, Knowledge (local) +6, Perception +10, Perform (act) +16, Sense Motive +10

Ecology

Environment any urban

Organization always solitary

Treasure standard

Special Abilities

Alter Self (SP)

The Dramatis Personae can use alter self at will, as a spell like ability. However, it can only assume the form of extraordinarily handsome men and women, and only take the forms of humans, Elves, and Half Elves. The Dramatis Personae always appears wearing a noble's outfit when using this spell-like ability.

Create Beautiful Spawn

(SU)

A creature with either a Charisma score of 18+ or at least one Bard level, who is slain by the Dramatis Personae's energy drain rises as a Dramatis Personae in 1d6 rounds. Creatures who meet neither requirement do not rise as spawn.

Dramatic Revelation

(SU)

The Dramatis Personae receives a +2 morale bonus on attack and damage rolls for one round after it ceases using alter self or its magical disguise is otherwise revealed or dispelled.

Appearance

When a Dramatis Personae manifests in its true form, it is a mannequin-like assemblage of random scraps found in a theater or opera house. The unquiet spirit assembles a body out of tattered stage curtains, discarded wooden or ceramic masks, bits of costuming, broken stage lanterns, and other theatrical detritus. Usually, however, the Dramatis Personae assumes a false form, usually of some noble or wealthy merchant of obvious wealth and great beauty.

Reports From The Field

"What do you think happens to a failed actor who chooses a silk noose rather than poverty and obscurity? Or an understudy who dies before ever winning a starring role of her own? Or any other brand of theatrical failure?

If they can't win fame in life, they'll do so as beautiful ghosts."

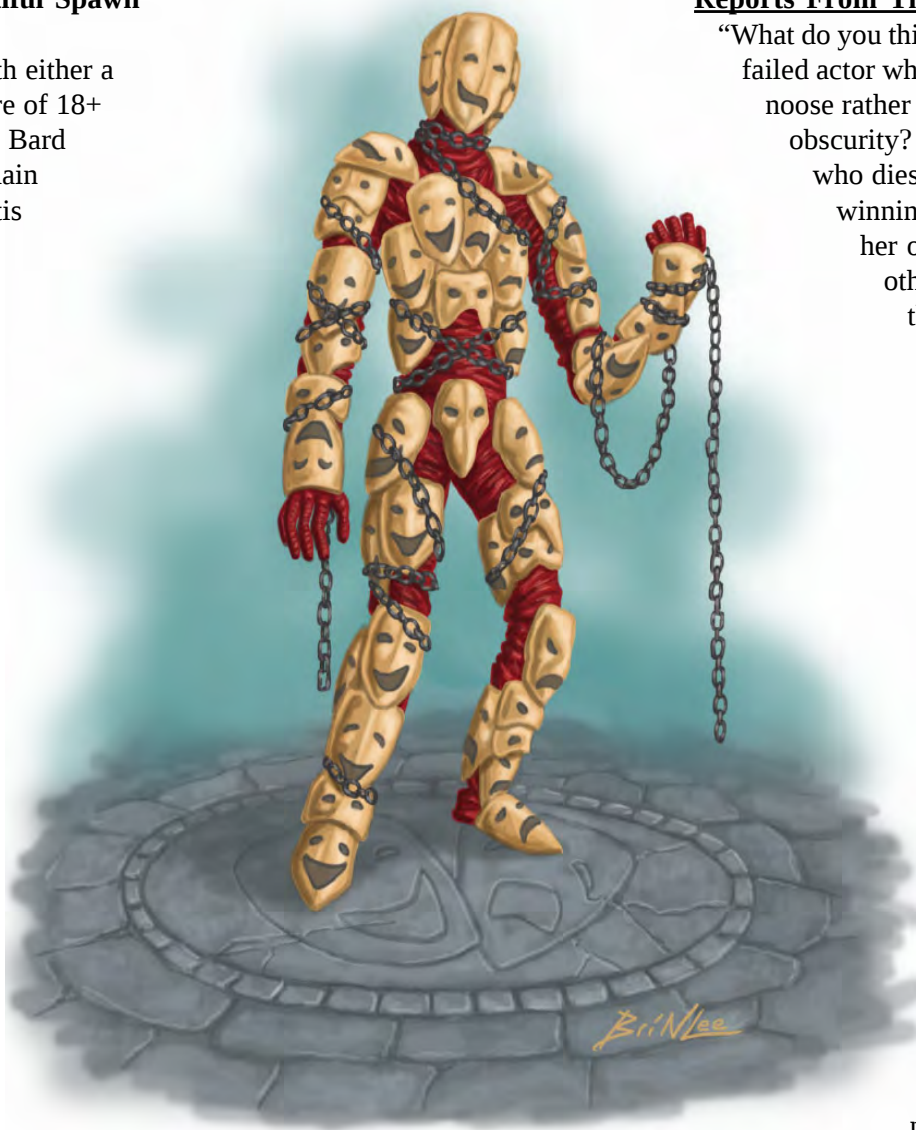
-Sarmaera
Fishwife
Grestergrin,
Gnomish
theater critic

"Oh how the winds of fortune change! The Bluefeather Playhouse was on the verge of foreclosure, until it found a new patron in the oh so mysterious

Dame Olivia Wynnngarden-Martinez, newly arrived in our fair metropolis.

Oh the plays the new Bluefeather Troupe put on! But just last evening, after the vespers bells, it was revealed that Dame Wynnngarden-Martinez was not the beautiful dowager patron of the arts she appeared. The famed monster-slayer Kurrivyr presented a head to the town council...a head wearing the Great Lady's distinctive topaz circlet, and once again the Bluefeather Troupe finds itself on the verge of ruin...."

-News of the Great and Grand, the Schendenwatt
Scribus





ERDRAGE (CR 7)

Large CN Plant

XP 3,200

Init +0 **Senses** Blindsight 90 ft, Perception +2

Languages none

Aura Incarnate Rage of Nature (30 ft- see text)

Defense

AC 23 **Touch** 9 **Flatfooted** 23 (-1 size, +14 natural)

HP 10d8 + 50 hp (95 HP)

FORT +12 **REF** +3 **WILL** +5

Immune plant immunities

Offense

Spd 30 ft ; earth glide

Melee two +16 slams (2d6+10 bludgeoning plus rend)

Special Attacks rend (2 slams, 2d6+10 bludgeoning)

Special Qualities Accelerated Decay, Incarnate Rage of Nature

Statistics

Str 31 **Dex** 10 **Con** 20 **Int** - **Wis**

14 **Cha** 1

Base Atk +7 **CMB** +18 **CMD** 28

Ecology

Environment any forest or marsh

Organization solitary

Treasure incidental

Special Abilities

Accelerated Decay (SU)

A creature slain by the Erdrage's slams or rend decays at a vastly accelerated rate. The corpse rots at a rate of about a week for every actual day of decay, and each day of decay counts as a week dead for purposes of spells such as *raise dead* or *resurrection*.

Incarnate Rage of Nature (SU)

If any spell from the Druid spell list is cast within 30 ft of the Erdrage, the creature is affected as if by a *rage* spell for one round per spell level. The Erdrage gains a +2 morale bonus to STR and Con, a +1 morale bonus to WILL Saves and a -2 penalty to AC. The effect is otherwise identical to a barbarian's rage, save the Erdrage is not fatigued when the effect ends.

The effects of multiple Druidic casting within range do not stack, though they reset the effect's duration.

Appearance

The Erdrage is a knotted tangle of vines, tubers and wide leafed branches tangled together in a roughly humanoid form. The Erdrage's eyeless face is a gruesome mask of hatred and terror, and its proportions are thuggish and bulky. Despite its size, the Erdrage is phenomenally nimble. It kills with a methodical efficiency, howling and grunting and making weird animalistic vocalizations all the while.

Reports From The Field

"My daddy was a Druid of the Grey Grove, least ways he was until somebody in their circle, and I never found out exactly who, did somethin' that pissed off their Great Goddess enough she sent 'em an Erdrage. The next sabbat they held, instead of awakening a tree guard the Grey Grove got an Erdrage. The thing killed my daddy and every other druid in the circle, and most of the celebrants, including my mother, two of my brothers and my aunt. Not that I was unique. That thing killed and killed for a day and a half- only reason me and the other kids aren't dead is that we were hiding in a wine cellar the whole time."

-Tom Yorkshire, ranger

"We cut off land mail service to Leosphur and points south around six months ago. The main road down south passes through the Marslin Forest, and that forest has gone bad. We're not really sure what's wrong, only that three mail carts and a dozen men were lost, not to mention who knows how many pilgrims and peddlers before word got out that the Marslin Road had gone bad. Now, anybody has business with Leosphur, they go three days out of their way and try their luck on the ferry."

-Elias Windwhistle, Royal Mail Courier

"Erdrage appear where the land is sick. They cleanse- they kill. Bodies rot fast, renew land, plants grow strong again. Erdrage do evil, but they good."

-Borcias, forest goblin shaman

EXECUTIONER GNOLL (CR 3)

Medium CE Humanoid (gnoll)

XP 800

Init +1 Senses Darkvision 60 ft, Perception +5

Languages Gnoll

Defense

AC 18 Touch 11 Flatfooted 17 (+1 DEX, +1 natural +6 armor)

HP 4d8+ 4 hp (22 HP)

FORT +5 REF +2 WILL +2

Offense

Spd 40 ft (20 ft in armor)

Melee +8 kopesh (1d8+4 slashing, 20/x3)

Ranged +4 pilum (1d8 piercing, 20 ft range increment)



Statistics

Str 17 Dex 12 Con 13 Int 10 Wis 13 Cha 10

Base Atk +3 CMB +6 CMD 17 (21 vs. disarm)

Feats Power Attack, Weapon Focus (kopesh)

Skills Intimidate +6, Perception +5, Stealth +1*

*includes armor check penalty

Gear agile breastplate, +1 kopesh, 5x pilum

Ecology

Environment warm plains or desert

Organization accompanying a band or tribe of gnolls

Treasure double standard (including combat gear)

Appearance

Execution Gnolls are the most fit and beautiful males of the species. They stand nearly seven foot tall, with lean and athletic builds. Execution Gnolls carry wickedly hooked swords called *kopesh*, and wear beautifully decorated breastplate, greaves and bracers, adorned with vibrant colors. These Gnolls wear elaborate headdresses as a symbol of their exalted station within their pack.

Reports From The Field

"The finely dressed Executioner Gnolls are second only to the tribe's matriarchs. They amuse the alpha bitch sexually, father strong pups, not likely to die in infancy, and ritually execute any gnoll too weak or injured to contribute to the tribe's wellbeing any further."

-Kurigar Redrose, desert scholar

"I provoked one of the male Gnolls to a death-duel. Easy enough to do. I merely opined publicly that his fanciful garb made him look effete. He had drawn his *kopesh* before I'd finished speaking, and I was allowed to kill him without fear of reprisal. That accomplished, I was accepted into the tribe as a bloodletter."

-The Grand Travelogue of Wyvern Jones

"Gnoll weapons are often well made, if rather utilitarian and unimaginative. However the famed *kopesh* carried by the members of Gnoll tribes called Executioners are truly superior weapons. Their steel is as fine and keen as any Dwarven battle axe, and they are as well balanced and decorated as any Elven longsword. Gnolls do not trade these fine weapons, though occasionally a Gnoll tribe might present such a *kopesh* to a neighboring ruler as a gift or a bribe."

-A Concise Dictionary of Humanoid Weapons

EXECUTIONER'S SPHERE (CR 4)

Medium N Construct

XP 1,200

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

Languages understands Common or maker's language, but does not speak

Defense

AC 20 **Touch** 15 **Flatfooted** 15 (+5 DEX, +5 natural)

HP 5d10 + 20 hp (48 HP)

FORT +2 **REF** +7 **WILL** +3

Damage Reduction 5/magic

Immunities Construct Immunities, difficult terrain

Spell Resistance 15

Offense

Spd 50 ft

Melee +6 blades (1d6+1 slashing, 19-20/x2)

Special Actions Wheelover

Statistics

Str 12 **Dex** 20 **Con** - **Int** 1 **Wis** 13 **Cha** 1

Base Atk +5 **CMB** +6 **CMD** 21 (Cannot be tripped)

Feats None

Skills None

Ecology

Environment any

Organization solitary

Treasure none (though it may be used as a guardian)

Special Abilities

Unstoppable Wheel of Destruction (EX)

The Executioner's Sphere ignores the effect of difficult terrain when it moves.

Wheelover (EX)

As a full round action, the Executioner's Sphere can perform a wheel over, slashing wildly at every target in range and spinning from enemy to enemy in a frenzy of death and carnage. The Executioner Sphere makes a single attack roll at its highest attack bonus, and may apply this to all targets in adjacent squares, effectively attacking up to nine targets Medium or Small targets simultaneously.



Construction

CL: 5th **Price:** 30,400 gp

An Executioner's Sphere requires fine wood, brass and iron fittings, as well as silver for internal mechanisms, with raw materials costing at least 400 gp, weighing up to 800 lbs.

Requirements: Craft Construct, *true strike*, *haste*, creator must be caster level 5th

Skill: Craft (blacksmith) DC 15 **Cost:** 15,400 gp

Appearance

The Executioner's Sphere is a deadly siege weapon. It is a sphere of wood, brass and silver more than five feet in diameter. Short dagger-length spines line the circumference of the sphere, and an assortment of lethal and baroque blades protrude from either pole. The Executioner's Sphere can roll along virtually any ground, no matter how broken or difficult with alacrity and determination. It is highly maneuverable, able to change direction in an instant and roll along walls and even across ceilings almost as nimbly as it crosses the battlefield.

Reports From The Field

"Duke Mylan's forces numbered more than 130 cavalry, veteran knight all. His rival fielded a force of five Executioner Spheres. By the end of the day, Mylan's forces were in rout, most of his men and virtually all his horse slaughtered."

-Rosanne Halfhidden, historian and herald

"You say these things are just mindless machines? Then why did one keep attacking my bondsman even after he was unhorsed? The damnable machine retreated, rolling past Theddik a few yards, before stopping and spinning back to kill a helpless man. I swear on my mother's eyes, it wanted to give Theddik a moment's hope and than take it before slaughtering him."

-Sir Harris Brass, cavalier of the Order of the White Rose

"No matter how well you clean one of the Spheres, and you can scrub all day and into the evening, it will still drip blood where it rests the night. Always. They always drip blood."

-Taye, squire

FAMILIAR, EAVESDROPPER (CR 1/4)

Tiny N Magical Beast (air)*

XP 100

Init +3 **Senses** lowlight vision, scent, Perception +9
(+19 on auditory checks)

Defense

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

HP 1d10-2 hp (3 HP)

FORT +2 **REF** +5 **WILL** +2

Vulnerable Sonic

Offense

Spd 30 ft

Melee -1 bite (1d3-3 piercing, 19-20/x2)

Spell-Like Abilities (CL 1st **Concentration** +1)

1x/day – Solid Note

Statistics

Str 3 **Dex** 16 **Con** 7 **Int** 3 **Wis** 14 **Cha** 7

Base Atk +1 **CMB** -4 **CMD** 9

Feats Skill Focus (perception)

Skills Acrobatics + Stealth +15, Perception +9/+19
auditory (racial modifiers: +4 Stealth, +10 sound
based Perception)

Ecology

Environment warm plains and deserts and urban

Organization solitary, mated pair or family with
young (3d6)

Treasure none or included with master's

Familiar Traits

A master who chooses a Eavesdropper familiar gains
a +3 bonus on Perform (sing) checks.

Appearance

Eavesdroppers are small furred, flightless avians
native to the fields and deserts. Their spotted pelts
are some shade of amber, bronze or barley.
Eavesdroppers have golden eyes, like an owl's and
huge, tufted ears which they can swivel to seek out
sounds.

Reports From The Field

"Clever little things. I've trained Eavesdroppers as
hunting beasts, and they're the match of any falcon
or bird dog. They can hear a rat breathing from half a
mile away. I've gone out hunting with a pack of



Eavesdroppers and never fail to come back with as
many coneys or lizards as I can stuff into my sacks.
Clever little things."

- Trapper Moriarty Hynes

FETORR (CR 2)

*Medium CE Outsider (chaotic, demon, evil,
extraplanar)*

XP 600

Init +1 **Senses** Darkvision 60 ft, Scent, Perception
+7

Languages Abyssal (cannot speak)

Aura Stench (DC 15, 10 rounds)

Defense

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

HP 3d0 + 6 hp (17 HP)

FORT +5 **REF** +2 **WILL** +4

Immune Electricity, Poison

Resist Acid 10, Cold 10, Fire 10

Offense

Spd 30 ft

Melee +2 claw (1d6-1 slashing plus Filth Fever,
FORT DC 12 negates)

Special Qualities Death Throes, Diseased

Spellcasting Spell-Like

Abilities (CL 1st)

Concentration +2)

1x/day – Bane (DC 12)

- Summon (1st level –
either 1d6+1 giant maggots 50%
or 1 Dretch 35%)

Statistics

Str 9 Dex 12 Con 14

Int 8 Wis 12 Cha 3

Base Atk +3 CMB +2

CMD 13

Feats Ability Focus (Stench),
Skill Focus (Stealth)

Skills Acrobatics +7, Climb +5,
Intimidate +2, Stealth +10,
Perception +7

Ecology

Environment dungeons and
tombs (extraplanar)

Organization solitary, tomb (2-
4), mausoleum (4-16) or charnel
(40-60 Fetorr plus up to 100
Dretch, commanded by a single
Vrock)

Treasure standard (in lair)

Special Abilities

Death Throes (SU)

When a Fetorr is slain, it
explodes into a shower of acidic
gore and necrotic, diseased
tissue. All creatures within 5 ft
suffer 2d6 acid damage (REF
DC 13 half). Creatures
damaged by the acid splash
must succeed at a new DC 15
FORT Save or be sickened by the Fetorr's stench for
10 rounds. This death stench affects even creatures
who have previously saved against that Fetorr's
stench within the past 24 hours.

Diseased (EX)

Creatures damaged by the Fetorr's natural weapons
must succeed at a DC 12 FORT Save or contract
filth fever.



Appearance

The Fetorr
resembles a
putrefying corpse,
whose tar-black
flesh hangs askew
on its bones. Faint
bloating of the
tissues gives the
demon a strange,
overripe texture, and
the stench of shit and
rotting viscera hangs
heavy over the monster.
Flies and maggots follow it,
and ichor puddles in an Fetorr's
footsteps.

Reports From The Field

“A damned soul may rise as
a Fetorr if it dies
unconfessed for the sin of
necrophilia, though some
say dishonest morticians or
gravediggers who purloin
the deceased's
gravegoods may also
become Fetorr.”

*-Glossary of the
Abyssal Planes,
compiled by
Polymathius the Sage*

“Lower in the abyssal
hierarchy than even
dretches, though
technically Fetorr outrank
them. Loathed by other
demons. Weak, sickly, pitiful in
combat but a certain low cunning.

Can't count on aid from other demons- even dretches
come reluctantly. Treat their summoned maggots like
pets. Dote on them- sadistic and vengeful against
anyone killing a maggot. Necrophiles.”

*- Excerpt from the notebooks of J. Wintersmoon,
planar cartographer*

GOD SPERM (CR 10)

Large CN Ooze (extraplanar)

XP 9,600

Init -2 Senses Blindsight 60 ft, Perception -5

Languages none

Defense

AC 7 **Touch** 7 **Flatfooted** 7 (-1 size, -2 DEX)

HP 15d8 + 75 hp (143 HP)

Regeneration 5 (fire)

FORT +11 **REF** +6 **WILL** +1

Immunity Ooze traits

Spell Resistance 30 (Only applies to Divine spells or spell-like abilities that mimic divine spells)

Offense

Spd 30 ft

Melee two +15 slams (1d6+4 bludgeoning plus 1d6 acid plus grab)

Statistics

Str 18 **Dex** 6 **Con** 20 **Int** - **Wis** 1 **Cha** 1

Base Atk +11 **CMB** +15 **CMD** 23 (cannot be tripped)

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Burst Nucleus (EX)

When the God Sperm is slain, its central nucleus explodes in a high pressure stream of acids and strange energies. All creatures within 10 ft suffer 6d6 acid damage (REF DC 18 half); divine spellcasters damaged by the Burst Nucleus must succeed at a Spellcraft check (DC 15 + the spell's level) to cast divine magic for an hour after the injury. Failure indicates the spell is wasted without effect.

Divine Spell Resistance (SU)

The God Sperm has phenomenal spell resistance, but this only applies to divine magic, and spell-like abilities that mimic the effect of divine spells. The God Sperm cannot willingly lower this spell resistance, to benefit from clerical healing, for example. The God Sperm has no Spell Resistance towards arcane spells and effects.



Godless Grapple (SU)

While the God Sperm is grappling any divine spellcaster or creature with divine spell-like abilities, the Spellcraft DC to complete the spell is increased by +10.

Appearance

The God Sperm has a central nucleus as thick as a big man's torso. A pulsing blue organelle, similar in size and texture to a humanoid brain, is visible within the translucent nucleus. Three lashing pseudopods extend from the central nucleus, arranged radially around the creature. The God Sperm is the color of dingy water, and stinks of sweat and oil.

Reports From The Field

"Supposedly, wherever a god's semen touches the Earth, God Sperm oozes appear. It's as good an explanation as any. These oozes are as brainless as any other of their species, but are all but unaffected by even the most powerful clerical magic, so perhaps there is something divine in their creation after all."

-Darsyssa Vale, wandering cleric

“There’s nothing more powerful than a god’s loss of control. Physical, emotional- at the moment of orgasm, they become mortal, just for a second. All that sloughed off god-power, it congeals in the liquid left behind. It forms a God Sperm ooze.”

-Elias Halfman, bio-thamaturgist

“You can put away your holy symbol. These things aren’t divine, they’re just big digesting machines, a gelatinous cube with delusions of divinity. I’ve always figured their ability to shrug off clerical spells is a natural defense, like a porcupine’s quills, evolved to protect them from predators.... In this case, the two legged kind, wielding holy books and heavenly light.”

-Tom Yorkshire, ranger

GREEN NODE (CR 6)

Large N Plant

XP 2,400

Init -1 **Senses** lowlight vision, Tremorsense 60 ft

Languages none

Aura Pollen and Spores (10 ft range, sickened for one round, FORT DC 14 negates)

Defense

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

HP 9d8 + 36 hp (77 HP)

FORT +12 **REF** +3 **WILL** +3

Immune Plant immunities

Offense

Spd 40 ft

Melee two +12 claws (2d4+6 slashing plus entangling vines, DC equal to 10 + damage inflicted)

Special Actions Underbrush (create up to 10 squares of difficult terrain within 50 ft)

Statistics

Str 22 **Dex** 8 **Con** 19 **Int** - **Wis** 10 **Cha** 1

Base Atk +6 **CMB** +13 **CMD** 22

Skills Stealth +12 in forested areas or in areas of tall grass or heavy vegetation

Ecology

Environment any land

Organization solitary

Treasure none



Special Abilities

Entangling Vines (SP)

The Green Nodes's claws and forepaws are wrapped in living vines, vibrant green against the mahogany of their talons. Any creature struck and damaged by the Green Node's claw is affected as if the Entangle spell. This spell-like ability has a duration of four rounds, rather than the standard duration, and the base save is 10 + the damage inflicted.

Pollen and Spores (EX)

The Green Node's body releases a wispy cloud of pollen and strange spores that cause most living things to choke and wretch. Any living creature within 10 ft of the Green Node at the end of their turn must succeed at a DC 14 FORT Save or be *sickened* for one round. Creatures immune to poison are immune to this effect.

Underbrush (SU)

The Green Node can call vines, creepers and sneaking roots to tangle around its enemys' feet with less than a thought. Each round the Green Node can create *difficult terrain* in up to 10 different squares. These squares need not be continuous, and may be any visible square within 50 ft. Using this ability is a free action usable on the Green Node's turn. If the Green Node ceases concentrating on a square of difficult terrain, it returns to normal terrain.

Appearance

The Green Node is a mound of fertile earth, sheathed in every conceivable form of vegetation. Mushrooms, clumps of rich, fragrant lichen and a carpet of creeping greenish-black moss cover the Green Node's animalistic body like dark fur. The creature has approximated animal shape- it looks like a great, furious bear sculpted from mud and grasses. Its teeth are hard, white wood and its paws end in razor-honed branches. It moves with lumbering difficulty, as if already wounded, but is dangerously fast.

Reports From The Field

"Spirits of the land my arse. They're mindless energy nodes that spring up, take physical form and play nature god for a while before dissipating. Everything's instinct- they attack any bipeds they spot moving faster than a slow amble, and tend to break off their attacks on people if their target just

freezes. They sniff for a while, then wander off. Mighty nature gods, eh?"

-Michum Dunlavey, trapper and fur trader.

"Green Nodes represent the collective spirit of millions of plant lifeforms, and is driven to accomplish the goals of its constituent plants, if such soulless plants can truly be said to have goals. The formation of a Green Node is a response to environmental stress, such as heavy logging, prolonged drought or forest fire; by its very formation, the Green Node tills and refreshes the soil. Thousands of pounds of dirt and plant matter are required to congeal a Green Node; the process that animates the creature also restores vital nutrients to the tired soil. Green Nodes range far, carrying their seeds with them to new lands."

-Brixton Cole, Sage of Ft. Watchguard

"Not natural. Old druid magic. Called guardians, first hunting beasts. Now running free. Prideful. Powerful. But can be appeased."

-Kyzyth, iguana-physiotype lizardfolk shaman.

GIANT, CANNONEER (CR 14)

Gargantuan CE Humanoid (giant)

XP 38,400

Init +3 **Senses** Lowlight vision, Perception +20

Languages Common, Giant, Orc

Defense

AC 20 **Touch** 5 **Flatfooted** 20 (-4 size, -1 DEX, +3 equipment, +12 natural)

HP 20d8 + 160 hp (250 HP)

Damage Reduction 10/magic

FORT +16 **REF** +3 **WILL** +8

Immune Nonlethal damage, Piercing damage

Offense

Spd 40 ft

Melee +21/+16 bayonet (2d6+11 piercing or slashing, 19-20/x2)

Ranged +22 brutal cannon (10d10 fire/piercing, 19-20/x3, 200 ft range increment, single shot)

Special Qualities Brutal Cannon, Desperate Reloading, Gunpowder Guts

Statistics

Str 32 **Dex** 8 **Con** 25 **Int** 6 **Wis** 19 **Cha** 11

Base Atk +10 **CMB** +25 **CMD** 34

Feats Cleave, Great Cleave, Improved Initiative, Power Attack, Run, Toughness, Weapon Focus (brutal cannon)

Skills Craft (gunsmith) +8, Intimidate +11, Perception +20* (Racial Bonuses: Craft (gunsmith) +4, Perception +5 in daylight)

Gear 12 cannonballs, 24 pre-packed shots of gunpowder and batting

Ecology

Environment warm plains

Organization usually solitary or doing mercenary service in an evil human or half-orc army

Treasure double standard (mostly high quality cannonballs, vast stores of gunpowder and assorted coins)

Special Abilities

Brutal Cannon (EX)

The Cannonner Giant uses his STR modifier to modify ranged attack rolls with his Brutal Cannon, rather than his DEX modifier.

Half the damage inflicted by the brutal cannon is fire damage, the other half is piercing damage (from shrapnel). On a critical hit, creatures in any square adjacent to the target suffer half damage from the blast (REF DC 20 none).

The Cannonner Giant can reload and ready the Brutal Cannon as a full round action.

The Brutal Cannon is destroyed when the dying Cannonner Giant explodes, or else falls apart to rusted metal and rotting oak shortly after its owner's demise.

Desperate Reloading (EX)

When reduced to 115 HP or below for the first time in an encounter, the Cannonner Giant may reload the Brutal Cannon as a move equivalent action that provokes attacks of opportunity for the duration of the encounter.



Gunpowder Guts (EX)

Cannonner Giants swallow gunpowder throughout their lives for reasons of their own. When a Cannonner Giant is slain, it explodes in a fireball with a 30 ft blast radius (plus 5 ft additional per charge of gunpowder remaining). This fireball inflicts 12d10 fire plus 1d10 additional fire damage per charge of gunpowder remaining, to a maximum of 30d10 fire (REF DC 20 half).

Appearance

The Cannonner Giant is a hulking and visibly ignorant ogre that stands more than 25 ft tall, and weighs more than 20 tons. They have a basically human-like shape, and faces uglier and more unintelligent than

even the crudest human bar brawler. They have small eyes, deep set under a protruding brow, and leathery, weather hardened skin. The giant wears simple furs or crudely tanned leather breeches or a loin cloth, and carries a massive pig-iron cannon, weighing almost a ton, that the giant uses like a musket.

Reports From The Field

“Usually the first you know about a Cannoneer Giant is one of his cannon balls blowing your horse out from under you or ripping a mail wagon in half. They’ve got eyes better than most eagles, and for such big, stupid critters, they’re excellent snipers. They don’t bother hiding- they know their damn gun out ranges anything the ‘stoopid smallies’ as they call us, can bring to bear. They just open up when we get in range, and keep firing until we either run off and leave the carcasses for them to pick, or all die.”

-Elias Windwhistle, Royal Mail Courier

“There’s an old Dwarven story about a foundry that fell to Hill Giants. The men were devoured, and the children and women enslaved, forced to forge cannons and siege weapons for their foul masters. The existence of Cannonner Giants lends credence to the tale.”

-Lady Justine De La Playa, storyteller

“So there I was, last survivor or the Company of the Amber Crown. My friends dead around me, a family of Cannonners closin’ in, my sword arm broke in three places. They took me prisoner, and I thought I was bound for the stewpot for sure. But instead, they forced me to tend their guns, pack powder for their 60 lb balls, and do other work they were either too dumb, or just too big to do. I was under their yoke for the better part of a year before I was able to get myself free.”

-Old Angus Blackspider, once and future dungeon delver

GIANT, HEADSMAN (CR 15)

Huge LE Humanoid (giant)

XP 19,200

Init +1 **Senses** Lowlight vision, Perception + 17

Languages Common, Giant, Infernal

Defense

AC 19 **Touch** 8 **Flatfooted** 19 (-2 size, +11 armor)

HP 22d8 + 132 hp (231 HP)

FORT +19 **REF** +7 **WILL** +10

Offense

Spd 40 ft (50 ft unarmored)

Melee +29/+24/+19/+14 vorpal greataxe (2d8+16 slashing, 20/x3)

Or +29 vorpal greataxe (8d8+16 slashing, 20/x3)

Special Actions Dazzling Display (full round action, Intimidate check to demoralize all enemies within 30 ft)

Spell-Like Abilities (CL 11th Concentration +14)

Constant – Detect Chaos, Detect Good, Detect Evil, Detect Law

1x/day – Geas/Quest

1x/week – Speak With Dead

Statistics

Str 32 **Dex** 11 **Con** 22 **Int** 10 **Wis** 16 **Cha** 15

Base Atk +16 **CMB** +29 **CMD** 39

Feats Dazzling Display, Deadly Stroke, Greater Vital Strike, Greater Weapon Specialization (greataxe), Improved Vital Strike, Penetrating Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Intimidate +16, Knowledge (history) +6, Knowledge (nobility) +5, Perception +17, Sense Motive +17

Gear +2 fullplate, +2 vorpal greataxe

Ecology

Environment any land (nomadic)

Organization always solitary (though sometimes, they will train their child- a Headsman Giant with the young simple template applied once or twice, as an apprentice executioner)

Treasure double standard (including gear)

Special Abilities

Penetrating Strike (EX)

The Headsman Giant’s attacks with its *vorpal greataxe* ignore up to 5 points of typed Damage



Reduction. This feat does not apply to Damage Reduction without a type (such as DR 10/-).

Appearance

Headsman Giants are a somber and self-disciplined race of giants. They stand more than 25 ft tall, and weigh several, earth-shaking tons. Headsman Giants have royal purple skin and unkempt beards. The race wears bruise-purple armor of excellent quality, with an obvious and arrogant military bearing. They carry executioner's axes taller than an old growth oak, of the same fine manufacture.

Reports From The Field

"At least they gonna let me walk to the chopper block without chains an' leg irons. I heard tell one of those big Headtaker Giants coming this way and he and his axe gon' do me. Say he put a spell on you, you walk right to the chopper block like you going to the butchers. But at least you die like a man. That something, at least."

-Ferdor, condemned highwayman awaiting his date with the axe

"I met Irrgryssl, a Headsman Giant of some infamy, while crossing the Lendil Plain. He allowed me to share his fire and some of his fare. As we supped, he told me of his work. He was traveling a circuit between settlements, as was his wont, where he would ply his grim trade at any village or dukedom with rogues due execution. He told me he cared not the circumstances of the accused crimes, nor their guilt or innocence. Only the just sentence of the law interested him, Iggrysl said."

-Sir Edwin Waterspire, wandering knight and paladin

"The Queen hired the services of a Headsman Giant to execute the Traitor Duke. Of course, when the day of the execution arrived, her royal ire was still not satisfied. She ordered the Headsman Giant to bowel and quarter the Traitor Duke, not simply take his head. The Headsman Giant refused angrily- and for a moment I thought he would spit in her face- but the moment passed. Shaken, the Queen stepped back, and in a voice like a mouse she rescinded her previous sentence and told the giant to simply take the Traitor Duke's head."

-Philominus Karkrades, courtier

GIANT, STUPA (CR 16)

Gargantuan LG or LN Humanoid (Giant)

XP 76,800

Init +6 **Senses** Darkvision 60 ft, Perception +32

Languages Celestial, Common, Giant

Defense

AC **Touch Flatfooted** (-4 size, +6 DEX, +1 dodge, +5 armor)

HP 24d8 + 120 hp (228 HP)

FORT +13 **REF** +14 **WILL** +17

Immune blindness, compulsion effects, poison



Offense

Spd 40 ft

Melee +23 giant temple sword (2d8+9 slashing, 18-20/x3, Monk/trip)

Attack Options Flurry of Blows +21/+21/+16/+16/+11/+11/+6 (giant temple sword) Stunning Fist (DC 20, usable 10x/day)

Special Qualities Flurry of Blows

Spell-Like Abilities (CL 10th Concentration +14)

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

- See Invisibility
- True Seeing

Statistics

Str 25 **Dex** 23 **Con** 21 **Int** 19 **Wis** 17 **Cha** 15

Base Atk +18 **CMB** +29 **CMD** 45

Feats Alertness, Disarming Strike, Combat Reflexes, Critical Focus, Crippling Critical, Dodge, Fleet (x2), Improved Critical (temple sword), Improved Disarm, Mobility, Spring Attack, Stand Still

Skills Acrobatics +26*, Diplomacy +29, Heal +30, Knowledge (religion) +31, Perception +32, Sense Motive +32

Gear masterwork breastplate, giant sized *ki focus* temple sword, 2x potions of cure critical wounds, 1x potion of haste

Ecology

Environment warm forests and marshes

Organization solitary or guarding a working temple complex (6d6 human/half orc/half elf acolytes 4, plus 1 first level cleric per 5 acolytes plus senior cleric of 10th level and a senior monk of 8th level)

Treasure double standard

Appearance

Stupa Giants resemble enormous men, more than twenty foot tall and impossibly heavy. Stupa Giants have simian faces, with fanged mouths. A third eye at the center of the giant's forehead allows it to see strange and hidden things. They have livid purple, pink or bright green or blue skin and hair of an

equally vibrant hue tucked away beneath their helms. These giants battle in well made gilded breast plates, greaves and cuirass, all covered in intricate and fascinating religious carvings. Gold chains, arm-bands and bracelets, each worth a small fortune, decorate the Stupa Giant's arms and fingers. The Stupa Giants are a vain people.

Stupa Giants take their name from the small, domed jungle temples (called *stupas*) that they stand vigil over.

Reports From The Field

"On my way south along the river Qwall, I rested for the evening at the Temple of the Morning Mist. The monks were away on a pilgrimage, and I was alone in the temple, save for the place's nearly silent guardian, a behemoth whose name I do not know. He said not a word to me, but allowed me to sleep inside the empty temple. During the night I heard the howling of dogs, abruptly cut off. I ventured outside, to see the silent giant cleaning his enormous blade. He motioned for me to return to sleep. When I woke the next dawn, there was a small breakfast waiting of rice and melon tea, but I could find no trace of the giant."

-*Supesh, cobra catcher*

"If the old story is true, the Red Lipped Monks of Ullan buried their temple's treasures and relics in a flooded cave somewhere near here. After their guardian giant died, they knew of no other way to protect their artifacts."

-*Vaparna, treasure hunter and seeker of old glories*

"When I was a girl, I rode on the shoulders of a Stupa Giant as he patrolled Father's temple. Kurash was such a gentle being with me- with all the children. When my training was complete, and I was allowed to begin my own temple, Kurash gave me a lute, made of a dark green wood. When construction was complete, I was to play the lute in the moonlight, a song he taught me, and soon, a Stupa Giant would answer the song's call and come protect my new temple."

-*Thul Bhat, Cleric of the Silver Lotus*

HELLGRIN (CR 9)

Large CE Outsider (chaotic, evil, demon)

XP 6,400

Init +8 **Senses** lowlight vision, Darkvision 60 ft, scent, Perception +9

Languages Abyssal, Infernal, Draconic, Common, Orc, a few others

Defense

AC 22 **Touch** 13 **Flatfooted** 18 (-1 size, +4 DEX, +9 natural)

Damage Reduction 5/magic, good

HP 14d8 + 56 hp (119 HP)

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

Immune Electricity, Poison

Resist Acid 10 Cold 10 Fire 10

Offense

Spd 30 ft **Climb** 30 ft

Melee +15/+10 hearttaker claw (1d12+6 piercing, 20/x2 plus heart rip)

Ranged +13/+8 acid spit (2d6 acid, 20/x3, 25 ft range increment)

Spell Like Abilities (CL 14th Concentration +17)

At Will – Alter Self (to an obese human male only)

1x/day – Summon (level 3, one Vrock 45% or one Kyton 70%)

Statistics

Str 23 **Dex** 19 **Con** 18 **Int** 13 **Wis** 9 **Cha** 16

Base Atk +10 **CMB** +17 **CMD** 31

Feats Critical Focus (hearttaker claw), Deceitful, Dodge, Mobility, Improved Initiative, Spring Attack, Wind Stance

Skills Acrobatics +14, Bluff +15, Disguise +15, Intimidate +13, Knowledge (streetwise) +11, Perception +9, Sense Motive +9

Ecology

Environment any (prefers urban areas)

Organization always solitary

Treasure standard

Special Abilities

Heart Rip (SU)

Hellgrins like nothing better than punching a victim's heart out the back of their ribcage and eating the delicacy while it's still pumping arterial spray. On a confirmed critical hit against a creature with a reasonably normal organic anatomy, the Hellgrin has ripped out its victim's heart. The victim dies instantly;



on its next action, the Hellgrin can devour the heart as a move-equivalent action.

Doing so prevents the victim from being raised or resurrected. In addition, the Hellgrin learns three vital facts about the victim. These facts are always of great personal importance, such as the whereabouts of parents or loved ones, blackmail material, military secrets, the location of buried treasure, ect. The Game Master can randomly determine what information is learned, or decide that the information learned is somehow connected to the activities undertaken during the victim's last hour of life. Hellgrins use this ability to learn more and more damning information about their chosen victim by slaughtering his enemies and allies alike.

Wind Stance (EX)

When a Hellgrin moves more than 20 ft in a round, it gains 20% concealment against ranged attacks for one round.

Appearance

Hellgrins are disgusting decapedal demons. They have four stumpy legs, with thighs like a 400 lb shut-in, which end in spines seemingly too slender and delicate to support their enormous bulk. Their milk white body is girded in cellulite and stinks of indifferently washed fat. Six grasping, twitching and compulsively spasmic arms end in razor sharp talons. Hellgrins have no head, eyes or features, save for a massive fanged maw that stretches across their bulging belly like a spree killer's fixed grin.

Hellgrins can take human form, but only do during the initial stages of the 'game' with their victim. They appear as fat peasant men, sweat stained and stubble faced, with cruel eyes.

Reports From The Field

"The condemned, Tarris Olson, slew his wife and Yorick the Stablehand on the advice of a man he met in the village tap house. After speaking with this nameless man, Olson became convinced that Yorick was cuckolding him, and after several hours in this man's company became enraged. Tarris' fury was so great he mutilated the bodies of his victims, removing the hearts from both their breasts.

Olson swore that he was not the one who struck the fatal blows, but several good people of the village saw him emerge from his house, bathed in blood. No trace of the man who provoked Olson's rage was ever found, though the tap room's owner believed him to be a swineherd by trade."

-Sheriff Olaf Fletcher's report to the duchy, upon the matter of the murder of Lisa Olson and Yorick the Stablehand

"The Hellgrin comes for children who lie.
The Hellgrin comes for babies who cry.
The Hellgrin comes for girls who steal.
The Hellgrin comes for men who kill."

-Part of an old nursery rhyme

"Eh-he. Eh-he. Partner screwed you did he? Buried jewels that he promised you? Left town, killed everyone you sent to find him? Eh-he. Eh-he. So tasty, his heart was, so tasty. Know all his secrets I do, tasted them in his heart's blood. Eh-he. I tell you wheres to dig. Makes you a rich man, otherwise only worms and rats ever sees those pretty jewels he hid. But first, you do somethings for me. Somethings nice...."

-Words of the Hellgrin Arashasphur

HELL'S MAID (CR 3)

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

XP 800

Init +7 **Senses** Perception +9, See in Darkness

Languages Infernal, Common, Telepathy 100 ft

Defense

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

HP 4d10 + 4 hp (22HP)

FORT +2 **REF** +7 **WILL** +6

Immune Fire, Poison

Resist Acid 10, Cold 10

Offense

Spd 30 ft

Melee +4 dagger (1d4 slashing, 19-20/x2)

Ranged +7 fire bolt (1d4 fire, 50 ft range increment)

Spell-Like Abilities (CL 1st **Concentration** +4)

At Will – Cantrips (most commonly: Bleed, Daze, Lullaby, Mending, Ray of Enfeeblement, Prestidigitation; DC 13 for all)

1x/day - Summon (level 1, one Hell Maid 90%)

Statistics

Str 11 **Dex** 17 **Con** 13 **Int** 12 **Wis** 15 **Cha** 16

Base Atk +4 **CMB** +7 **CMD** 17

Feats Agile Maneuvers, Improved Initiative

Skills Acrobatics +10, Bluff +10, Diplomacy +10, Knowledge (the planes) +8, Perception +9, Sense Motive +9, Stealth +10

Gear dagger, ring of protection +2

Ecology

Environment any urban (extraplanar)

Organization solitary or household (3-6, often in the service of a more powerful devil or Infernal Duke)

Treasure standard (including combat gear)

Special Abilities

Cantrip Mastery (SP)

The Hell's Maid makes good use of extremely low level spells. She knows all non-damage dealing 0 level spells from all spell-lists. These spells are considered arcane when cast by a Hell's Maid. Each day, the Hell's Maid selects 6 different cantrips that she can cast at will that day. She cannot prepare cantrips that inflict direct damage.



Patient Service (SU)

If the Hell's Maid makes no standard or attack actions during a round, an allied devil within 30 ft recovers a number of hit points equal to the Hell's Maid CHA modifier (3 HP) if wounded. Excess healing are gained as temporary HP which remain for 1 minute. The Hit Points are gained immediately after the Hell's Maid turn ends.

Appearance

Hell's Maids are attractive devilish women, with pale crimson skin and short, dark horns at their hairline. They are dressed in starched servants' uniforms,

decorated with elaborate lace and ruffles. They wear hoop skirts and bustles well, and have an almost perpetual expression of polite disinterest.

Reports From The Field

"I've had occasion to parley with a Hell's Maid on a few occasions. Each time, the devil women were nothing other than polite and proper. I had to remind myself- forcefully-that these pretty maids are the transformed souls of nannies who poisoned their charges."

-Petrov Arkarada, paladin of the planes

"The Handmaiden Devil Bathory is accompanied everywhere by a retinue of lesser devils, dressed primly and in archaic style. These lesser devils rarely speak, and then only to share gossip with their mistress, and do not attack, but strengthen Bathory by their mere presence."

- Being a Treatise on the Personalities, Principalities and Powers of Hell, their Tactics and Guards Against Their Corruption

HOUND, GUTTING (CR 2)

Medium NE Magical Beast (orc)

XP 600

Init +2 **Senses** Lowlight vision, scent, Perception +5

Languages Understands Orc but cannot speak

Defense

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

HP 3d10 + 6 hp (23 HP)

FORT +5 **REF** +5 **WILL** +2

Weaknesses light sensitivity

Offense

Spd 40 ft

Melee bite +5 (1d6+2 slashing plus trip and Disemboweling Critical)

Special Qualities Barbed Defense, Disemboweling Critical

Statistics

Str 14 **Dex** 15 **Con** 15 **Int** 5 **Wis** 12 **Cha** 8

Base Atk +3 **CMB** +5 **CMD** 17 (21 vs. trip)



Feats Power Attack, Run

Skills Perception +5, Stealth +6

Ecology

Environment temperate hills, mountains and underground

Organization solitary, pack (4-7) or accompanying an Orc tribe or warband

Treasure none

Special Abilities

Barbed Defense (SU)

A creature that strikes a Gutting Hound with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage from the Gutting Hound's barbs. Melee weapons with reach do not endanger a user in this way.

Disemboweling Critical (SU)

If the Gutting Hound scores a critical hit with its bite, the spines shrouding its body have hooked into the victim's flesh, ripping open their viscera, and tangling intestinal tissue around the spines.

The victim suffers 1 point of ongoing CON damage and has all their movement modes reduced by 10 ft. Both effects can be ended with a DC 15 Heal check or any amount of magical healing.

Orc Subtype (SU)

Though they are Magical Beasts, Gutting Hounds have enough orc blood running through their veins they are considered orcs for effects based on race.

Appearance

Gutting Hounds are mangy, feral war-dogs with equal parts wolf and orc blood. Their gnarled hides look like masses of burn scars, healed to the color of raw sewage. Thorns, bone shards and razorsharp hooks and blades protrude crazily from every part of the war-dog's body.

Reports From The Field

"There's plenty of jokes about Orc women laying with wolves and giving birth to Gutting Hounds, but there's a grain of truth in each one. I seen Orc women letting Gutting Hound pups nurse, and heard Orc warriors calling their dogs 'son'. And once, I heard a Gutting Hound growl back the Orc word 'father' to a chieftan."

-Kregger, twelve hard winters an Orc slayer

"Gutting Hounds can't be tamed or gentled. They kill almost as many Orcs as they do Men. When they're not on the warpath, Orcs keep the things locked in iron cages, toss them corpses and whole calves to keep them happy. When the battle comes, Orcs throw open the cages and retreat, letting the Hounds slaughter everything in sight. Only after the dogs are sated and exhausted do the Orcs move in behind them."

-Alo Mustard Gwenith, Gnomish riding dog breeder

HOUND, TORTURED (CR 2)

Medium CE Undead

XP 600

Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +10

Languages Abyssal

Defense

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

HP 3d8 hp (14 HP)

FORT +1 **REF** +2 **WILL** +4

Immune Bludgeoning, undead immunities

Defensive Abilities Broke Bone Body, Stability

Offense

Spd 20 ft

Melee two +3 claws (1d6+1 slashing, 20/x2) plus +3 bite (1d6+1 piercing plus grab)

Statistics

Str 12 **Dex** 13 **Con** - **Int** 5 **Wis** 13 **Cha** 3

Base Atk +2 **CMB** +3 **CMD** 14 (18 vs trip/bullrush)

Feats Improved Initiative, Skill Focus (stealth)

Skills Perception +10, Stealth +13, Survival +10 (racial modifiers: +4 Perception, +4 Stealth)

Ecology

Environment any land or ruins

Organization solitary, trio or pack (1d4+3 plus 1 Barghest ack leader) or accompanying a goblin warband

Treasure incidental (in lair)

Special Abilities

Broke Bone Body (SU)

The Tortured Hound's body is a bruised mass of shattered bones and torn ligaments. The creature is immune to bludgeoning damage and takes half damage from piercing weapons.

If struck by a weapon or effect that inflicts bludgeoning damage, the Torture Hound takes no damage, but the broken shards of its bones crackle and grind in a sickening cacophony. All creatures within 30 ft of the Tortured Hound must succeed at a WILL Save (DC 11+ the bludgeoning damage inflicted) or become *nauseated* for 1d4 rounds. This is a mind-affecting, sonic, fear effect.



Appearance

Tortured Hounds move wrongly, their angles skewed, their limbs disjointed and gnarled. Their pulverized bones are shards of broken glass wrapped in rancid, bloated leather. Though hideous and hateful, something about Tortured Hounds arouses as much pity as terror.

Reports From The Field

"Five, six seasons back, I knew an old delver named Oake, eventually hanged for murder. He killed the barkeep of the *Laughing Tankard*, just pulled his steel and slit the man's throat for nothing. No offense I could see, and I was drinking with him when it happened. Barkeep said nothing, did nothing, an' Oake near chopped his head off. I visited Oake in the cells, day before he was to hang and asked him what in the hells he did that for.

Oake said that the barkeep wouldn't stop crackin' his knuckles. So what, I ask him. So, he says, he wouldn't stop cracking his knuckles, and the noise

reminded him of something from his delving days. This thing he called a Tortured Hound. Said he couldn't stand that sound."

- *Phyllan Halverdell, rogue and adventurer*

"Tie a dog down and than break every bone in its body. Keep it alive just long enough it feels every single hammer hit, and than you snap its spine. Do it right, bury the carcass long enough, and the thing will rise as a Tortured Hound. It's magic of the nastiest sort, but its simple enough even the stupidest gobley tribe can work it. That's the worst of it."

- *Tom Yorkshire, ranger*

HYENA GODDESS (MA'LAKA) **(CR 23)**

Colossal CE Magical Beast (evil)

XP 820,000

Init +14 **Senses** Darkvision 1 mile, Scent, Perception +43

Languages Gnoll, speak with animals (mammals only)

Aura Hemorrhaging Aura (50 ft, Bleeding creatures gain SR 30 against beneficial healing effects)

Defense

AC 38 **Touch** 13 **Flatfooted** 28 (-8 size, +10 DEX, +1 dodge, +25 natural)

HP 40d10 + 280 hp (500 HP)

Regeneration 20 (good spells or good weapons)

Damage Reduction 20/epic and good

FORT +29 **REF** +34 **WILL** +19

Immune ability damage/drain, death effects, disease, energy drain, fear, poison

Resist Cold 15, Fire 20, Negative Energy 20

Spell Resistance 30

Offense

Spd 80 ft

Melee +43 vorpal bite (3d6+9 piercing, 19-20/x2, plus 1d8 bleed plus trip), two +43 vorpal claws (2d8+9 slashing, 19-20/x3 plus 1d8 bleed)

Special Attacks Breath Weapon (100 ft line, 20d6 sonic, REF DC 37 half plus FORT DC 37 or knocked backward 1d6x100 ft, usable every 1d6 rounds or after beheading a target as a swift action)

Special Qualities Final Mercy, Monstrous Natural Weapons, Pounce, Silent Steps



Statistics

Str 32 **Dex** 30 **Con** 25 **Int** 6 **Wis** 21 **Cha** 18

Base Atk +40 **CMB** +59 **CMD** 79 (83 vs. trip)

Feats Bleeding Critical, Blind Fight, Cleave, Critical Focus, Dodge, Great Cleave, Greater Blind Fight, Greater Drag, Greater Lightning Reflexes, Improved Blind Fight, Improved Critical (bite), Improved Critical (claw), Improved Drag, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Power Attack, Spring Attack, Wind Stance

Skills Perception +43, Stealth +18/+21 in tall grass (Racial bonus +4 Stealth in tall grass)

Ecology

Environment warm plains and desert

Organization solitary (usually trailed by large bands of Gnolls)

Treasure double standard

Special Abilities

Desert Cry Breath Weapon (SU)

The Hyena Goddess can unleash a line of burning sand along with a piercing, soul-shattering cry as a breath weapon. This is a 100 ft line that inflicts 20d6 sonic damage (REF DC 37 half). Huge or smaller

targets damaged by the line must succeed at an additional DC 37 FORT Save or be blown backward 1d6 x 100 ft, possibly taking damage from slamming into intervening objects; the target drops prone.

Normally, the Hyena Goddess can use her breath weapon every 1d6 rounds, but it automatically refreshes and becomes usable as a swift action after the Hyena Goddess decapitates an enemy using her vorpal natural weapons.

Final Mercy (SU)

When making a melee attack against a target suffering continuing Bleed damage, the critical threat range of the Hyena Goddess' natural weapons improve to 17-20, making activation of their vorpal property far more likely.

Hemorrhaging Aura (SU)

Creatures suffering ongoing Bleed damage within 50 ft of the Hyena Goddess gains Spell Resistance 30 against spells with the healing descriptor or spells with Cure in their name. This SR cannot be voluntarily lowered by the bleeding creature. The



Heal Check DC to stop the bleeding is increased by +5 within this aura.

Lightning Stance (EX)

When making a double move or using the withdraw action, Ma'laka gains 50% concealment for 1 round.

Monstrous Natural Weapons (SU)

Ma'laka's natural weapon attacks are considered evil, magic and epic for the purpose of overcoming damage reduction. The Hyena Goddess' natural weapons gain the vorpal quality. Targets damaged by Ma'laka's natural weapons suffer 1d8 points of ongoing Bleed damage; the effects of multiple strikes are cumulative.

Silent Steps (EX)

Hyena Goddesses do not suffer a size penalty on Stealth checks.

Appearance

The Hyena Goddess is the paragon and template from which all lesser hyena are created. She stands more than a hundred foot tall at the shoulder, but moves soundlessly when she hunts. The Hyena Goddess has intelligent eyes the cold blue of the full moon.

Ma'Laka The Hyena Goddess

Several Gnoll tribes worship Ma'laka as their patron mother. She is ancient and powerful and fearsome enough to be considered a minor goddess.

Alignment: CE Lesser Goddess

Domains: Animal (fur), Death (murder), Madness (insanity), Strength (ferocity)

Favored Weapon: Scimitar or Kopesh

Reports From The Field

"MOTHER!

We scavenge your wake! Your carrion gives us strength!

Accept our bodies when we die and let us be born anew, as GNOLL!"

-Gnoll warchant (roughly translated) to Ma'laka

"As I was slipping into sleep, I thought I saw the shadow of a hyena on the horizon, blacking out the Twin Moons. The next day, I learned that the village of M'nako, about 40 miles west of my camp, had been destroyed by something the natives called "the

Bloodtaster". What I learned what I'd seen had been no sleep hallucination..."

-Diary of Captain Rebecca Orloone

"Every Hyena Goddess I have ever seen, and I've encountered three in my travels, slumbers during the day and hunts by night. They keep to the deep deserts and the veldt, feeding primarily on buffalo, camels, horse, and juvenile dragons. They venture into the civilized lands only to kill. Anything human that encroaches on their domain, they destroy, slaughtering down to the last child and scrawniest pig. Then the Gnolls come, to scavenge the wreckage. But even though they worship Her, no Hyena Goddess has anything approaching loyalty to the Gnolls. She'll destroy their camps just as mercilessly if they grow too large, too permanent. She is the reason Gnolls are nomads."

-Achim Salaquin, desert ranger

IMPERIAL CENTAURS (CR 5)

Large LN Monstrous Humanoid

XP 1,600

Init +6 **Senses** Darkvision 60 ft, Perception +14

Languages Common, Elven, Sylvan

Defense

AC 18 **Touch** 13 **Flatfooted** 16 (-1 size, +2 DEX, +2 deflection, +5 armor)

HP 6d10 + 12 hp (45 HP)

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

Offense

Spd 50 ft

Melee two hooves +6 (1d4+1 bludgeoning)

Ranged +9 musket (2d6+1 ballistic, 20/x3, 50 ft range increment, single shot only, 1 internal)

Statistics

Str 13 **Dex** 15 **Con** 15 **Int** 13 **Wis** 14 **Cha** 14

Base Atk +6 **CMB** +8 **CMD** 20 (24 vs. trip)

Feats Deadly Aim, Improved Initiative, Personal Firearms Proficiency ^(B), Skill Focus (perception)

Skills Diplomacy +8, Intimidate +11, Knowledge (history) +7, Perception +14, Survival +11

Gear +1 armored coat, ring of abundant ammunition (usable 3x/day), ring of protection +2, mwk musket, powderhorn and 24 balls of ammunition

Ecology

Environment temperate urban areas and plains

Organization solitary, pair, band (3-10), tribe (11-30 plus 3 rogue snipers of 3rd level plus 1 leader of at least 6th level)

Treasure standard (including combat gear)

Special Abilities

Language of Equis (SP)

Imperial Centaurs can use *Speak with animals* at will when conversing with horses or any basically equine creature (such as unicorns, peagasii, nightmares, ect). They can communicate with any other Centaur or Imperial Centaur as if using truespeech.

Undersized Weapons (EX)

Although an Imperial Centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Appearance

Compared to their wilder cousins, Imperial Centaurs are lean and willowy. Their equine lower bodies are not quite as muscular, more like show ponies than workhorses, and their humanoid upper torso and limbs are equally petite. Imperial Centaurs have golden or olive skin and dark curly hair which both genders wear long. Imperial Centaurs dress in *rococo* finery, favoring fine fabrics in bright colors- vibrant reds, blues and rich green coats are favorites. Their clothing is expensive and overly complicated, with brass or ivory buttons, intricately carved cufflinks and lace piled atop lace everywhere. Imperial Centaurs carry brass and walnut muskets as finely made as the clothes they wear.

Reports From The Field

“Given up on life, these poor sods ‘ave. Live in cities with humans and Elves, not that I have anything against either, mind you, but still.... City pavement is not meant for centaur hooves. All wrapped up in gossypin’ about one another and following fashion. You ask one of them to take a drink wit’ you and they’re all wrapped up in manners and appointments. Checkin’ their little date books, and all ‘Oh, I shan’t drink you today, fellow Centaur, for I’ve got high tea with Lady Whogivzashit....’ Like that....”

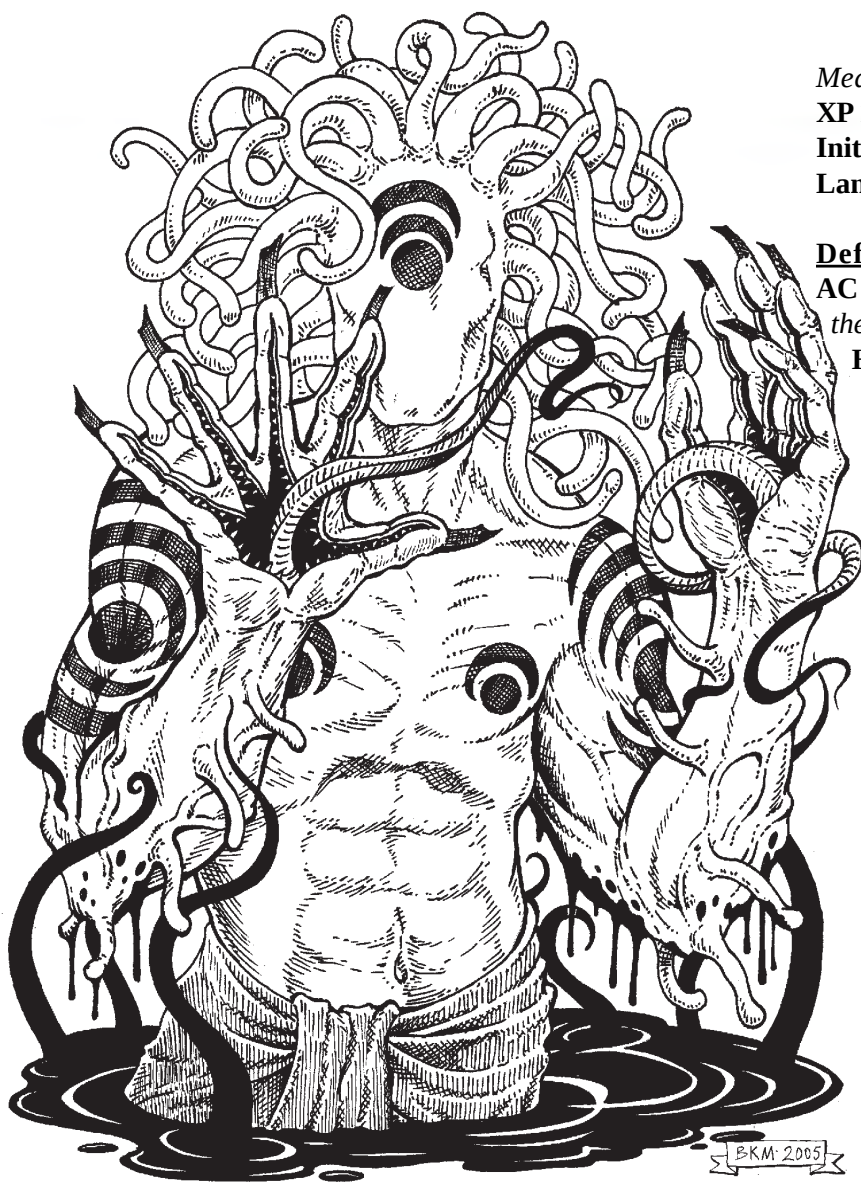


-Pressius the Shepherd, a centaur expressing a common opinion among his herd

“Our family current employs Pitoyr the Imperial Centaur as our head groom. Before him, his father Nicholai held the position, and before that his grandmare Ilyia. Three generations of such in our stable. With their care and attention it is no wonder we produce the finest quarterhorses in the kingdom.”

-Ivan Chekrovich, breeder of the famed Chekrovich Grey warhorse

“Imperial Centaur mares are quite pretty, and while they giggle most readily at my flirtations, most remain



INTERSECTIONAL (CR 11)

Medium CN Outsider (chaotic, extraplanar)

XP 12,800

Init +8 Senses Perception +17

Languages Abyssal, Common, Telepathy 100 ft

Defense

AC 25 Touch 21 Flatfooted 21 (+4 DEX, +5 *not-there*, +6 deflection, +5 natural)

HP 14d10 -14 hp (63 HP)

Damage Reduction 20/lawful and magic

FORT +2 REF +16 WILL +7

Spell Resistance 25

Immune hold, dimensional anchor, motion-impeding effects, Cold, Electricity, Force

Resist Fire 10, Negative Energy 15, Positive Energy 15

Offense

Spd Special

Melee two +11 slams (1d6 bludgeoning)

Ranged arcane bolt +15/+10/+5 (3d6 damage, half force/half electricity, 19-20/x3, 100 ft maximum range, no range increment)

Special Qualities Not-There, Twitching Teleport, Unhindered

Spell-Like Abilities (CL 20th)

Concentration +21)

At Will – Greater Teleport (including interplanetary teleportation)

- Dimension Door

3x/day – Teleport Object

1x/day – Teleportation Circle

quite modest and not at all interested in two-legged lovers. Apparently it is a great disgrace if one of their mares beds a biped rather than one of their own kind. A bravo of my acquaintance, one far less discrete than I, seduced a mare named Hyllissa and as I heard the stories she took her own life from the shame of it all.”

-The Grand Travelogue of Wyvern Jones

Statistics

Str 11 Dex 19 Con 9 Int 14 Wis 11 Cha 13

Base Atk +11 CMB +15 CMD 25

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Defensive Combat Training, Greater Feint, Improved Feint

Skills Acrobatics +21, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (the planes) +19, Perception +17, Stealth +21

Ecology

Environment any

Organization solitary

Treasure standard

Special Abilities

Not-There (SU)

The Intersectional is only tenuously tied to reality. Attempts to physically touch the creature or indirect attacks against it are harder than direct assaults. The Intersectional gains *not-there*, which is a kind of bonus applied to touch AC and REF Saves.

Twitching Teleportation (SU)

The Intersectional does not have a typical combat speed. Each time it takes a standard action, as soon as the action is complete, the Intersectional teleports to the farthest open square, in a random direction, within 100 ft. When the Intersectional is damaged in combat, it teleports in a random direction to the farthest open square within 30 ft. The Intersectional zig-zags randomly across the battlefield, and may break off combat entirely, at its whim.

Unhindered (SU)

The Intersectional is immune to *hold* spells and the dimensional anchor spell, as well as any other spell or effect that would prevent its movement, ranging from spells as simple as *web* to as powerful as *imprisonment*.

Appearance

Intersectionals are somewhat humanoid creatures, about eight feet tall, though their exact dimensions are difficult to parse. Intersectionals are only glimpsed partially, through the random teleportation circles they travel through. Teleport voids open randomly across the Intersectional's body, sometimes forming starshaped voids in the palms of their hand or center of their breast, through which the Outer Void is visible. Intersectionals have pulsing, greenish skin that glows oddly (wrongly) in darkness. Their faces are featureless except for odd sigils, similar to the marks adorning their breasts and shoulders, and long fleshy tendrils replace hair.

Reports From The Field

"When the stars are right, it will be Intersectionals that carry the call to the slumbering Great Old Ones."

-Luisa Santiago, planar cartographer

"Just as sharks need to keep moving to push water over their gills, Intersectionals must keep teleporting. I've only ever seen one pause for any length of time,

and that Intersectional was badly poisoned and already dying."

-Rolin Westsun, arcane veterinarian

"Intersectionals are granted free passage throughout all the realms of existence, and allowed to travel to any Heaven or Hell unmolested. They serve as messengers, but while they can be trusted to carry the truth of the words, they conspire to arrive at times and in places where the information they carry will cause the most harm, to both receiver and the planes as a whole."

-Glossary of the Abyssal Planes, compiled by Polymathius the Sage

JOKER LIZARD (CR 5)

Medium CN Aberration

XP 1,600

Init +8 **Senses** Darkvision 60 ft, Scent, Perception -1

Languages Aklo, Sylvan, *truespeech*

Defense

AC 16 **Touch** 11 **Flatfooted** 16 (+1 DEX, +5 dodge)

HP 7d8+ 7 hp (39 HP)

FORT +3 **REF** +6 **WILL** +4

Offense

Spd 40 ft **Climb** 40 ft

Melee two +6 claws (1d6+1 slashing), +6 bite (1d8+1 plus poison), +9 deadly tail (1d6+1 piercing, 20/x3, 20 ft reach)

Special Attacks Laugh or Die +9 deadly tail (1d6+1 piercing, 20/x3, 20 ft reach)

Spell-Like Abilities (CL 4th Concentration +7)

At-Will – Hideous Laughter (DC 17 usable as a move equivalent action)

Joker Lizard Poison

Type poison, injury **Save** FORT DC 12

Frequency 1/round for 6 rounds

Effect 1d3 WIS **Cure** 1 save

The Joker Lizard's venom is a mild hallucinogen which blurs vision. For the poison's duration, the victim suffers a -2 penalty on ranged attack rolls and Perception checks.

Statistics

Str 13 **Dex** 19 **Con** 12 **Int** 11 **Wis** 9 **Cha** 17

Base Atk +5 **CMB** +6 **CMD** 20 (24 vs. trip)





Joker Lizard may make an attack against the character as a swift action using its Deadly Tail.

Appearance

The Joker Lizard is a pony-sized reptile with dull greenish-grey scales. The Joker Lizard's back is heavily armored with angular, bruise purple scales and horns. The Joker Lizard's tail ends in a sharp crescent and is nearly twice the length of the monster's lean body. The monster has an eye-less face ringed with wicked bone horns, while smaller hooked spines jut from beneath the jawline. The Joker Lizard's face seems to be all mouth- it has a nasty, toothy grin. Its needle-sharp teeth always seem to be contorted in a sadistic smile.

Reports From The Field

"Utterly mad old lizards. Jump off the ceiling atcha, slashing with that scimitar of a tail they gots, biting and spittin' and unleashin' all sorta havoc. But they're telling jokes the whole time, the best and filthiest jokes you ever heard. An' yer laughing, whether at the jokes or because of the magic the lizards has, who knows."

-Yarrik Pike, foot soldier, assistant tax collector and sometime mercenary

"Peril was the easily the best comedian I ever met. She knew dirty jokes and bawdy limericks that would make the priest at your mother's funeral go red, and make you bust out laughing. Peril told me she lived with a Joker Lizard gone urban for near-on six months, and she stole all his best material after he finally tried to eat her."

-Thorsten Twostep, Halfling bard and aspiring court jester

"Outbreaks of madness can be caused by a Joker Lizard's urine entering the water table. Look carefully for lairs to eliminate such psychotic outbreaks. Note that basset hounds are especially keen to the scent of Joker Lizard spoor and make good trackers against the beasts."

-A Treatise on the Alchemy of Living Things

Feats Ability Focus (hideous laughter), Dodge, Improved Initiative, Weapon Finesse (deadly tail)
Skills Acrobatics +14, Climb +11, Perform (comedy) + 10, Stealth +14

Ecology

Environment any underground or warm desert

Organization solitary or pack (3-6 adults plus 1d4+1 juveniles with the young simple template added)

Treasure none

Special Abilities

Deadly Tail (EX)

The Joker Lizard has 20 ft reach with its tail, and can also threaten adjacent squares. The Joker Lizard applies Weapon Finesse to attacks with its tail.

Hideous Comedy (SP)

The Joker Lizard can use its Hideous Laughter spell-like ability as a move-equivalent action.

Laugh or Die (EX)

When ever a victim successfully saves against the Joker Lizard's hideous laughter spell-like ability, the



KING BASILISK (CR 9)

Huge N Magical Beast

XP 6,400

Init -2 **Senses** Lowlight vision, Darkvision 60 ft, Perception +12

Languages Aklo

Defense

AC 22 **Touch** 22 **Flatfooted** 22 (-2 size, -2 DEX, +16 natural)

HP 12d10 + 48 hp (114 HP)

FORT +14 **REF** +6 **WILL** +7

Damage Reduction 10/magic

Immune Bludgeoning damage, Poison

Offense

Spd 40 ft

Melee +17 bite (2d6+7 piercing)

Ranged +10 electro-blast (2d8 electrical plus required new FORT Save vs gaze)

Special Actions Gaze (*flesh to stone*, 30 ft, FORT DC 18 negates)

Statistics

Str 24 **Dex** 7 **Con** 18 **Int** 6 **Wis** 13 **Cha** 11

Base Atk +12 **CMB** +21 **CMD** 29 (37 vs trip)

Feats Blind-Fight, Diehard, Great Fortitude, Iron Will, Run, Skill Focus (perception)

Skills Perception +12, Survival +5

Ecology

Environment any (prefers underground lairs)

Organization Solitary, mated pair or accompanied by a horde of ordinary Basilisk (CR 5). Particularly large hordes may have up to a dozen members.

Treasure standard

Special Abilities

Electro-Blast (SU)

The King Basilisk can fire a deadly bolt of electricity, generated by a battery-like organ in its gut. A victim damaged by the Electro-Blast must make a new



FORT Save against the King Basilisk's gaze attack, even if he is averting or closing his eyes- the shock of the blast forces the victim's eyes wide open.

Gaze (EX)

The King Basilisk's gaze can turn creatures to stone. This effect is identical to *flesh to stone*, with a maximum range of 30 ft. A DC 18 FORT Save negates the effect. A creature petrified in this manner that is then coated (not merely splashed) with fresh blood from a basilisk slain no more than an hour ago, is instantly restored to flesh. A single King Basilisk contains enough blood to coat 1d6+1 Medium sized creatures in this manner.

Appearance

The King Basilisk is a massive, dinosaur-like cousin to the ordinary Basilisk. This eight-legged behemoth is easily the size of a small cottage. Despite its raw bulk, it can move with the same decisiveness as a charging crocodile. The creature's thick scales are a mottled green and black; a jagged yellowish fin rises along its spine. The King Basilisk's relatively small head is a deep, charred black, as if the creature's body cannot quite handle the electricity it generates. The King Basilisk's metabolic needs are high, and the creature spends most of its time slumbering through the centuries.

Reports From The Field

"King Basilisks are only found in the deep tunnels, at the heart of a tribe of Basilisks. These creatures are inevitably the largest and strongest of their packs. They are dimly intelligent, enough to snarl a few words in the Earth-tongue, usually to demand gifts of food from blindfolded supplicants, or to deliver threats of ruin and murder. It is not uncommon to find degenerate kobold or derro tribes worshipping a near by King Basilisk as a living god."

-Querik Steelnail, veteran dwarven caver

"The King Basilisk's great size and deadly petrification ability, not to mention its ability to breathe out goutts of blue-white lightning, are the results of beneficial mutations in the *petrificatium fundametium*. In an ordinary basilisk, this organ is the size of an apple; it swells to nearly four times that mass in a King Basilisk. The *fundametium* is a roiling cauldron of potent mineral acids; care should be taken when extracting the organ, as it retains a

potentially lethal electrical charge for up to a day after the monster's demise."

-Brixton Cole, Sage of Ft. Watchguard



LANTERN LICH (CR 14)

Large LE Undead

XP 38,400

Init -1 **Senses** Darkvision 60 ft, Detect Magic 60 ft, Perception +22, See Invisibility

Languages Abyssal, Celestial, Common, Draconic, Elf, Infernal, Orc, truespeech

Aura Dim Illumination 60 ft

Defense

AC 22 **Touch** 12 **Flatfooted** 22 (-1 size, -1 DEX, +4 deflection, +20 natural)

HP 17d8 + 68 hp (145 HP)

Damage Reduction 10/good and magic

FORT +7 REF +6 WILL +15

Immune Cold, Fire, Undead Immunities

Spell Resistance 29

Channel Resistance 12

Offense

Spd 40 ft

Melee two flaming burst slams +12 (1d8+1 bludgeoning plus 1d6 fire/1d10 fire on critical hit, 20/x2)

Special Attacks Breath Weapon (50 ft line, 17d6 fire, REF DC 24 half, usable after two consecutive rounds in which the Lantern Lich refrains from spellcasting)

Special Qualities Death Throes, Phylactery Wick

Spell-Like Abilities (CL 17th Concentration +23)

Constant – Detect Magic

- Fire Shield (warm shield)

- See Invisibility

3x/day – Quickened Dimension Door

- Shadow Conjuraction

1x/day – Teleport (self plus 50 lbs of gear only)

Spellcasting (CL 10th Concentration +16)

Prepared

5th level firesnake *prepared twice* (DC 23), suffocate (DC 22)

4th level animate dead, hallucinatory terrain (DC 20), phantasmal killer (DC 20), wandering star motes (DC 20)

3rd level displacement, fireball *prepared twice* (DC 21), magic circle against good (DC 19)

2nd level dust of twilight (DC 18), flaming sphere (DC 20), obscure object, protection from arrows, touch of idiocy (DC 19)

1st level burning hands *prepared twice* (DC 19), flare burst (DC 19), protection from good, shield (already figured into stats), ray of enfeeblement (DC 18)

0 level bleed, disrupt undead, flare (DC 18), read magic, spark, touch of fatigue (DC 17)

Spellbook as above but add two evocation or necromancy spells of any level of spell the Lantern Lich is capable of casting, plus other any other spells the gamemaster desires to place as treasure

Statistics

Str 12 Dex 8 Con - Int 23 Wis 16 Cha 19

Base Atk +12 CMB +14 CMD 23

Feats Arcane Strike, Craft Wand, Craft Wondrous Item, Combat Expertise, Greater Spell Focus

(evocation), Greater Spell Penetration, Scribe Scroll, Spell Focus (necromancy), Spell Focus (evocation), Spell Penetration

Skills Knowledge (arcana, history, local, nobility, the planes, religion) all at +26, Intimidate +21, Perception +22, Spellcraft +26, Stealth +12

Gear wand of burning hands (CL 12th, 50 charges), wand of magic missile (CL 12th, 50 charges), cloak of resistance +2

Ecology

Environment any urban or ruins

Organization solitary or accompanied by minions and pawns

Treasure triple standard

Special Abilities

Arcane Spell Failure (EX)

The Lantern Lich's steel and iron body is considered to be heavy armor. The Lantern Lich suffers a 35% arcane spell failure chance.

A Lantern Lich recovers a number of Hit Points equal to twice the level of the uncast spell when arcane spell failure causes its casting to fail.

Breath Weapon (SU)

The Lantern Lich can use its breath weapon after two consecutive rounds during which it does not cast spells. This includes rounds in which a spell was lost due to arcane spell failure.

Death Throes (EX)

When the Lantern Lich is reduced to 0 HP, it explodes in a massive conflagration hot enough to melt steel. The Lantern Lich's death throes create a fireball with a 30 ft radius plus 5 ft per prepared spell remaining uncast (maximum 100 ft). All creatures and objects take 17d6 +1d6 fire damage per prepared spell remaining uncast (maximum 40d6). This detonation does not harm the Lantern Lich's phylactery in any way.

Spells lost in the detonation are wiped from the Lantern Lich's mind and must be prepared again when it returns to existence.

Phylactery Wick (SU)

The Lantern Lich binds his soul into the mystically treated and rune covered wick tied to the remains of his spinal column and runs the length of all the

Lantern Lich's many lanterns. If this phylactery wick remains undamaged, the Lantern Lich's body reforms, regaining 1d4 HP per hour, until the creature returns to existence when he recovers at least 23 HP.

Each lantern destroyed during the defusal process applies +1d6 HP to the undead's healing. Each trapped lantern that triggers applies +2d6 HP to the undead's healing.

Destroying the Lantern Lich's phylactery requires untangling it from the main lantern and four smaller lanterns that comprise the Lich's body. Doing so requires the defusing of five dangerous magical traps. Failure indicates the trap detonates; detonation of one or more parts of the 5 component trap does not prevent the Lantern Lich's return, unless all 5 components are destroyed. The Lich's unholy body gradually regenerates a damaged phylactery wick, regenerating one lantern or greater lantern per week.

The statistics given below are for one of the four smaller trapped lanterns making up a Lantern Lich's phylactery; the statistics in parenthesis are for the largest lantern, containing the Lich's skull.

Phylactery Wick Trap

Type: magical trap

Perception: DC 20 (DC 22)

Disable Device: DC 25 (DC 29)

Trigger: touch

Duration: instant

Reset: none

Effects: fireball (20 ft radius, 10d6 fire, REF DC 21) or flame strike (15d6 fire/unholy, REF DC 23) for greater lantern

Appearance

Lantern Liches are behemoth creations of iron, steam and fire, housing the skeletal remains of a once-mortal spellcaster. The furnace-like torso of the great machine glows with intense heat, and oil-burning engines in the shoulder and upper back belch stinking smoke into the air with every move it makes. Metal tubes and clockwork armatures serve as the iron machine's limbs.

The skull of the spellcaster who commissioned the creation of the mechanical monster, and placed his soul into it, floats in a glass cauldron filled with lamp oil at the center of the machine. Smaller iron lanterns

hang from the Lantern Lich's torso and thighs, linked to one another and the unholy machine with heavy iron chains.

Reports From The Field

"Lantern Liches are what remains of wizards who felt the call to lichdom when they were still too young, too ignorant of magic, and of life to survive the transition into undeath. The corpses they hoped to ride into eternity disintegrated. The only options became two: the lantern, or the coffin. None of them realize the lantern is just another kind of coffin."

-Jonah the Starcloaked, chronicler of matters arcane

"Iron has always impeded magic; rare indeed is the wizard who goes about his business in field plate. But a handful of wizards, determined to cheat death and having less stomach for the corpse work of necromancy, build new iron bodies for themselves. To be sure, these iron shells are strong and durable, but every time a spell dies because the iron fingers were too clumsy to cast it properly, the soul inside the iron dies a little more. Soon, all that is left is rage and self loathing, expressed as flame."

-Wyl the Lich Queen

LARVAForge (CR 16)

Huge CE Outsider (chaotic, demon, evil, extraplanar)

XP 76,800

Init -1 **Senses** See in Darkness, True Seeing Perception +27

Languages Abyssal, Common, Celestial, Draconic, Infernal, Orc, *telepathy* 100 ft

Defense

AC 34 **Touch** 12 **Flatfooted** 34 (-2 size, -1 DEX, +5 profane, +22 natural)

HP 21d10 + 126 hp (242 HP)

Damage Reduction 10/epic, bludgeoning

Regeneration 10 (good)

FORT +18 **REF** +6 **WILL** +15

Immune Electricity, Poison, mind-influencing abilities

Resist Acid 10, Cold 10, Fire 10

Spell Resistance 21

Offense

Spd 40 ft

Melee +30/+25/+20/+15 abyssal whip (1d6+9 slashing plus 2d6 against lawful creatures, 20/x2, 30 ft reach)

Or +30 abyssal whip (4d6+9 slashing plus 2d6 against lawful creatures, 20/x2, 30 ft reach)

Or two disrupting slams +29 (2d6+9 bludgeoning, 20/x2 plus disruption DC 16)

Special Qualities Soul Cauldron, Tormentor of Souls, Whip Mastery

Spellcasting Spell-Like Abilities (CL 21st

Concentration +26)

Constant – True Seeing

At Will – Command Undead

- Dominate Monster (DC 25)
- Flame Strike (DC 19)
- Greater Teleport (self plus 50 lbs only)
- Soul Bind (DC 26)
- Trap the Soul (DC 23)

3x/day – Horrid Wilting (DC 24)

- Waves of Exhaustion (DC 23)

1x/day- (9th level, any single CR 15 demon 90%)

Statistics

Str 28 Dex 9 Con 22 Int 18 Wis 17 Cha 21

Base Atk +21 CMB +32 CMD 41

Feats Cleave, Great Cleave, Greater Spell Focus (necromancy), Greater Sunder, Greater Vital Strike, Improved Sunder, Improved Vital Strike, Spell Focus (necromancy), Power Attack, Vital Strike, Weapon Focus (whip)

Skills Bluff +29, Intimidate +29, Knowledge (arcana, dungeoneering, history, the planes) all at +28, Perception +27, Spellcraft +28, Sense Motive +27, Use Magic Device +29

Gear abyssal whip (+1 anarchic, cruel whip)

Ecology

Environment any (extraplanar – the Abyss)

Organization solitary or accompanied by a night hag coven and several greater zombies, ghouls and wights around for use as disposable pawns

Treasure double standard

Special Abilities

Abyssal Whip (SU)

The Larvaforge carries a scepter that trails several cruel whips as the demon's badge of office. The Abyssal Whip is a **+1 anarchic, cruel whip**.

Entangle (EX)

If a Larvaforge strikes a Medium or smaller foe with its whip, the demon can immediately attempt a grapple check without provoking an attack of

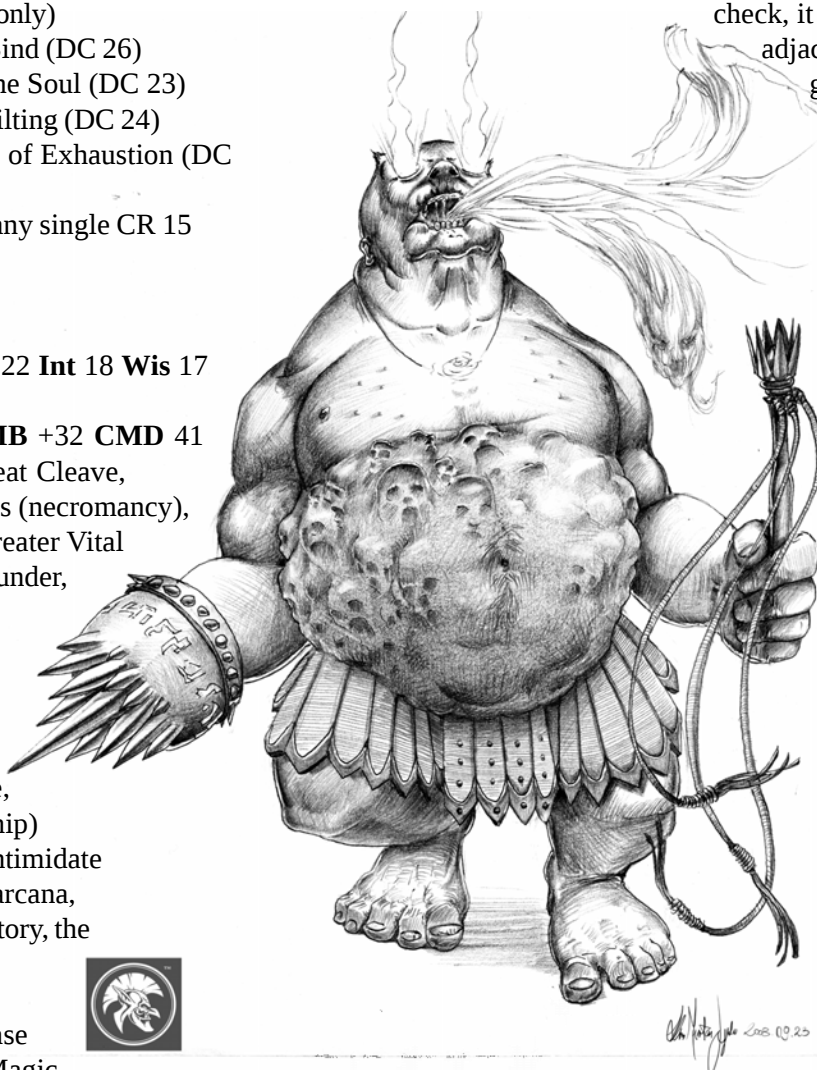
opportunity. If the demon wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the demon does not.

Soul Cauldron (SU)

The Larvaforge can use *Trap the Soul* and *Soul Bind* at will, as a standard action, without needing a gem to store the soul in. Souls are trapped in the demon's gullet, where they are slowly digested, their identity and memories stripped away forever. The Larvaforge can trap any number of souls in its body.

As part of an attack action, the Larvaforge can choose to

bestow one or more permanent negative levels on a trapped soul to increase the deadliness of



one of its attacks. Doing so provides any one of the following benefits, per negative level inflicted upon a captive soul:

- Provide a +1 profane bonus on attack roll per negative level (no maximum)
- Increase damage inflicted by +1d6 per negative level (no maximum)
- Increase the WILL Save DC for the demon's disrupting slam by +1 (no maximum)
- Increase the Abyssal Whip's reach by +5 ft (no maximum)

The Larvaforge must declare the use of this ability prior to rolling to hit. An attack can be enhanced by multiple effects simultaneously. A soul with negative levels equal to its HD in life is permanently destroyed, and cannot be *raised* or *resurrected*, even by powerful effects such as *wish* or *miracle*, without the direct intervention of a deity.

Tormentor of Souls (SU)

The Larvaforge's weapons and unarmed attacks gain the *ghosttouch* property. The Larvaforge's natural armor also has the *ghosttouch* property. The stony mace replacing the demon's right hand has the *disruption* property.

If the Larvaforge destroys any undead creature with its slam attack, it immediately recovers 5 HP per Hit Dice of the Undead slain. The soul of the disrupted undead cannot be raised or resurrected, and is consumed by the Larvaforge's Soul Cauldron ability. This ability may activate up to once per round.

Whip Mastery (EX)

A Larvaforge treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Appearance

Larvaforge are grotesquely obese giants nearly 18 feet tall. Their metallic skins are the pitted, matte black of a cauldron. Sad, weeping faces grow and twist at their bulging gut, as if the souls of the damned were pressed against the stomach wall, trying futilely to get free. A spiked mace made of an unearthly heavy grey stone replaces the demon's right hand; in his left, a scepter of office, trailing cruel whips hints at the demon's vast power.

Reports From The Field

"Eats and eats, devours everything that led a mortal into sin and damnation. Eats until the soul's crimes are forgotten, that everything that makes a soul a soul is gone. Eat and eat and eat until the soul is lost forever and only *larva* remains. Than shit out the larva. And than eat again."

-*The Nighthag Hurasis, lovingly describing the extraplanar life cycle*

"For every demon that ascends to the ranks of the Balor, a million more fail. The failures that come closest to the savagery and majesty of a Balor are 'rewarded' by transmutation into a Larvaforge. It is a truly sadistic reward; the ceaseless soul-devouring hunger gnaws at the transfigured soul until they become little better than beasts, and the whip they are presented with is a constant, painful reminder that they will never wield the flaming whip of a true Balor."

-*Dr. Stephen Ysmult, author of eighteen dissertations on various demonological subjects*

"After slaying the pagan wizard Haux-en-a-reh, the Azure Company summoned a demon known as a Larvaforge to ensure their nemesis could never return from the dead, to plague them again. Witnessing what the Larvaforge did to their old enemy's soul, even the sociopathic Pilzit was heard to weep, and retch almost uncontrollably...."

-*True Tales of the Azure Company, pg 211*

LIVING SHACKLES (CR 2)

Tiny LE Construct

XP 600

Init +2 **Senses** Darkvision 60 ft, Perception +1

Languages understands Common or one language spoken by its creator

Defense

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

HP 3d10 (17 HP)

FORT +1 **REF** +3 **WILL** +2

Immune construct immunities

Offense

Spd Fly 30 ft (average)

Melee +6 spike (1d4+1 piercing, 20/x2 plus grab)

Special Attacks Constrict (1d4+1 piercing)

Spell-Like Abilities (CL 1st **Concentration** +2)

Constant – Detect Chaos, Detect Law

Statistics

Str 14 Dex 12 Con - Int - Wis 12 Cha 1

Base Atk +3 CMB +3 (+5 when grappling) CMD 14 (17 when grappling)

Skills Fly +5

Ecology

Environment any

Organization solitary or pair

Treasure none

Special Abilities

Grotesque Grapple (EX)

Though Tiny constructs, Living Shackles are treated as Medium creatures when grappling.

Construction

CL: 5th **Price:** 14,100 gp

A pair of Living Shackles requires a heavy steel chain, masterwork locks and iron fittings. Raw materials cost about 100 gp. These constructs are cheap and unfortunately common in the realms.

Requirements: Craft Construct, *detect chaos*, *detect law*, *arcane lock*, creator must be caster level 5th, creator must be any lawful alignment



Skill: Craft (blacksmith) DC 12 **Cost:** 7,500 gp

Appearance

Living Shackles are steel manacles that float inexorably through the air, a long steel chain clanking

below the cuffs. Each manacle is sculpted to resemble a leering demonic face. A cruel iron spike impales the wrists of a creature placed within the monacle, and the Living Shackles can flick this spike out like a tongue when they fight.

Reports From The Field

“These scars on my wrist come from my days as a slave. I had to shatter living chains before I had the chance to do the same to the spine of the fool who thought I’d call him master.”

-Jubal Freeman, Half Orc barbarian and escaped slave

“I am proud to say that the legal code of the Free City prohibits slavery, torture, trial by ordeal and the employment of Living Shackles in the apprehension of criminals.”

-Minister Eddic Elfdale, noble of the Free City of Zakadin

“The County Exqucher commissioned two pair of Living Shackles for use in hunting the most dangerous criminals. I could not have arrested the cowardly, detestable brigand Heart Paw without the shackles, but what they did to the man.... Even a highwayman and ambusher like him deserves better than what the shackles did....”

-Sheriff Pulver Leadbeck

LOORSHAX (CR 6)

Huge LN Magical Beast

XP 2,400

Init+0 **Senses** Perception +12

Languages Common*

Defense

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

HP 8d10 + 32 hp (76 HP)

FORT +12 **REF** +6 **WILL** +5

Offense

Spd 30 ft

Melee +15 slam (2d6+9 bludgeoning)

Special Attacks trample (2d8+13 bludgeoning, DC 24)

Special Qualities Brute Scholarship, Slow But Steady

Statistics



Str 28 Dex 10 Con 19 Int 2* Wis 13 Cha 10
Base Atk +8 CMB +19 CMD 29 (33 vs trip)
Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will
Skills Perception +12

Ecology

Environment warm plains, hills and desert
Organization solitary, herd, or accompanying humanoids for purposes ranging from farm labor to siege warfare
Treasure incidental (standard for more intelligent Loorshax)

Special Abilities

Brute Scholarship (SU)

Each year a Loorshax serves as a draft animal for a humanoid or monstrous humanoid master, it receives

a +1 inherent bonus to its INT score. At INT 5, the Loorshax gains the ability to speak and understand common and it's master's language. At INT 10, the Loorshax becomes literate, and begins amassing additional skill points and bonus languages.

The Loorshax may choose any language as a bonus tongue, except for secret languages, such as Druidic. The Loorshax always applies additional skill ranks for a high INT score into Knowledge and Linguistics ranks; a few very old Loorshax might master Profession, Craft that their quadruped physiology allows.

A Loorshax with an INT score of 21+, gains the following spell like ability.

Identify (CL 8, Concentration +13), usable once per day plus an additional use per ten points of INT above 21

At an INT score of 41+, the Loorshax gains the following spell like ability.

Legend Lore (CL 8, Concentration +23), usable once per day plus an additional use per ten points of INT above 41.

Slow and Steady (EX)

Loorshax have a base land speed of 30 ft, but this speed is never reduced by armor or encumbrance.

Appearance

Loorshax are gigantic reptilian quadrupeds, much like a komodo dragon the size of a bull elephant. They are ponderous creatures, with an extremely heavy skull which protrudes from their muscular, neck-less torso. Loorshax have hard, scaly skins in various dingy shades of green, brown and an odd speckled blue and black, depending on the beast's region of origin. The beasts are highly prized as draft animals, able to pull

enormous loads with tireless ease. Though Loorshax get keener with age and service, they remain subservient.

Reports From The Field

“My species long ago established a symbiosis with several of the bipedal races including multiple human ethno-cultures, several Dwarven clans, and even a smattering of Gnomish caravaneers. Our honorable service, as draft labor awakens our not-inconsiderable intellect, proving once and for all the theory of work’s inherent dignity. I myself served the Duchy of Verns for more than three decades before emancipating myself to pursue my current vocation. To the best of my vast knowledge, no more shining example of the bond between Loorshax and mankind exists.”

-Long Serving Scholar, free Loorshax collector of rare tomes

“Each Midsummer, the Carter and Porter’s Guild arranges a challenge for their Loorshax in the Mustering Field. Free Loorshax push great boulders into place, and replace the boulders after each candidate has his turn. One by one, indentured Loorshax approach the Mustering Field and test their wits against the number puzzle by pushing the stones into their correct spaces. Loorshax succeeding at the challenge are freed by the Guild, though many sign indenture contracts of three, five or ten years, exchanging service for greater intellect. Most Loorshax negotiate contracts that pay them ‘wages’ in tutoring by bright human children, who read to the great beasts as they plow the fields.”

-Mercantile Traditions of the Five Baronies, Volume II

MACHINE ANGEL (CR 15)

Large LG Outsider (angel, extraplanar, good, lawful)

XP 51,200

Init +4 **Senses** Darkvision 60 ft, Perception +19

Languages Celestial, *telepathy* 100 ft, *Truespeech*

Defense

AC 20 **Touch** 13 **Flatfooted** 16 (-1 size, + 4 DEX, +6 natural, +7 armor)

HP 20d10 + 140 hp (250 HP)

Damage Reduction 10/magic or evil (from both armor and natural defenses)

FORT +19 **REF** +10 **WILL** +21

Immune Acid, Cold, Petrification

Resist Electrical 10 Fire 10

Spell Resistance 25

Offense

Spd 30 ft **Fly** 90 ft (good)

Melee +26/+21/+16/+11 +3 *construct-bane holy bastard sword* (2d8+9, 19-20/x2 plus 2d6 holy vs evil targets)

Or +25/+20/+15/+10 wing buffet (2d6+6 bludgeoning, reach)

Special Actions Alter Self (Change Self)

Spell-Like Abilities (CL 20th)

At Will- Align Weapon (lawful)

- Aid
- Dimensional Anchor (DC 23)
- Magic Circle Against Chaos
- Order’s Wrath (DC 23)

Statistics

Str 22 **Dex** 19 **Con** 24 **Int** 18 **Wis** 28 **Cha** 19

Base Atk +20 **CMB** +27 **CMD** 41

Feats Simple/Martial Weapon Proficiency, Light/Medium Armor Proficiency, Cleave, Combat Reflexes, Craft Magic Arms & Armor, Deflect Arrows, Great Cleave, Greater Sunder, Improved Sunder, Improved Unarmed Strike, Power Attack, Stand Still, Weapon Focus (bastard sword)

Skills Craft (blacksmithing) +24, Craft (clockworks) +24, Diplomacy +14, Disable Device +24, Fly +14, Intimidate +14, Knowledge (arcana) +14, Knowledge (dungeoneering) +19, Knowledge (the planes) +19, Knowledge (religion) +14, Perception +19, Sense Motive +29, Spellcraft +24, Use Magic Device +14

Gear +1 breastplate of invulnerability, +3 construct-bane holy bastard sword

Ecology

Environment any (native to LG outer planes)

Organization solitary, pair or accompanied by lesser angels

Treasure double standard (including the sword and breastplate)

Appearance

The Machine Angel appears as a woman hewn from blackest obsidian, with her cold, smooth skin etched with intricate runes that cover every inch of her body. She is perfectly proportioned, but not humanly proportioned. Instead, she is proportioned to the sculptor's mathematical ideal. Huge wings of wood and brass rise from her shoulder blades. The Machine Angel dresses in spotless white vestments that cover her from neck to toes. She carries a blade made of the same rune-etched obsidian that makes up her body.

Reports From The Field

"First glance, I thought Shakla-Thule was a golem. Still, I'm not certain if she's not some kind of god-made golem. She thinks though, has plans of her own. Unlike most angel-kin, she's not a demon hunter. Instead, she spends her time building great machines, teaching others to do the same. She speaks very little, and usually just has orders for her apprentices, ideas for her students. I don't even know if she understands things beyond the forge- beer, romance, apples, squirrels, don't really think she understands none of that stuff. She fought along side by boys once, when we were hunting the old iron golem, Dyrstall. Shakla has a very specific idea of what technology – and golem-magic- should be used for, and destroys anything that doesn't fit that vision."

-Therex Ironwhistle, Dwarven artificer and alchemist

"Angels, Machine- a breed of lesser celestials who embody the spirit of innovation and love of craftsmanship. Fiercely protective of inventors, blacksmiths and watchmakers. Fierce enmity against those who create golems and other servitors for evil

ends. Primary moral allegiance is to the Universal Law, with deep concern for progress, societal order and stability."

-Gynthalewlln's Dictionary of the Planes



MAD CRICKET (CR 1)

Tiny CE Aberration (chaotic)

XP 400

Init +5 **Senses** Darkvision 60 ft, Perception +6

Languages None

Defense

AC 14 **Touch** 13 **Flatfooted** 14 (+2 size, +1 DEX, +1 natural)

HP 2d8 + 2 hp (11 HP)

FORT +1 **REF** +1 **WILL** +4

Immune mind influencing effects

Offense

Spd 20 ft **Climb** 20 ft

Melee -2 bite (1 slashing, 20/x3 plus small centipede poison)

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

3x day – Confusion, Lesser (DC 11)

1x day – Confusion (DC 13)

Statistics

Str 5 **Dex** 13 **Con** 13 **Int** 9 **Wis** 12 **Cha** 11

Base Atk +1 **CMB** -4 **CMD** 7

Feats Improved Initiative

Skills Climb +10, Stealth +10, Perception +6
(Racial Bonus +8 climb)

Ecology

Environment any urban or ruins

Organization solitary or plague (4d6)

Treasure standard

Appearance

Mad Crickets resemble severed human heads, wild-eyed and insane with pain and loss, grafted onto the ungainly bodies of fat, red locusts. Mandibular forelimbs protrude over the lips of the unholy composite monster.

Reports From The Field

“Mad Crickets infest the ruins of asylums and the abandoned homes of suicides. Whether they are drawn to insanity, or its cause, I cannot say.”

-Tollivar Ulkreig, sage specializing in ruined architecture

“Billy said he saw it! Old Man Marsive died in his house a tenday ago, and Old Man Marsive was really crazy! He talked to himself all the

time, yelled and sang and stuff and said he could see fairies! Really crazy, right! Well, Billy went into his house the other night after the midnight bells and said he saw the old man’s head crawling along the floor. And after that, Billy wasn’t right for hours and hours. He was singin’ and stuff too, and said he could see fairies and see the old man dancin’ with him!”

-Tybolt the butcher’s son, talking too much, as usual

“On my way through some nameless and grubby little hamlet or the other, I heard the sounds of crickets. The music of the vermin was far louder than usual, as the serenade began, the villagers retired abruptly, locking their doors tightly and hanging garlands of garlic and wild rose on door arches. Sensing adventure was afoot, I set about discovering the source of the strange cricket song, which I soon deftly traced to a half burned hut at the edge of the township....”

-The Grand Travelogue of Wyvern Jones



GAME MASTER'S WARNING

The Matriarchal Watchers were intentionally designed as 'glass cannons', similar in theme, if not in execution or exact mechanics, to the infamous non-OGM monster, *The Beholder*.

How so? Matriarchal Watchers weird floating things that can easily vaporize an unprepared party. Matriarchal Watchers do at least twice the average damage per round that a monster of their CR would normally be expected to. However, their Hit Points are about half of what a normal CR 12 monster has, their defenses are subpar (and further sabotaged by their main offense) and their AC is dramatically lower than the norm.

Matriarchal Watchers are unpredictable, potentially campaign-breaking in terms of balance, and very 'swifty.' A clever or well prepared party might get lucky and defeat the monster easily. However, if the Matriarchal Watcher wins initiative and can dictate the pace of the combat, it can easily slaughter the entire party. Have fun.

MATRIARCHAL WATCHER (CR 12)

Tiny LE Construct

XP 19,200

Init +3 **Senses** Blindsight 60 ft, Darkvision 60 ft, Perception +13

Languages Celestial, Common, Infernal, *Telepathy* 100 ft

Defense

AC 23 **Touch** 15 **Flatfooted** 20 (+2 size, +3 DEX, +8 natural)

HP 16d10 hp (88 HP)

FORT +5 **REF** +8 **WILL** +10

Immune Construct Immunities

Spell Resistance 18

Offense

Spd Fly 30 ft (perfect)

Ranged +19 ranged touch disintegrate (32d6 damage, FORT DC 23 partial, 260 ft maximum range)

Special Attacks Draconic Eye Breath Weapon (100 ft line, 8d6 fire/unholy, REF DC 24 half)

Special Qualities Vengeance of a Long Dead Goddess

Spell-Like Abilities (CL 16th Concentration +23)

At Will – Disintegrate (DC 23)

3x/day – Blade Barrier (DC 23)

1x/day – Flame Strike (DC 23)

- Harm (DC 23)

- Insect Plague (DC 23)

Statistics

Str 1 **Dex** 17 **Con** - **Int** 15 **Wis** 21 **Cha** 23

Base Atk +16 **CMB** +9 **CMD** 22

Feats The Matriarchal Watcher is a strange, damaged intellect and lacks a true body. She possesses no feats.

Skills Bluff +14, Diplomacy +14, Fly +15, Knowledge (the planes) +10, Knowledge (religion) +10, Perception +13, Spellcraft +14, Stealth +17

Ecology

Environment any ruins

Organization always solitary

Treasure standard

Special Abilities

Blindsight (EX)

When both the Matriarchal Watcher's eyes are closed, she gains Blindsight 60 ft.

Draconic Eye (SU)

When the Matriarchal Watcher opens her right eye and closes her left, she unleashes a 100 ft line of black flames, similar in effect to a dragon's breath weapons. Half the damage caused by her Draconic Eye breath weapon is fire, half is unholy damage, not subject to energy resistance or immunity.

When she uses her Draconic Eye, the Matriarchal Watcher loses all Construct Immunities until the start of her next turn. Abilities with a non-instant duration that affect her while her Immunities are deactivated (such as ongoing poison or ability damage) cease to effect the Matriarchal Watcher while her immunities resume.

Sinister Eye (SP)

When the Matriarchal Watcher opens her left eye and closes her right, she can fire a black beam that acts as a *disintegrate* spell.

When she uses her Sinister Eye, the Matriarchal Watcher loses her Spell Resistance until the start of her next turn. Spells with non-instant durations

continue to affect her for their full duration even after her Spell Resistance resumes.

Vengeance of a Long Dead Goddess (SU)

The Matriarchal Watcher acts as the war-hound of some long forgotten, suppressed and broken goddess or demonic queen. Her confused thoughts and fragmentary dogma compel her to seek vengeance on worshippers of the male, usurper gods, but to show mercy to goddess-worshippers, regardless of which goddess they serve.

A character who has chosen a patron goddess or a genderless patron deity receives a +4 circumstance bonus against the Matriarchal Watcher's spell like abilities and her Draconic Eye breath weapon.

Appearance

Matriarchal Watchers are the chipped and weathered remains of old statues of wise women and cruel queens. Usually only portions of the face and animated, intelligent remain, floating roughly head height. Flickering energies and strange shadows play across the chipped stone.

Reports From The Field

"Matriarchal Watchers are all that remains of an ancient goddess-cult. Their priestesses defiled, temples burned and their statues shattered by god-worshippers. Which goddess, exactly, is in dispute. Those who destroyed the goddess-cult claimed they were purging demonic evil from the world and there exists no shortage of dark goddesses claimed as benevolent mothers by their adherents."
-Lyrissa O'Conner, arcanist of the ruby robes

"Three or four centuries ago, this land belonged to the Lila Priestesses. That hillock, over there, used to be their stronghold, but all that's left are the foundation stones. Some of the older Elves remember the Lila and still respect them.

Supposedly, the Lila were fearsome warriors excellent wood carvers and powerful mages. The Lila maintained their power with the sacrifices of children, but only a single child each season, chosen from among the sons and daughters of nobility. The Lila were eventually overthrown, and the sacrifices stopped...but as soon as the Lila were gone, this whole place became wild-land. The monsters moved in, and never left."

-Harrison Collack, ranger and amateur historian



"I still don't know what it was. It came out of some side tunnel in the ancient temple complex on Mortuary Hill. It

looked like part of a statue's head, floating in this corona of fire. It killed three of my friends with dragon's breath and then killed the other two with some sort of spell that turned them to ash where they stood. I was praying, and it recognized the beads I carry as sacred to the Sun

Queen. It turned silently and drifted away, and I was left to bury the dead...."

-Breannamore, Cleric of the Sun Queen

MOONCALLED (CR 4)

Small N Fey (aquatic)

XP 1,200

Init +5 **Senses** lowlight vision, Perception +12

Languages Aquan, Sylvan

Defense

AC 16 **Touch** 12 **Flatfooted** 15 (+1 size, +1 DEX, +3 armor, +1 natural)

HP 6d6 hp (21 HP)

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

Immune Force

Weaknesses light blindness

Offense

Spd 20 ft Swim 60 ft

Melee +3 sickle (1d4 slashing, 20/x2, trip)

Special Attacks Razored Moonbeam

Special Qualities amphibious

Spell-Like Abilities (CL 6th Concentration +9)

3x/day – Magic Missile

1x/day – Control Water

- Wandering Star Motes (DC 17)

Statistics

Str 8 **Dex** 13 **Con** 11 **Int** 15 **Wis** 13 **Cha** 10

Base Atk +3 **CMB** +1 **CMD** 12

Feats Agile Maneuvers, Improved Initiative, Light Armor Proficiency, Simple Weapons Proficiency, Skill Focus (stealth)

Skills Acrobatics +8, Climb +10, Diplomacy +8, Knowledge (nature) +13, Perception +12, Stealth +19, Survival +12, Swim +15, Use Magic Device +7 (Racial bonus +8 Swim)

Gear wooden armor, masterwork sickle, 2x potion of cure moderate wounds, 1 potion of invisibility

Ecology

Environment any coastal, marsh or water

Organization solitary, pair or band (1d6+3)

Treasure standard

Special Abilities

Razored Moonbeam (SU)

By reflecting the moonlight off the edge of its sickle, the Mooncalled can unleash a beam of silvery light that cuts like a blade. Creating a Razored Moonbeam is a standard action, and produces a 20 ft line. All creatures within the line suffer 2d6 points of damage, half of which is Slashing and half of which is Force (REF DC 16 half).

This ability is not usable during daylight, nor during nights when the moon is not clearly visible. On nights of the crescent moon, the damage inflicted is only 1d6 points. During nights of the full moon, damage increases to 4d6.

In campaign world featuring multiple moons, tie the powers of a particular Mooncalled fey to the motion of a single moon.

Appearance

Mooncalled take the shape of slender, frog-like or newt-like humanoids whose bodies are made of living



water. Moonlight shines through their translucent skin, and their eyes are huge and black. They wield sacred sickles, shaped like the crescent moon; the blades and hilt of these weapons are etched with amazingly complex astrological formulae.

Reports From The Field

“Froglike beings emerged from hidden nests as the moon rose. They took positions on the water, singing to each other in a language I didn’t know, taking no real notice of myself nor my companions. As the moon reached its zenith, their croaking songs reached a crescendo, and the frog-beings reached for the curving blades kept on their belts, and held them to the sky, viewing the moon through the arc of their blades.

As the night wore on, the frog-beings scratched strange symbols, some kind of numeric cipher, into the bark of willow trees overhanging the river.

Examining further, I realized that every tree within a short walk of the waterway had been similarly marked."

-Adventurer's Almanac Volume III, "Lost Knowledge of the Rybarian River Delta"

"No better guide to the river than the Mooncalled. The froggies know the water better'n I do and have the tidal charts memorized. I'd hazard a guess that it was they that figured the tidal charts in the first place. The froggies are honest enough, know every sandbar and shoal along the water, and have an instinct for unexpected hazards that I've learned not t'question. The only downside is the froggies can't stand the light of day, so they sleep in the bilge until moonrise, and they only take payment in gems."

-Captain Crispin Dulwich, master of the riverboat Sleepy Sue

"Torquin numbers are based upon Mooncalled glyphs. Early Torquin scholars learned astronomy, mathematics and medicine from Mooncalled tutors, allowing the Torquin Empire to flourish...."

-A Student's Primer on the Great Powers Along the Mighty Balin River.

MOOR SPIDER (CR 9)

Gargantuan NE Magical Beast
XP 6,400

Init -1 **Senses** Darkvision 120 ft, Perception +2

Languages None

Aura Frightful Presence (60 ft, DC 15)

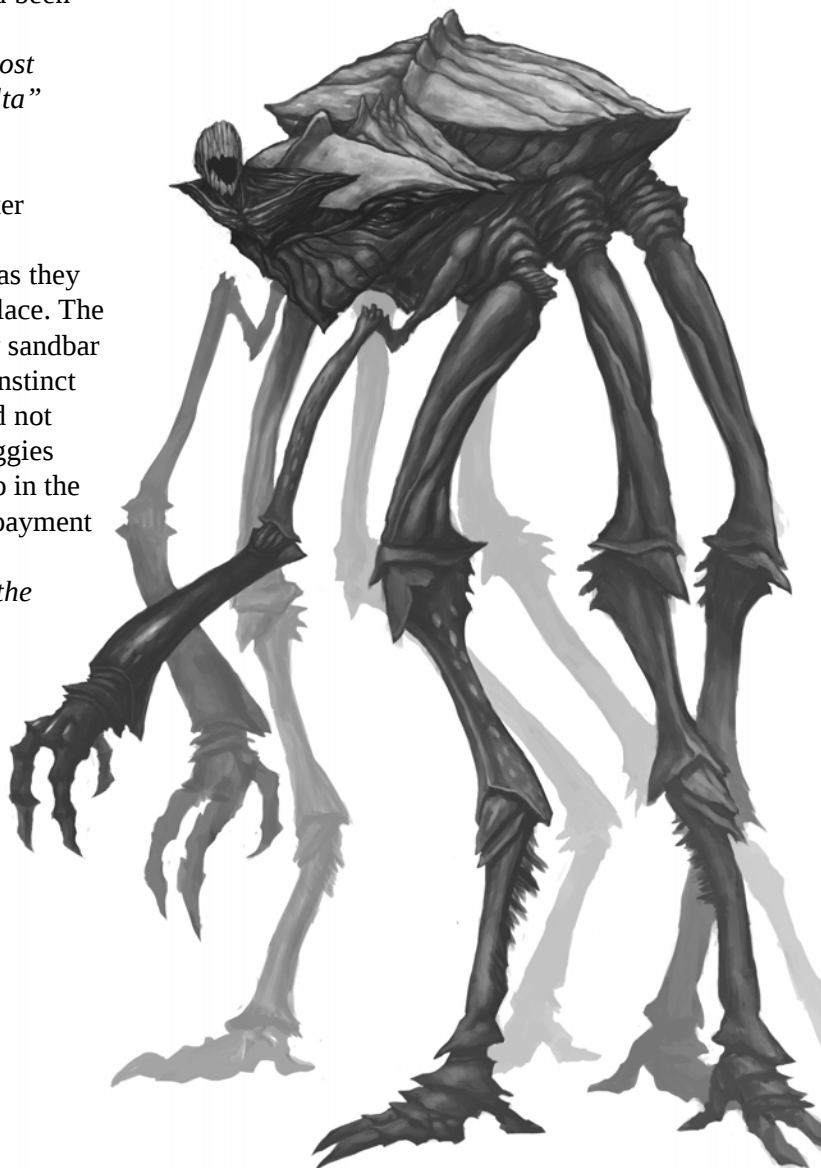
Defense

AC 22 **Touch** 9 **Flatfooted** 22 (-1 DEX, +13 natural)

HP 12d10 + 84 hp (150 HP)

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

Weaknesses nocturnal (-2 morale penalty to attack rolls, skill checks, saving throws in daylight or bright artificial light)



Offense

Spd 60 ft

Melee +18/+13 slam (2d8+10 plus Moor Spider Venom, 19-20/x2, 50 ft reach)

Moor Spider Venom (3,000 gp/dose)

Type poison, injury Save FORT DC 17

Onset 1 minute Frequency 1/min for 6 minutes

Initial Effect 1d4 STR Secondary Effect 1 CON damage.

Cure 1 save

The victim must succeed at a second DC 17 FORT Save per each point of CON damage suffered or the damage is permanent CON drain instead.

Special Attacks Trample (2d8+15; DC 29)

Statistics

Str 31 **Dex** 7 **Con** 25 **Int** 3 **Wis** 15 **Cha** 3

Base Atk +12 **CMB** +24 **CMD** 32

Feats Cleave, Great Cleave, Greater Over Run, Improved Over Run, Power Attack, Skill Focus (stealth)

Skills Stealth +11 (+23 in foggy, misty or smoky conditions)

Ecology

Environment any marsh

Organization solitary, horde (2d4) or single adult accompanied by 1d4 young (size: Huge, young template applied twice)

Treasure incidental

Special Abilities

Light as the Fog (SU)

Despite its Gargantuan size, the Moor Spider does not suffer a size penalty on Stealth checks nor Armor Class. It moves with unearthly grace and agility. Walking a few inches above the ground, the Moor Spider ignores the effects of difficult terrain and does not leave tracks in any form of marsh land.

Long Limbed (EX)

The Moor Spider rises to a height of nearly 50 ft tall, most of which is accounted for by its long, multiply jointed and heavily armor-plated legs. As a result, the Moor Spider gains a phenomenal 50 ft reach with its natural attacks! It can also threaten adjacent targets merely by shifting its stance slightly.

Natural Camouflage (EX)

The Moor Spider blends into fog, disappearing into the mist. The Moor Spider receives a +12 racial bonus on Stealth checks in foggy conditions.

Appearance

The differences between a Moor Spider's anatomy and the body plan of a true spider are obvious. Moor Spiders stand at least 50 ft tall, and the largest specimens can dwarf ancient redwoods. The Moor Spider's thorax and abdomen are diamond shaped, and rather than three body segments, the Moor Spider's thorax is split into multiple articulated segments for greater flexibility. The Moor Spider's mouth ends in a tortoise-like beak capping a muscular, prehensile extendible jaw. The creature's limbs are long and extremely slender, giving the spider a stilt-like appearance. The Moor Spider's

chitin is a mottled slate grey that seems to disappear into the evening fog; the creature's ventral torso and abdominal armor are a dark navy.

Reports From The Field

"We were attacked last night by some kind of spider-legs taller than a grain silo, weighed more than most giants and yet it walked without a sound. It moved like the best rouge you've ever met. Culver said he saw the thing's feet floating a few inches off the ground, said it never actually touched the earth. It killed Barabas and two of our hired-men, Godwin and Boric. The carcass turned to morning fog about an hour after it fell...."

-Personal journal of Elizabeth Pennweather

"On our fifth day out of Chalinispur, our route took us through the marshlands. As the night wore on and the fog rolled in, we saw things like great spiders slowly stalking the horizon. More than a dozen, rising above the fog like castle battlements. Our fires and wards kept them away, but none of us slept easy that night. We moved on at first light and never passed that way again."

-From Natural History of the Vine Sea Region, by Ambrose Allegra

"Moor Spider venom: causes extreme pain, fever and tissue necrosis. Vinegar or lemon juice can mitigate the worst of the symptoms, but amputation is the only cure if the poison goes untreated too long."

- Common Guide to Poisons and Herbs

MUDFATHER (CR 8)

Medium N Plant (earth)

XP 4,800

Init +1 **Senses** Darkvision 60 ft, Perception +11

Languages Terran

Defense

AC 20 **Touch** 12 **Flatfooted** 18 (+1 DEX, +1 dodge, +8 natural)

HP 12d8 + 60 hp (114 HP)

FORT +12 **REF** +5 **WILL** +8

Immune Acid, Bludgeoning and Piercing, mind-influencing effects

Resist Fire 10

Offense

Spd 30 ft

Melee two +10 slams (1d6+1 bludgeoning)
Ranged +10/+5 mud vomit (1d6+1 bludgeoning plus 1 acid, 30 ft range increment)
Special Attacks Root and Seed
Special Qualities Trackless Step, Woodland Stride
Spellcasting Spell-Like Abilities (CL 5th Concentration +8)
At Will – Entangle (DC 15)
- Soften Earth and Stone (DC 15)
1x/day – Plant Growth

Statistics

Str 12 **Dex** 13 **Con** 19 **Int** 11 **Wis** 19 **Cha** 12
Base Atk +9 **CMB** +10 **CMD** 21
Feats Ability Focus (Root and Seed), Dodge, Mobility, Sidestep, Skill Focus (stealth), Toughness
Skills Perception +11, Stealth +11 (+15 in marsh), Survival +11
(Racial Modifiers +4 Stealth in marshland)

Ecology

Environment warm and temperate marsh and forest

Organization solitary

Treasure standard (in lair)

Special Abilities

Root and Seed (SU)

If the Mudfather successfully hits a female humanoid or monstrous humanoid opponents with both his slam attacks, he encases her in a shell of rapidly hardening mud and tangled fibroid vines. It requires a DC 20 Escape Artist check or DC 16 STR check to burst the vines. The muddy vines have Hardness 5 and 12 HP, and share the Mudfather's resistances and immunities.

Each round the female is encased, she must succeed at a DC 21 FORT Save or become *sickened* for one round. If she remains trapped and sickened for 3 consecutive rounds, the muddy vines impregnate the victim. She becomes *nauseated*; after 1d4+1 hours, a Shambling Mound bursts from the victim's body, inflicting 2d6 points of temporary CON damage in the process. A *Remove Disease* spell (or any spell that kills plant matter) cast before this time destroys the gestating Shambling Mound.



Trackless Step (SU)

The Mudfather does not leave footprints or other traces behind in muddy or marshy terrain unless he chooses to.

Woodland Stride (SU)

The Mudfather may move through any sort of mud, marshy ground or undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

Appearance

The Mudfather is a fibrous bundle of gnarled green roots and creeping vines forming a skeleton for a slender and basically humanoid made of dripping and fragrant river mud. Patches of kelp and river moss cover the Mudfather's strangely proportioned body, almost seeming to be hair.

Reports From The Field

"We call upon Quesalaht! We call upon he that walks the riverbanks, he who brings the flood, he who provides fish and crab. Walk with us, and take one of us as your bride. We welcome you, we honor you!"

-Druidic liturgy, spoken in late spring, just before the monsoons begin

"Lot of cults of the Mudfather. I've seen them from one end of the Royal Road to the other, and into the jungles back beyond. All preaching the same story, that the Mudfather is some primal nature god or some such, and that the monster seeds he plants are gifts from Big Green God Almighty. That you're lucky to be chosen as a 'bride' and that if you die you go straight to heaven. I don't believe a word it, and most of the druids preaching the Mudfather are more in it for a chance to sample the cult women before the Mudfather has his turn, than they are interested in nature's balance."

-Tom Yorkshire, ranger

"Mudfathers are very knowledgeable about the marsh land they claim as their primary territory, and can be convinced to share their knowledge of the marsh and its creatures. However, they only choose to parley with male creatures. They don't acknowledge women in any way, and seem not to understand the words they speak, even if they are speaking a tongue familiar when spoken by a man."

-Alysiha Sunlit, half-elven scholar and botanist



NECKSNAPPER (CR 1)

Medium NE Monstrous Humanoid

XP 400

Init +0 **Senses** Lowlight vision Perception +0

Languages Undercommon

Defense

AC 13 **Touch** 10 **Flatfooted** 13 (+3 natural)

HP 2d10 + 2 hp (13 HP)

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

Offense

Spd 30 ft

Melee +5 slam (1d6+2 bludgeoning plus grab)

Special Qualities Big Brutal Hands

Statistics

Str 16 **Dex** 11 **Con** 13 **Int** 9 **Wis** 10 **Cha** 7

Base Atk +2 **CMB** +7 **CMD** 15

Feats Lunge

Skills Climb +9, Stealth +6

Ecology

Environment any underground or particularly dense forests

Organization solitary, club (1d6+1) or murder (3d6 plus 1 2nd level barbarian)

Treasure standard

Special Abilities

Big, Brutal Hands (EX)

If the Necksnapper successfully damages an opponent during a grapple, roll 2d4+2 for damage. Necksnappers receive a +2 racial bonus on Combat Maneuver checks.

Appearance

Necksnappers are small but hardy humanoids with mud-brown skin tougher than old boot leather and about the same shade. Their spines are heavily sheathed in a tough bone exo-skeleton, and their facial bones are equally thick and protective. The ugly little humanoids rarely wear more than a ragged leather loin cloth or diaper.

Reports From The Field

"Necksnappers are some degenerate breed of man, fled to the dark places, living worse than any animal. Foul little things. The only joy they have is torturing small animals, or perhaps the occasional lost child blundered into their lairs. Even goblins spurn them."
-Kosa Xen, envoy to the goblinoid empires

"There's a persistent rumor that every murderer-every strangler especially- is goaded into their crimes by a Necksnapper lairing under their floorboards, crooning to them while they sleep. Makes as much sense as anything...."

-Sheriff Robb Partridge

"A tribe of Necksnappers moved into the old granary last winter....killing dogs and stealing anything not nailed down. They cornered the widow Turnapple and savaged her, and that finally broke the town's paralysis. A militia formed and marched on the granary with torches, finally putting an end to the beasts."

-Beshema, owner of the Corn & Apple Grocery

NEON IMP (CR 5)

Small CN Fey

XP 1,600

Init +2 **Senses** Darkvision 90 ft, Perception -1

Languages Gnome, Goblin, Common

Aura Hypersaturate (30 ft; spells from the Illusion school are automatically Maximized and have their save DCs increased by +2)

Defense

AC 16 **Touch** 11 **Flatfooted** 14 (+1 size, +2 DEX, +3 equipment)

HP 8d6 hp (28 HP)

FORT +2 **REF** +8 **WILL** +5

Immune Fire, Blindness

Resist Electrical 10

Offense

Spd 30 ft

Melee +2 ranseur (1d6-2, 20/x3, disarm, reach)

Ranged +6 neonbolt (2d4+2 fire, 20/x2, 50 ft range increment, plus glitterdust)

Spell-Like Abilities (CL 8th)

At will – Color Spray (DC 17)

5x/day – Burning Hands (15 ft cone, 5d6 fire, DC 13)
- Major Image (DC 19)

1x/day- Hypnotic Pattern (DC 20)

Base Save DC for Illusion spells is DC 16 + spell level.

Statistics

Str 7 **Dex** 15 **Con** 10 **Int** 11 **Wis** 9 **Cha** 14

Base Atk +4 **CMB** +1 **CMD** 13

Feats Light Armor Proficiency, Simple/Martial Weapons Proficiency, Arcane Strike, Greater Spell Focus (illusion), Magical Aptitude, Spell Focus (illusion)

Skills Acrobatics +8, Climb +4, Escape Artist +8, Perform (act) +8, Knowledge (arcana) +6, Spellcraft +8, Stealth +8, Use Magic Device +10

Gear studded leather armor, ransuer, potion of gaseous form

Ecology

Environment any urban

Organization single or pack (3d8)

Treasure standard (double gems)

Special Abilities

Hypersaturate (SU)



creature's eyes are pools of crimson flame, and it dresses in leathers and good iron shod boots.

Reports From The Field

"Spirits of vibrant madness, my old master called 'em. So colorful they make a parrot's plumes or a queen at court seem drab. Destructive, hyperactive and violent. Some bards keep 'em around as a kind of pet muse, and illusionists either keep them as chained slaves, or else find a good use for each 'n every part of their anatomy. Just being near an Imp makes illusions more real- brighter, more tangible, more beautiful."

-Hullar Garrison, mercenary wizard for hire

"There were a clutch of Neon Imps lairing beneath the Royal Opera House. They loved the atmosphere of art, fantasy, beauty, all that.

They fed on it, I think, at least I never saw them eat or drink anything else. Before I cleared the nest, the Imp's presence caused two near-riots, three murders, two or three love affairs, and even one full blown orgy to break out. I almost considered leaving the Neon Imps be- they were making the town a whole lot more interesting."

-Sam Goldfine, human adventurer and archeologist

"....."

- Tobias Two Dogs Middlechurch, Gnomish summoner

Within 30 ft of the Neon Imp, colors seem brighter and more vibrant. All Illusion spells cast within this area are Maximized, and the WILL Save DC of the spell is increased by +2. This is already figured into the Neon Imp's stats. The effects of multiple auras are not cumulative.

Neonbolt (SU)

At will, as a standard action, the Neon Imp can toss a grapefruit sized sphere of burning color. Targets who are struck by this attack are affected as if by *Glitterdust* cast by an eighth level sorcerer. Targets receive no saving throw against the Neonbolt.

Appearance

The Neon Imp is a brilliantly colorful stunted little man. His flesh is a lurid electrical blue, which shifts to a fire-hot red and spectacular yellow at the end of his short limbs. The Neon Imp has a goblin-like face, with pointed ears that fade to hot pink at the tips, and a huge, lipless mouth filled with rat's teeth. The

NIGHTSEEKER (CR 4)

Small N Monstrous Humanoid

XP 1,200

Init +4 **Senses** Blindsense 30 ft, Darkvision 60 ft,
Perception +11 or +17 when listening

Languages Common, Undercommon

Defense

AC 15 **Touch** 15 **Flatfooted** 10 (+4 DEX, +1 dodge)

HP 5d10 hp (28 HP)

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

Immune poison

Weaknesses light blindness

Offense

Spd 20 ft Fly 40 ft (good)

Melee +4 bite (1d3-1 slashing plus Bleed 1)

Ranged +10 sonar pulse (1d8 sonic plus *stunned* 1 round, FORT DC 12 negates, 20/x2, 30 ft range increment)

Statistics

Str 7 **Dex** 19 **Con** 10 **Int** 13 **Wis** 16 **Cha** 9

Base Atk +5 **CMB** +2 **CMD** 16

Feats Dodge, Flyby Attack, Hover

Skills Climb +12, Fly +16, Perception +11/+17 when listening, Stealth +12, Survival +11 (Racial Bonuses: +4 Fly, +6 Perception checks made to listen)

Ecology

Environment temperate plains, hills and forests

Organization solitary, pair (plus 1 young), or tribe (4d6 adults and half again as many young)

Treasure standard

Special Abilities

Sonar Pulse (SU)

The same natural echolocation abilities that allow it to find food are a quite effective weapon. This natural ranged weapon has a 30 ft range increment, and inflicts 1d8 sonic damage on a successful hit. Victims must also succeed at a DC 12 FORT Save or be *stunned* for one round.

Appearance

Nightseekers are bat-winged humanoids not much bigger than a Halfling. Their fur is a mottled bluish-black and the velvety underside of their wings are a green so dark it is nearly black. Nightseekers have upturned noses and fanged mouths that straddle the



line between intimidating and almost cute. Their large eyes glisten an oceanic green in the darkness.

Reports From The Field

“Nightseekers lair in the same places humans most commonly build their towns, so the two races are forced into proximity. Most humans, if they think of Nightseekers at all, assume they’re just goblins with wings, an annoyance more than a real threat. Nightseekers scavenge and steal food from Men if they can manage it, and occasionally devour small livestock like chickens or small dogs or cats. The smarter human villages I’ve visited have bribed the

Nightseekers into service as ratcatchers or even goblin hunters, a role the bat-like beings excel at.”
-Josef Andililynan, *Half-Elven naturalist*

“At least according to his autobiography, the legendary hunter and scout Oya was rescued by a Nightseeker while lost in the Fanged Forests as a boy. Oya learned to track under the Nightseeker’s tutelage, and became a particularly effective nightfighter.”
-Judge Rivix Moore’s *Biography of the Wild Lords*

“If lost far from home, and no help is available, catch and kill a small animal, such as a squirrel or ground rat, and leave the animal as an offering, with such berries and fruits may be found in season. If your offering is accepted, a Nightseeker shall lead you to safe rest.”
-*The Common Man’s Book of Forest Lore*

ORRKRYCKS (CR 1)

Small N Aberration

XP 400

Init +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +6

Languages literate in either Celestial or Common, but cannot speak

Defense

AC 15 **Touch** 14 **Flatfooted** 12 (+1 size, +3 DEX, +1 natural)

HP 2d8 hp (9 HP)

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

Immune symbol spells

Offense

Spd 20 ft, Fly 40 ft (poor)

Melee +4 bite (1d4-3 slashing)

Special Qualities Scroll Eater, Taker

Statistics

Str 5 **Dex** 17 **Con** 11 **Int** 14 **Wis** 12 **Cha** 11

Base Atk +1 **CMB** -3 (+1 on steal attempts) **CMD** 10

Feats Dodge, Weapon Finesse (bite) ^B

Skills Acrobatics +8, Climb +8, Fly +8, Perception +6, Stealth +8, Survival +6

Ecology

Environment any land (especially urban areas where magic is common)

Organization solitary

Treasure incidental (mostly low-value scrolls used as nesting material)

Special Abilities

Scroll Eater (EX)

The Orrkrycks can consume a stolen scroll as a full round action. Doing so restores 1 HP per level of the spell written on the scroll. The Orrkrycks receives a +1 deflection bonus to AC and improves its base land speed and flight speed by 10 ft for one minute per level of the consumed scroll.

Taker (EX)

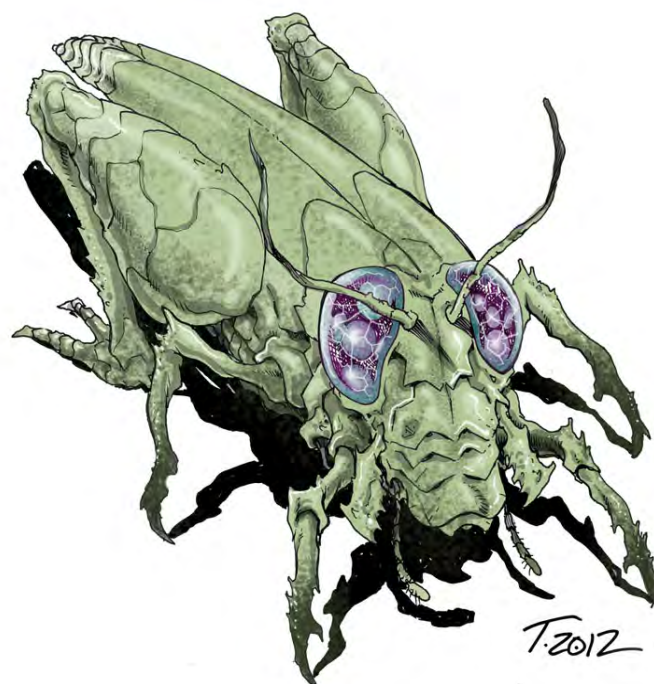
The Orrkrycks is a greedy scavenger. It receives a +4 racial bonus on the Steal combat maneuver, and attempts to steal scrolls and spellbooks whenever possible.

Familiar Traits

Any neutral spellcaster of at least 5th level can take an Orrkrycks as a familiar, though the greedy insect-like thing must either be cruelly trained or carefully watched to ensure it doesn’t devour every scroll and spellbook in the master’s library.

Appearance

Orrkrycks are magical crickets about the size of a small dog. They have dull greenish-grey exoskeletons



and strange, luminous violet eyes that seem to contain stars and galaxies. Orrkyrcks are much more intelligent than they appear, and can communicate by daubing their forelegs in ink and writing messages for humanoids to read.

Reports From The Field

“PEST CONTROL NOTICE:

As of the beginning of the Month of the Horse, all 1st and 2nd year apprentices will be responsible for the eradication of the Orrkyrcks that infest the Lesser Library and Western Study Hall. These vermin have already done significant damage to our collection. See your floor perfect for assignments.”

-notice on the public board of the Betherine Academy of Conjuration

“One of my regular customers is Archwizard Yuthil, which is surprising, because you’d auger a mage of her skill would scribe her own scrolls. But Ms. Yuthil is too busy for scribe-work and always has her head in more important projects. But she buys petty scrolls- *sleep*, and *dancing lights*, and the like, to feed her Orrkyrcks, Emerald. Dotes on Emerald, she does, and spends a small fortune in petty scrolls to keep him well fed...”

-Lisa Sharpquill, scrollmonger and notary

Owl, Diamond (CR 3)

Small N Magical Beast

XP 800

Init +7 **Senses** lowlight vision, Perception +6 (+10 racial bonus in areas of dim illumination)

Languages Understands Auran but does not speak

Defense

AC 25 **Touch** 18 **Flatfooted** 18 (+1 size, + 7 DEX, + 7 natural)

HP 4d10 + 4 hp (26 HP)

FORT +5 **REF** +11 **WILL** +5

Damage Reduction 10/magic

Offense

Spd 15 ft **Fly** 80 ft (good)

Melee two +11 talons (1d4 slashing, 15-20/x2)

Statistics

Str 10 **Dex** 25 **Con** 13 **Int** 4 **Wis** 18 **Cha** 10

Base Atk +4 **CMB** +3 **CMD** 20

Feats Fly By Attack, Weapon Finesse (talons)



Skills Fly +9, Perception +6 (+10 racial bonus in areas of dim illumination), Stealth +17 (+10 racial bonus on Stealth)

Ecology

Environment any forest or urban

Organization solitary or mated pair

Treasure The Diamond Owl has a faceted heart within its crystalline body worth 2d4 x 1,000 gp.

Locating it amid the worthless, zirronic remains of its body requires a DC 20 Appraise check made within an hour of the creature’s death. The magical diamond flakes away to carbon if not discovered within this time.

Special Abilities

Diamond Tipped Talons (EX)

The Diamond Owl’s talons end in the hardest mineral known, and these living scalpels have an incredible critical threat range of 15-20!

Appearance

The Diamond Owl is almost exactly what one would imagine from its name. It is a dog-sized avian seemingly sculpted from living, intricately faceted diamond. Most of the translucent owl's body is chemically similar to zircon, though its heart is a flawless, fist sized diamond of incredible value. Yellow energy can some times be seen, sparking and flaring, within the creature's glassine body. They never make a single sound, not when soaring or battling, and do not make any vocal noise that humanoids can perceive.

Reports From The Field

"Leave a bowl of milk mixed with sand near your door. A Diamond Owl may leave you a feather of purest diamond if it accepts your hospitality. They appear only to the poor- do a favor for a Diamond Owl and it'll never forget the kindness."

-Common peasant superstition

"Peasant's would have better luck leaving a goat staked out and bleedin'. Diamond Owls aren't bringers of vast fortune, 'less you kill one yourself and cut out its diamond heart. Don't expect an easy fight. They may just be animals, but I've lost fingers to the damnable things, and their bodies are so hard they don't even feel the bite of most weapons.

-Tom Yorkshire, ranger

Owl, Haurusprex (CR 8)

Large LE Magical Beast

XP 4,800

Init +3 **Senses** Darkvision 60 ft, lowlight vision, scent, *truesight*, Perception +13

Languages Common, Draconic, possibly 1-2 others of choice

Defense

AC 18 **Touch** 12 **Flatfooted** 15 (-1 size, +3 DEX, +6 natural)

HP 10d10 + 30 hp (86 HP)

FORT +10 **REF** +10 **WILL** +10

Offense

Spd 30 ft **Fly** 80 ft (average)

Melee +13 bite (1d6+3 piercing), two +13 talons (1d6+3 slashing, 19-20/x2)



Special Actions Pounce, rake (two +13 talons, 1d6+3 slashing, 19-20/x2)

Spell-Like Abilities (CL 10th)

Constant – True Seeing

1x/encounter – True Strike

1x/day – Divination (If the Haurusprex Owl has used its True Strike ability to kill a living humanoid or monstrous with at least 2 HD within the past 24 hours, there is no costly material component required.)

Statistics

Str 16 **Dex** 17 **Con** 16 **Int** 15 **Wis** 20 **Cha** 15

Base Atk +10 **CMB** +14 **CMD** 27 (33 vs trip)

Feats Acrobatic, Critical Focus, Improved Critical (talons), Improved Trip, Iron Will, Staggering Critical (B)

Skills Acrobatics +5, Appraise +9, Fly +15, Intimidate +8, Knowledge (history or one other of choice) +12, Perception +13, Spellcraft +6

Ecology

Environment cold mountains

Organization solitary (occasionally accompanied by hired guardians or summoned servants)

Treasure double standard

Special Abilities

Disemboweling Talons (EX)

The Haurusprex Owl's savage claws can easily lay open a man's belly. The Haurusprex Owl gains Staggering Critical with its talons as a racial bonus feat. For the purpose of this feat, when using True Strike, a total attack result of 19-20 or higher is considered a critical threat. This is an intentional exception to the rule that only a natural 19-20 (showing 19-20 on the die) is a critical threat.

True Strike (SP)

Once per combat encounter, the Haurusprex Owl can use its True Strike spell-like ability to catch a glimpse of the tactical future, and use this insight to lay open an enemy's steaming, squirming guts.

Visceral Oracle (SU)

Whenever the Haurusprex Owl successfully damages or destroys a target using its Staggering Critical, it catches a glimpse of the future in the intestines that slop from the ragged wound. The Haurusprex Owl may designate any one character engaged in the combat that it is aware of; for the duration of the encounter, the Haurusprex Owl cannot provoke attacks of opportunity from that creature under any circumstances. The effects of multiple successful Staggering Critical are not cumulative; instead, the Owl applies this ability to the actions of a different character each time.

Appearance

The Haurusprex Owl resembles an exceptionally petite griffon with smoky grey feathers and a mottled grey, black and white fur pattern similar to an ocelot

or leopard. The creatures carry themselves with great, pompous dignity, and adorn their lairs with the finest silks, pillows and art they can find. They have piercing yellow eyes that hint at their savagery. Despite their veneer of civility and erudition, the Haurusprex Owl is a blood thirsty creature; when it fights it is covered in a thick layer of blood, gore and viscera. The Haurusprex Owl finds enlightenment in slaughter, and sees omens in the bloody entrails of creatures it murders. Of course, once the battle is over, the Haurusprex Owl cleans itself completely with powerful magic.

Reports From The Field

"Our dilemma was such that we needed an oracle. In the mountains nearby was a Haurusprex Owl, aged and wise and cruel. We visited the creature; it demanded a tribute of a strong male slave. Soon enough we returned, with the tribute. Our feathered oracle raked its claws across the tribute's belly, and he fell. As the tribute slave died, the Owl told us our future, saying it could see such things in loops of pink intestine. We left discomfited and more unsure than before."

-Weylan Tormorsa, adventuring wizard.

"Two springs ago, I fought in a campaign where our general consulted an Owl for strategy. Slaughter and horror. Only way I can describe it. We won the campaign, but took such horrible losses I shudder to think of it. I was at the Battle of Slocum; when the fires stopped, and it was just the dead on the field, the Owl swooped down, like a vulture. It was eating the bellies of the dead; I saw it land near whereto General Orr fell, and heard it laugh. I ran towards it, taking out my blade, and was like to kill it, but a single look from the Owl cowed me. It chuckled and told me it could taste a glorious future in Orr's guts."

-Sergeant at Arms Prescott Duncord.

OUTERLING (CR 6)

Medium NE Aberration (chaotic)
XP 2,400

Init +4 **Senses** Lowlight vision,
Darkvision 60 ft, Scent, Perception
+19

Languages Aklo

Defense

AC 23 **Touch** 15 **Flatfooted** 19 (+4
DEX, +1 dodge, +8 natural)

HP 9d8 + 18 hp (59 HP)

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

Immune Flanking, Suffocation,
Transmutation effects

Weaknesses Light Sensitivity

Offense

Spd 40 ft **Climb** 40 ft

Melee two claws +12 (1d6+6
slashing, 20/x2 plus small centipede
poison), bite +12 (1d4+3 piercing, 20/
x2 plus deathblade poison)

Special Attacks Constrict (1d6+6
slashing)

Special Qualities No Breath, Greater Starflight,
Stick to the Shadows

Statistics

Str 22 **Dex** 19 **Con** 15 **Int** 12 **Wis** 9 **Cha** 12

Base Atk +6 **CMB** +12 **CMD** 26 (cannot be
tripped)

Feats Dodge, Lightning Stance, Mobility, Power
Attack, Wind Stance

Skills Acrobatics +16, Climb +30, Perception +19,
Stealth +16, Survival +11
(Racial bonus +12 Climb, +8 Perception)

Ecology

Environment any (native to deepspace, but found
randomly throughout planetary space)

Organization solitary or triune (3) or octan (8)

Treasure standard

Special Abilities

All Around Vision (EX)

The Outerling's radial symmetry makes it immune to
being flanked.



Lightning Stance (EX)

When making a double move or using the withdraw
action, the Outerling gains 50% concealment for 1
round.

Murder and Shift (EX)

Any time the Outerling kills a victim with a grapple or
it's constrict ability, it may make take a free move
action as an immediate action.

Transmutation Immunity (EX)

The Outerling cannot be affected by spells or spell-
like abilities drawn from the Transmutation school,
whether harmful or beneficial. Such spells slide off
the monster's ebony flesh like glittering oil.

Stick to the Shadows (SU)

The Outerling sticks to the shadows, and the
shadows stick to it. It receives a +1 deflection bonus
to AC per 10% concealment it gains from any
source.

Appearance

The Outerling moves with incredible speed and keeps
to the shadows, making it difficult to discern its true
shape. The monster is a product of alien, radial
symmetry, something like an oily black starfish

crossed with an octopus or squid. Powerful, panther-like paws and almost feline limbs are interspersed among its multiple tendrils. The creature's head is an almost floral mass of glowing golden eyes, slashing mandibles and twisted, lamprey-like maws.

Reports From The Field

"Outerlings are not native to this world, nor to any world. They lair in the asteroid belt encircling many civilized worlds. Meteorites bring them into contact with inhabited worlds, where hunger and a blind drive to reproduce themselves force them into conflict."

-*Quintana Vale, chronicler of stellar visitors*

"The Outerling Sixtaxis allied with the Gashermen assassin's guild. It allowed itself to be milked for poisons, and scouted for the guild, in exchange for the strange minerals it was forced to mix with animal and humanoid flesh to derive nutrition. It knew it was trapped on our world, and made the best of things. Of course, when the possibility of escape presented it self, the Outerling betrayed its adopted guild to their enemies, and went to work for a wizard specializing in cross-planar travel."

-*Orlando Blackflute, bard gossip*

"Something dropped from the old ballroom's chandelier. I thought Darkmantle, but it clung like no darkmantle ever did, and was faster. Lots faster, and stunk of poison. It dropped onto Rang, and before any of us knew it, she was poisoned, foaming at the mouth, pissing herself....dead by the time we put the torches to the black thing and scared it offa her. We never saw the thing again- still don't know what it was."

-*Big Simon Bellweather, adventuring axe-for-hire*

PANTHER, CAVE (CR 4)

Large N Magical Beast

XP 1,200

Init +3 **Senses** Blindsight 120 ft, scent, Perception +13

Languages none

Defense

AC 17 **Touch** 13 **Flatfooted** 13 (-1 size, +1 dodge, +3 DEX, +4 natural)

HP 5d10 + 30 hp (58 HP)

FORT +10 **REF** +7 **WILL** +6

Immune blind (but has the *blindsight* special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight

Weaknesses Light Burn

Offense

Spd 60 ft, **Swim** 30 ft, **Climb** 30 ft

Melee +9/+4 bite (1d8+5 slashing plus 1d4 sonic, 20/x3)

Special Attacks Breath Weapon (30 ft line, 5d6 sonic plus *deafened* for 1d4 minutes, REF DC 21 half, usable every 1d4 rounds)

Special Qualities amphibious

Statistics

Str 21 **Dex** 17 **Con** 23 **Int** 4 **Wis** 20 **Cha** 5

Base Atk +5 **CMB** +11 **CMD** 24 (28 vs. trip)

Feats Dodge, Mobility, Spring Attack

Skills Climb +10, Perception +13, Stealth +7,

Survival +8, Swim +10

(racial bonus: +5 Climb, +5 Perception, +5 Swim)

Ecology

Environment any underground

Organization solitary

Treasure none

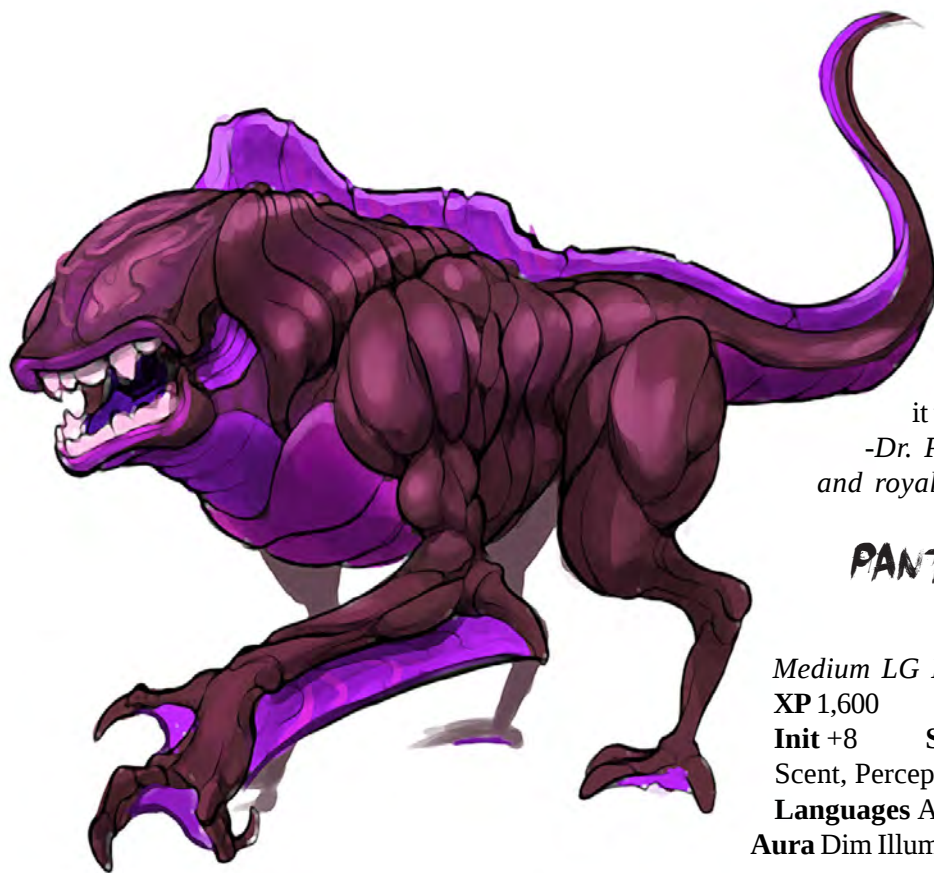
Special Abilities

Cavern Evolved (EX)

The Cave Panther is perfectly adapted for life underground. It does not lose its DEX bonus to AC while climbing or squeezing. It can squeeze through an area as small as 2 ft x 2 ft square, and moves at its full base land speed while squeezing.

Light Burn (EX)

Evolved in the lightless depths of the underworld, the Cave Panther's leathery hide disintegrates painfully when touched by natural sunlight (or effects that



“Cave Panthers usually stick to the caverns. As a whole, they tend to be agoraphobic, and justly afraid of sunlight. However, just being above ground is no defense. I remember back in '83, a Cave Panther crawled to the surface near Whitbury, and hunted by night. It took three- no, four men and a girl before it was finally slain.”

-Dr. Porter Oakerwyn, physician and royal coroner

PANTHER, SELENIC (CR 5)

Medium LG Magical Beast

XP 1,600

Init +8 **Senses** Darkvision 90 ft,
Scent, Perception +20

Languages Auran, Celestial, Common

Aura Dim Illumination 30 ft

duplicate natural sunlight). Each round of exposure inflicts 1d4 Fire damage to the Cave Panther.

Appearance

The Cave Panther is a stealthy ambush predator that prowls the endless caverns beneath the world. Cave Panthers stand nearly five foot high at the shoulder, and have muscular frames. Their bruise purple hides are leathery and heavily calloused. Its eyeless skull ends in a wide, toothy maw. A faint high, whine can be heard from the great beast's throat all times, a consequence of its natural echolocation abilities.

Reports From The Field

“I've seen good men gutted by these things too damn often. They're smart, at least as clever as a child- they work latches and know the difference between an easy meal and a warrior with a sword. The damn cats are everywhere down below, and they can come from anywhere. They swim like fish and climb like skinks. Eyes open, arrows ready, boys.”

-Thargul Copperhelm, Derro caravan master

Defense

AC 17 **Touch** 15 **Flatfooted** 13 (+4 DEX, +1 deflection, +2 natural)

HP 6d10 + 18 hp (39 HP)

Spell Resistance 16

FORT +7 **REF** +9 **WILL** +6

Immune Force

Weaknesses Light Blindness

Offense

Spd 40 ft

Melee +7 bite (1d6+1 piercing plus grab), 2 claws +7 (1d6+1 slashing)

Ranged Magic Missile (150 ft, three 1d4+1 force missiles)

Special Attacks pounce, rake (2 claws, 1d6+1 slashing)

Spell-Like Abilities (CL 5th **Concentration** +6)

Constant – See Invisibility

At Will – Magic Missile

Statistics

Str 13 **Dex** 18 **Con** 14 **Int** 12 **Wis** 19 **Cha** 13

Base Atk +6 **CMB** +7 **CMD** 21

Feats Improved Initiative, Run, Toughness

Skills Acrobatics +11, Climb +8, Stealth +17, Perception + 20 (Racial Bonus +8 Perception)
Gear Ring of Protection +1, Ring of Stealth (as boots)

Ecology

Environment any mountains (nocturnal)

Organization solitary, mated pair or pride (2d6 plus 1 alpha female with the giant and advanced simple templates added)

Treasure standard (including combat gear)

Special Abilities

Aura (SU)

The Selenic Panther radiates dim illumination in a 30 ft. The Selenic Panther can suppress or resume its aura as a free action.

Appearance

Selenic Panthers are majestic felines that stand approximately four foot at the shoulder, and have builds similar to an ordinary panther or leopard. Their smooth azure fur is streaked with complex patterns of black and silver. The great cats glow with a grayish radiance, like moonlight, and are surrounded by drifting motes of pale white or yellow luminescence. The creatures adorn themselves with specially made rings, bracelets, necklaces, collars and other finery, all extremely expensive and well-crafted.

Reports From The Field

“Selenic Panthers come from the biggest moon on nights when it’s full. That’s why they stay in the mountains- they’re high enough they can jump down to them!”

-Harrith, peasant char-girl (and possible future adventurer)

“An old moon tom they call Ladar hunts in the pass up ahead. I’ve known him since I was a girl, he’s a good sort. Keeps the passes safe, warned me of avalanches more than once. Every third or fourth trip over the mountains, I give him a fine silver bracelet or wide gold collar in thanks. Now you lads make sure your hands are nowhere near your sword hilts. Ladar even thinks you’re reaching for a weapon, he’ll give you a scar to remember. Let’s go.”

-Anne Karkold, scarred old guide

“The liver and bladder of a Selenic Panther are said to give were-creatures control over their curse, when ground into a powder. Injected, serum boiled from the organ, is said to restore sanity to the mad.”

-A Treatise on the Alchemy of Living Things



PETIT TARRASQUE

(CR 11)

Huge N Magical Beast

XP 12,800

Init +4 **Senses** low-light vision, scent, Perception +16

Languages understands Aklo but cannot speak

Defense

AC 27 **Touch** 12 **Flatfooted** 23 (-2 size, +4 DEX, +15 natural)

HP 14d10 + 112 hp (189 HP)

Fast Healing 10

FORT +17 **REF** +13 **WILL** +6

Damage Reduction 5/+2

Immune ability damage, acid, disease, energy drain, mind-influencing effects, paralysis, sonic

Offense

Spd 40 ft

Melee two +23 claws (1d10+11 slashing), two +23 gores (1d8+16 piercing, 19-20/x2), +23 bite (1d8+11 piercing plus grab), +23 tail slap (2d6+5 bludgeoning plus trip)

Special Attacks Rush, Swallow Whole (3d6+11 bludgeoning plus 3d6 acid, AC, 19 HP)

Hell Croak (100 ft burst radius, 6d6 sonic plus deafened, FORT DC 18 negates, plus WILL DC 18 or become panicked for 1d6 minutes)

Digestive Scream (30 ft cone, 10d10 sonic/acid, REF DC 18 half)

Statistics

Str 33 **Dex** 18 **Con** 27 **Int** 3 **Wis** 15 **Cha** 14

Base Atk +14 **CMB** +27 **CMD** 40

Feats Awesome Power, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (Gore), Power Attack

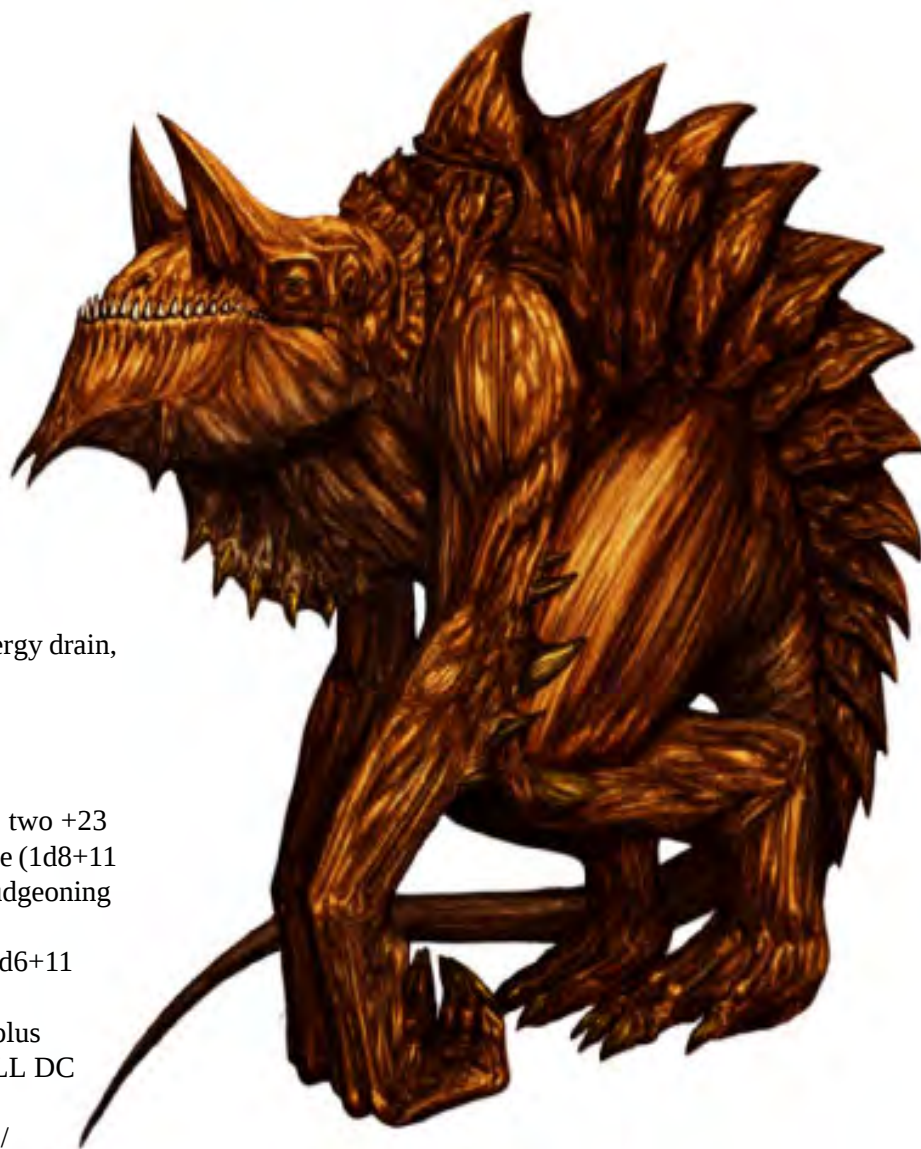
Skills Acrobatics +8 (+15 when jumping), Climb +15 Perception +16 (+8 racial bonus on Perception)

Ecology

Environment any

Organization solitary (when two or more Petit Tarrasques encounter each other, they battle to the death, ignoring all other concerns until only a single beast remains)

Treasure none



Special Abilities

Breath Weapon: Digestive Scream (SU)

The Petit Tarrasque can vomit up its powerful digestive acids, combined with a deadly resonance from its frog-like throat that chemically scalds a victim at the same time it rattles the flesh from his bones. Once every minute, the Petit Tarrasque can use its breath weapon.

The Digestive Scream is a 30 ft cone. All targets within this area suffer 10d10 points of damage (half Acid, half Sonic) (REF DC 18 half). Creatures resistant or immune to either energy form are affected normally, unless they have the same level of resistance or immunity to both energy forms. If the target has different levels of resistance to Sonic and Acid damage, she uses the lower resistance to

determine how the Digestive Scream effects her. For example, Jalla the Fighter has Resist Acid 10 when fighting a Petit Tarrasque, but has no resistance against Sonic damage. Thus, when damaged by this effect she would be considered to have Resist Acid 0 as well. If she had Resist Sonic 10 and Resist Acid 5 instead, she would be considered to have only Resist 5 against both energy forms!

Hell Croak (SU)

The Petit Tarrasque has a fleshy wattle beneath its chin, covered in jagged bone spines. It can swell this organ and emit an ear-splittingly loud croak that can be heard for miles, and strikes absolute terror into any that perceive it.

As a standard action, the Tarrasque can use its Hell Croak ability. All living creatures within 100 ft suffer 6d6 points of Sonic damage, and must succeed at a DC 18 FORT Save or be *deafened* for 1d4 hours. In addition, all targets within this range must also succeed at a DC 18 WILL Save or become *panicked* for 1d6 minutes. A creature who successfully saves against the Hell Croak's panic effect becomes immune to this aspect of that particular Petit Tarrasque's Hell Croak for 24 hours.

Petit Carapace (SU)

The Petit Tarrasque's scaly armor and thick shell deflect cones, lines, rays and magic missile spells, rendering the Petit Tarrasque immune to such effects.

Powerful Leaper (EX)

The Petit Tarrasque applies its STR modifier as a bonus on Acrobatics checks made to jump.

Rush (EX)

Once per minute for one round, the Petit Tarrasque can increase its base speed to 200 ft. This increases its Acrobatics bonus on checks to jump to +100.

Appearance

The Petit Tarrasque is a smaller, lesser imitation of the legendary Tarrasque, and resembles its singular progenitor closely. The beast stands more than 20 ft tall, and can best be described as a strange hybrid of great ape, tortoise and bull. Impressive horns, long and strong enough to pierce a castle's battlements, rise from its tortoise-like face, just fore of its small, freely rotating, reptilian eyes. It has leathery golden

brown skin and a powerful physique. Like its great progenitor, the Petit Tarrasque is protected by a nearly impenetrable brownish shell, fringed with razor sharp jagged edges and defensive spines.

Reports From The Field

"These things spring up where the blood or semen of the Tarrasque drips on the land, incubating in the very earth itself until they are ready to hunt. They are every bit the plague and punishment that their dark father is."

-Vaxxule Tortalla, Druid of the Wine Sea

"Petit Tarrasques aren't a part of nature, really. They're like parasites living off the Big Guy, and when the Big Guy shakes, his fleas fall off. A single Petit Tarrasque can hunt out a region 30 miles to a side in a matter of days. They eat pretty much everything larger than a ground squirrel, and when they're done with that, they start up rooting trees, smashing boulders. Just destroyin' everything. When they're done, when there's no more life in a place, and when they've ruined things so thoroughly there never will be again, they move on. They might be smaller, but collectively the Petits do more damage than the Big Guy ever will."

-Tom Yorkshire, ranger.

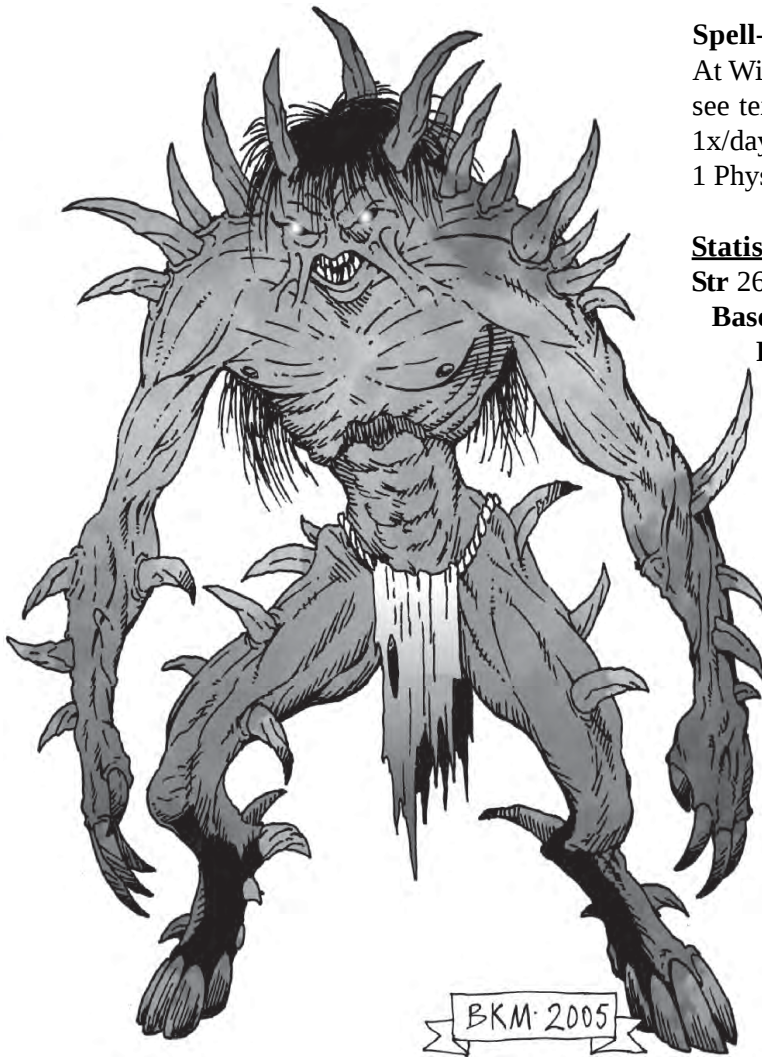
"Whatever you do, never allow a woman to deliver a blow to a Tarrasque. The violence quickens their womb, and they are impregnated by the monster. Months later, a Petit Tarrasque is born to stalk the world. The mother never survives the birth."

-Kelthia Riddle, midwife.

"The legend says the Tarrasque can never die, but that is not exactly true. Everything can die, given proper incentive. But when the Tarrasque's body finally perishes, its soul flees into one of the Petit Tarrasques wondering confused and enraged over the face of our world. And the largest, strongest, meanest one, the alpha of this wild pack, he changes, grows and becomes the new Tarrasque."

-Sir Rhyn Torrson, naturalist and hagiographer





PHYSIKUS (CR 5)

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

XP 2,400

Init +4 **Senses** Darkvision 60 ft, Perception +9

Languages Abyssal, Common

Defense

AC 21 **Touch** 13 **Flatfooted** 17 (-1 size, +4 DEX, +8 natural)

HP 6d10 + 30 hp (63 HP)

FORT +10 **REF** +9 **WILL** +2

Immune Electricity, Poison

Resist Acid 10, Cold 10, Fire 10

Offense

Spd 40 ft

Melee two slams +13 (1d6+8 bludgeoning plus grab) plus +13 gore (1d8+8 piercing)

Special Qualities Spines

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

At Will – Ray of Enfeeblement (as Athletic Steam, see text) (DC 12)

1x/day – Summon (3rd level – 1d3+1 Physikii 55% or 1 Physikus 100%)

Statistics

Str 26 **Dex** 19 **Con** 21 **Int** 7 **Wis** 11 **Cha** 13

Base Atk +6 **CMB** +15 **CMD** 29

Feats Greater Grapple, Improved Grapple, Power Attack

Skills Acrobatics +13, Climb +17, Perception +9, Swim +17

Ecology

Environment any (extraplanar- the Abyss)

Organization solitary or pair

Treasure standard

Special Abilities

Athletic Steam (SP)

Any time the Physikus kills an opponent during a grapple, the demon may unleash a cloud of pungent, hot steam from his tusked mouth as a swift action. This steam fills all adjacent squares and grants the Physikus 25% concealment for one round.

This steam affects all non-demons within its area of effect, but otherwise functions identically to Ray of Enfeeblement cast by a 3rd level sorcerer. (1d6+2 STR penalty, DC 12).

Spines (EX)

The spikes jutting from every inch of the Physikii's muscular body make closing with it a dangerous proposition. Anyone attacking the Physikus with a light weapon or unarmed strike suffers 1d4 slashing damage; anyone grappling or grappled by the demon suffers 2d6 slashing damage per round.

Appearance

Physikii (singular: Physikus) are swollen, gnarled masses of purple muscle, horn and scar tissue cast in an almost human-like form. Jagged spikes rip painfully through their naked musculature. Physikii have snarling, neck-less skulls, and eyes that glow a blazing amber in the darkness. Physikii go nude save for a ragged loincloth that does very little to mitigate the horror of their appearance.

Reports From The Field

"The demons have their uses for cheats, for wrestlers who oil themselves before a bout, for gladiators who slip poison in their stablemate's meal, for boxers who weight their gloves, for abusers of potions and alchemy. The strongest willed of these traitors to sport become Physikii, and train the legions of the Abyss to win at any cost."

-Sport Across the Infinite Planes, edited by Reich Doulheart

"Two Physikii set on a soul. Spent fully eight hours torturing it, trapping it between them, giving it illusion of escape before recapturing it. Then they tore it apart. They ate the soul-stuff, grew noticeably larger, their horns sharper."

- Excerpt from the notebooks of J. Wintersmoon, planar cartographer

"The famed archer Gullidor hung himself after earning the Royal Accolades. There's a persistent rumor that his manservant found him with Abyssal runes carved on his belly and wrists, symbols designed to transform his dying soul into a Physikus. Supposedly, there was a suicide note that read simply 'I want to keep winning, forever.'"

-Lady Justine De La Playa, storyteller

PLANE DIVER (CR 9)

Medium LN Outsider (extraplanar, lawful)

XP 6,400

Init -1 **Senses** Darkvision 60 ft, lowlight vision, Perception +18

Languages Celestial, Common, Infernal, Terran, *tongues*

Defense

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

Damage Reduction 5/magic

HP 12d10 +60 hp (126 HP)

FORT +15 **REF** +3 **WILL** +9

Immune Cold, Fire, mind influencing effects, pressure

Resist Acid 5, Electricity 5

Offense

Spd 20 ft

Melee two +14 slams (1d10+2 bludgeoning)

Ranged +14/+9/+4 hand cannon (4d6 fire, 20/x3, 30 ft range increment, single shot only, unlimited ammunition)

Special Attacks Death Throes

Special Qualities Amphibious, No Breath

Spell-Like Abilities (CL 12th Concentration +15)

Constant – freedom of movement

- see invisibility

1x/day – Cloudkill (F-DC 18, see text)

Statistics

Str 14 **Dex** 8 **Con** 20 **Int** 13 **Wis** 17 **Cha** 15

Base Atk +12 **CMB** +13 **CMD** 22

Feats Dazzling Display (hand cannon), Great Fortitude, Improved Great Fortitude, Point Blank Shot, Strike Back, Weapon Focus (hand cannon)

Skills Bluff +17, Climb +17, Intimidate +17, Knowledge (dungeoneering) +16, Knowledge (the planes) +16, Perception +18, Survival +18

Ecology

Environment any

Organization solitary (possibly a unique being?)

Treasure standard (in lair)

Special Abilities

Cloudkill (SP)

Once per day, the Plane Diver can manipulate the regulator knobs on its atmosphere pack, casting *cloudkill* as a full round action.

Death Throes (EX)

When the Plane Diver is slain, its body explodes in a gout of green flame and toxic steam, completely destroying its strange armor and weapons. All creatures within 30 ft suffer 12d6 points of damage, half of which is Fire, half of which is slashing (REF DC 21 half).

This also releases the *cloudkill* effect if the Plane Diver has not already used that ability that day.

Improved Great Fortitude (EX)

Once per day, the Plane Diver can reroll a failed FORT Save.

Pressurized Armor (EX)

The Plane Diver is wearing a strange set of armor, sealed against the environment and designed to allow it to survive virtually any hostile environment, from the heart of a volcano to the depths of space. It

provides the Plane Diver with the Amphibious and No Breath qualities, and is the source of the creature's immunities and resistances. The Plane Diver can descend to any depth and is under a constant *freedom of movement* effect.

Appearance

The Plane Diver is a mysterious figure wearing all concealing armor of steel, oak and brass. The creature stands a little taller than a man, but has squat and broad shouldered proportions. It moves with a clanking, heavy gracelessness, stomping powerfully with lead-shod boots. The bulky, all concealing armor is protected by glowing runes, and covered in brass fixtures, knobs, hissing steam pipes and complex gear works. Occasionally, pipes on the Plane Diver's back and abdomen belch out pungent, greenish steam. The Plane Diver carries a strange, advanced firearm of similarly baroque design.

Reports From The Field

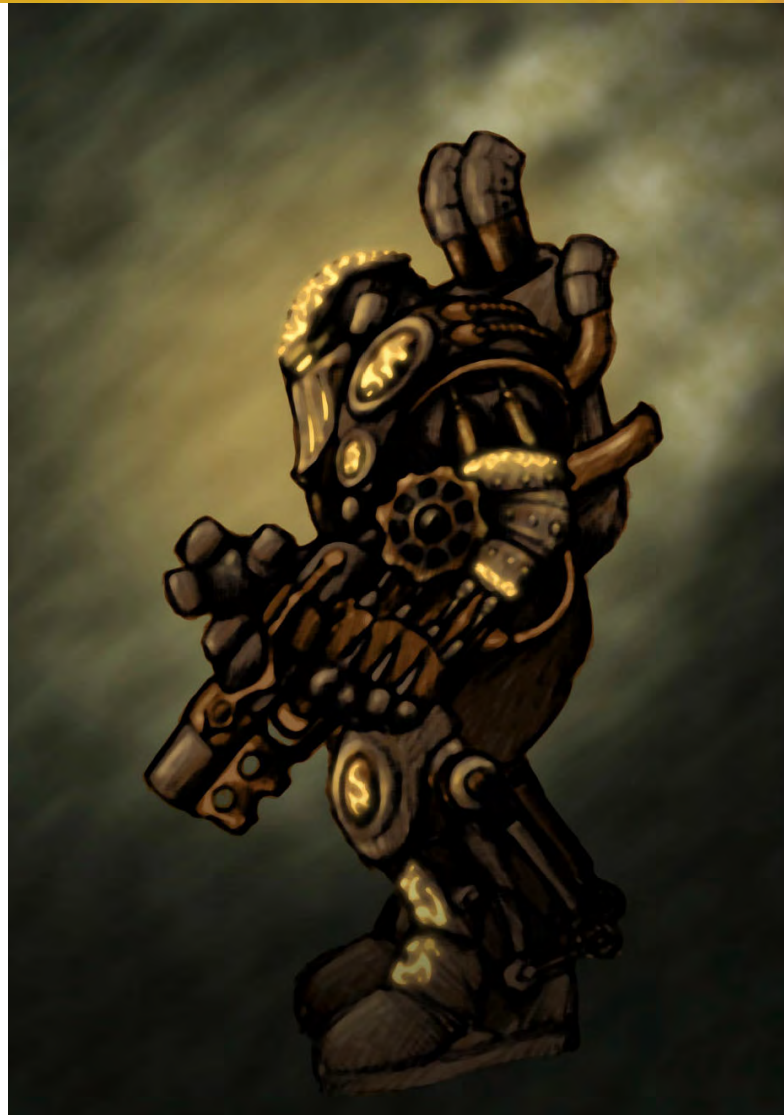
"We've had reports that immediately before the eruption, a figure wearing strange brassy armor was walking through Krea Village. Survivors said the armored figure was taking notes in a small, iron shod journal, and speaking with the residents about their livelihoods in the minutes leading up to the eruption. There were similar reports from Ft. Onestand, prior to its fall last winter, that a mysterious armored figure of evidently peaceful intent appeared and asked strange questions before the fighting began."

-Captain Louis Millerson, watch commander of Scurriver County

"Was a knight, I think. Armored and carrying a pistol, an' no common man could afford such. He appeared in the market square like a thunder clap, and walked straight to Quince's tavern. Opened up the doors, pulled Quince out from behind the bar and started...butchering him, like a pig, with little knives, right there on the bar. We tried to pull the knight off, hit it with hammers, threw rocks and bottles at it, but it ignored us. When it was done, the knight stood up, thanked us for our time in a voice I swear was a woman's, but Kelly thinks was a man, and disappeared in another big flash."

-Rickard, a local granite mason telling the story of his life

"We set out to plunder the Sunken Museum of Wycellica, but by the time our expedition reached the



ruins, the great doors already stood wide open. We entered anyway, finding every trap disarmed, the corpses of sea-beasts slain by the score, and the ruins thoroughly searched. There was still plunder to be had, coins and beautiful silver idols, but the treasure we came for- the Silver Codices, were long gone. As we made our way back up the water-filled stairs, we came upon a surviving shaugin, an old female too weak to fight.

She told us that hours before our arrival, a lone armored figure entered the flooded vaults containing the Codices, moving through the water as easily as a fish. She says this armored thief killed her tribe, and took the Codices, vanishing in a flash of light as soon as it emerged from the water."

-Benicio Swordway, a rather frustrated dungeon delver

PLAGUE RIDER (CR 3)

Small CE Aberration

XP 800

Init +2 **Senses** lowlight vision, Darkvision 60 ft, Perception +4

Languages Goblin, Undercommon

Defense

AC 15 **Touch** 13 **Flatfooted** 13 (+1 size, +2 DEX, +2 natural)

HP 4d8 + 4 hp (22 HP)

FORT +2 **REF** +3 **WILL** +5

Offense

Spd 35 ft

Melee +1 bite (1d4-2 slashing plus filth fever)

Ranged +5 crossbow (1d6 piercing, 19-20/x2, 80 ft range increment, may be poisoned with Black Adder Venom)

Statistics

Str 6 **Dex** 14 **Con** 13 **Int** 6 **Wis** 11
Cha 6

Base Atk +3 **CMB** +0 **CMD** 12

Feats Simple Weapons Proficiency, Skill Focus (stealth), Rapid Reload

Skills Stealth +9, Perception +4

Gear light hand crossbow, 20 bolts, 2 doses of Black Adder Venom

Ecology

Environment

any urban, underground or ruin

Organization always solitary

Treasure half

Special Abilities

Hazardous Rot (EX)

Even in death, the Plague Rider is potentially deadly. If the Plague Rider's body is not burned within one hour of its death, vile substances from the body leech into the ground, contaminating the local water table. All creatures who drink from ground water supplies within a mile of the Plague Rider's death for the next 2d4 days risks contracting Filth

Fever. This ability only functions if the Plague Rider dies in an area of natural soil; it does not apply if the Plague Rider dies in a stone basement, for example.

Infectious Pustules (EX)

The thousands of tumors and pus-filled cankers covering the Plague Rider's body burst when the creature is struck. Any opponent who strikes the Plague Rider with a natural attack or light melee weapon suffers 1d6 points of acid damage and risks being infected with Filth Fever. The FORT Save DC to resist infection is increased by the amount of acid damage suffered.

Appearance

The Plague Rider resembles a horribly twisted goblin, badly disfigured by disease and tumors. The creature's fetid brownish skin is hot and feverish, and warts, boils and pus-filled tumors covering its back.

The goblinoid creature's legs have been hideously warped by disease, giving the foul little creature a canine lower body.

Reports From The Field

"A man gets cancer, unless he's on good terms with his god, he dies. A goblin gets cancer, he turns into one of these things. His legs split into four, looking like a mangy dog, tumors grow over every inch of his body. The other gobbos kick him out of the



warren, because even by goblin standards, the thing's mad. They got good reason to- these things like to torture another gobbo until they're infected too. If they aren't just killed outright, these things find a new lair, maybe a mile from their old warren, in a cave, old abandoned building, or a sewer somewhere, and set out to do everything they bit of harm they can in the time they got left."

-Grey Rodriguez, ranger of the cities

"You find a Plague Riders' nest, you burn it, and you don't stop hunting until you find the Rider and burn him out too. Burn everything the monster's ever touched if you have to, because they are disease."

-Captain Brenwyr Olafdottir

PYRE LEGION (CR 7)

Huge LE Undead (fire)

XP 3,200

Init +0 **Senses** Darkvision 60 ft, Perception +14

Languages Common, Ignan, Infernal

Aura Fiery Aura (5 ft, 1d8 fire, bright illumination 30 ft, dim illumination 60 ft)

Defense

AC 21 **Touch** 13 **Flatfooted** 21 (-2 size, +5 deflection, +8 natural)

HP 10d8 hp (45 HP)

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

Immune Fire, Undead Immunities

Weaknesses Cold, Holy Water Vulnerability

Offense

Spd 40 ft

Melee two +11 Flaming Burst slams (1d8+5 bludgeoning plus +1d6 fire, 19-20/x2)

Special Qualities Deep Tissue Burns, Flaming Burst slams

Spell-Like Abilities (CL 7th Concentration +8)

3x/day – Burning Hands (DC 11)

1x/day – Fireball (DC 13)

Statistics

Str 25 **Dex** 11 **Con** - **Int** 4 **Wis** 12 **Cha** 9

Base Atk +7 **CMB** +16 **CMD** 26

Feats Cleave, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (slam)

Skills Climb +20, Intimidate +14, Perception +14



Ecology

Environment any land

Organization solitary

Treasure standard

Special Abilities

Deep Tissue Burn (SU)

If the Pyre Legion hits the same target with both slam attacks, it inflicts 1 point each of permanent CON and CHA damage on the victim, as its hellish fires burn away skin and melt fat to boiling vapor.

Each point of ability score drain inflicted heals the Pyre Legion for 5 Hit Points; excess HP are gained as temporary HP, which remain for one hour.

Fiery Aura (SU)

Any creature ending its turn in adjacent to the Pyre Legion suffers 1d8 points of Fire damage. Creatures grappling- or grappled by- the Pyre Legion suffers 4d8 points of Fire damage per round.

Flaming Burst (SU)

The Pyre Legion's slams inflict an extra 1d10 points of fire damage on a confirmed critical hit.

Holy Water Vulnerability (EX)

As fiery undead, a Pyre Legion is especially vulnerable to the effects of holy water. A Pyre Legion splashed with holy water suffers double damage.

Appearance

A Pyre Legion is a hulking skeletal figure made from charred bone and blackened wood ash, arranged in a mockery of human form. A Pyre Legion is surrounded by a corona of dark flames that stink of burning human flesh and ash.

Reports From The Field

"No one soul forms a Pyre Legion. Instead, the Legion is the collective agony, dread and rage of multitudes condemned to death by immolation. I tell any executioner I meet that they must not burn more than one condemned with the same wood. They do that, the world will see fewer Pyre Legions. Few listen; you see the result."

-Rutger Goldspear, Dwarven inquisitor and monster hunter

"Leave any settlement plagued by a Pyre Legion to its fate, for they are guilty of a great sin. Such unquiet spirits only form when an innocent dies by judicial fire. Allow the Pyre Legion to have its vengeance."

-Raethelli legal codes concerning Pyre Legions

"Archeological excavation of the Hurnga Lakebed, now dried after the dam's construction, found more than a dozen brass chests, each containing wood fragments and ash mixed with burnt human bones. The locals revealed the casks were the remains of burnt witches and their pyres, sunk into the lake to prevent fiery demons from rising from the remains."

-Adventurer's Almanac, volume XXVII "The Dry Hurnga Lakebed and its Horrors"

QUICK IVY (CR 3)

Medium N Plant

XP 800

Init +4 **Senses** Darkvision 60 ft, Perception +0

Defense

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

HP 4d8 hp (18 HP)

FORT +4 **REF** +5 **WILL** +1

Immune plant immunities

Offense

Spd 60 ft

Melee four +3 lashes (1d3 slashing, 20/x3 plus trip)

Space 5 ft **Reach** 10 ft

Statistics

Str 10 **Dex** 19 **Con** 11 **Int** - **Wis** 11 **Cha** 1

Base Atk +3 **CMB** +7 (+11 trip) **CMD** 21 (25 vs. trip)

Feats Agile Maneuvers ^(B), Improved Trip ^(B)

Skills Stealth +12 (racial modifiers: +8 Stealth in forest terrain)

Ecology

Environment any forest

Organization solitary

Treasure none

Special Abilities

Tripping Vines (EX)

The Quick Ivy twines dangerously around the feet and ankles its opponents, as it nimbly darts around the battle field. As a swift action, made during any point in its movement, the Quick Ivy may make a free trip attempt against any adjacent creature. The Quick Ivy does not provoke attacks of opportunity.

Though mindless, the Quick Ivy's physiology provides it with Agile Maneuvers and Improved Trip as racial bonus feats.

Appearance

The Quick Ivy is a man-sized lamprey with a body sheathed in wide, flat leaves. Four whips of cellulose and vine lash the air near the creature's ringed mouth. Quick Ivy are in constant motion, thrashing through the underbrush and rotting leaves covering the forest floor with incredible speed and fury.



Reports From The Field

"I felt something touch my ankle, and my first thought was 'snake'. But whatever it was it was **STRONG**. Pulled me right down into the leaves. I hack at it with my blade, and to this day I'm not sure if I actually hit the thing but I scared it off. I never even saw whatever it was pulled me down and still have no idea what it really was."

-Narno Leatherpurse, Halfling ranger

"The core root of a Quick Ivy can be boiled into a potent stew with medicinal properties. The core root holds the blood of the Ivy's prey, and is a source of many nutrients. Those suffering consumption or anemia should be fed a bowl of this stew each supper, for a tenday, to cure their ills."

-The Alchemy of Living Things

"**Culver, Tolle:** a successful fur trapper known for the use of specially made lasso, woven from Quick Ivy vines."

-Minor Personalities of the Kreigkarn Forest

RESURRECTION GOB (CR 9)

Small NE Outsider (extraplanar, goblin, psychopomp)

XP 6,400

Init +2 **Senses** Darkvision 60 ft, lowlight vision, Spirit Sense 60 ft, Perception +14

Languages Abyssal, Celestial, Common, Goblin, Infernal

Defense

AC 17 **Touch** 14 **Flatfooted** 15 (+1 size, +1 DEX, +1 dodge, +1 deflection, +3 armor)

HP 12d10 + 12 hp (78 HP)

Damage Reduction 10/adamantine

FORT +9 **REF** +12 **WILL** +3

Immune death effects, disease, poison

Resist Cold 10 Electricity 10

Offense

Spd 30 ft

Melee +13 ghosttouch shovel (1d6 slashing, 19-20/x2)

Special Qualities Spirit Sense, Spirit Touch (gives ghost touch property to weapons)

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

1x/day – Resurrection Night (as true resurrection, see below)

Statistics

Str 11 **Dex** 15 **Con** 12 **Int** 10 **Wis** 9 **Cha** 6

Base Atk +12 **CMB** +13 **CMD** 23

Feats Agile Maneuvers, Dodge, Blind Fight, Improved Critical (shovel), Light Armor Proficiency, Lightning Reflexes, Lunge, Simple Weapons Proficiency

Skills Acrobatics +17, Climb +15, Intimidate +12, Knowledge (religion) +15, Stealth +21, Perception +14 (Racial bonus +4 Stealth)

Gear ragged studded leather armor, +1 ring of protection, shovel

Ecology

Environment extraplanar (Purgatory)

Organization solitary or accompanied by a small horde of up to 30 goblin warriors



Treasure standard

Special Abilities

Resurrection Night (SU)

Once per night, the Resurrection Gob can use a buried human corpse as the focus of a dark, necromantic ritual that returns slain goblins to life. Doing so requires the Resurrection Gob to disinter a human corpse buried less than 30 days, which requires about an hour of solid effort.

The Resurrection Gob places candles on the corpse, speaks foul words and conducts a short ritual requiring 50 gp worth of rare herbs and strange reagents. This ceremony requires another hour to conduct.

At the end of this period, the Resurrection Gob can either return a single goblin hero whose HD are equal to the hit dice of the human corpse provided, to life. Alternatively, the ritual can return a number of goblin warriors (Bestiary pg 156) to life equal to twice the HD of the human corpse provided. Either use prevents the human corpse from being returned to life by any effect less powerful than a *wish* or a *miracle*.

This ability is equivalent to *true resurrection*, save that the bodies of the goblin or goblins to be resurrected do not need to be present. This effect can raise a goblin hero from the dead regardless of how long ago that goblin perished.

Shovel (SU)

While wielded by the Resurrection Gob, the shovel counts as a *ghosttouch* and *adamantine* weapon. It becomes an ordinary, crudely-made shovel if wielded by another creature.

Appearance

These strange beings resemble mortal goblins, but stink of graveyard dirt and putrefying flesh. They carry a shovel made from the femur of a human lashed to a blade of good steel scavenged from a battlefield. Resurrection Gobs wrap themselves in leather, ragged cloth and dirty furs to ward off the chill, and carry a clanking, clattering assortment of bones at all times.

Reports From The Field

"You see a grey goblin, carrying a shovel, among the greenies you're fighting, you kill him first! Put the grey'un in the ground and splash the corpse with holy water and silver dust. Otherwise, that damn thing will bring each and every gob you kill right back to life."

-Tom Yorkshire, ranger

"The fearsome numbers of the goblin race is not only due to the savage fertility of their women, but due to the attentions of a lesser breed of psychopomp known vulgarly as 'ressurrection gobs'. Such creatures bask in the ignorant worship of goblin tribes, claiming to be masters of life and death. Goblin bands lead by such descend rapidly into ever greater sin, certain they will never face eternal punishment for their depredations."

-Glossary of the Abyssal Planes, compiled by Polymathius the Sage

"Now, big man, you ain't scarring me one wit. See, I died five times now. Four times got a human sword or spear through me, last time falling off a rooftop during a job. Got no fear o' dead, no fear o' that big axe you got in my face, and no fear of your fat arse. So swing yer axe and do yer job if you got the balls, but know I'll be back on me feet tomorrow night to take those balls from you with me knife!"

- Wheat Bread Gushlaradnik, goblin braggart

ROYAL LANDWARDEN (CR 13)

Large LN Outsider (earth)

XP 25,600

Init +13* **Senses** Darkvision 90 ft, Tremorsense 30 ft, Perception +21*

Languages Common, Celestial, Terran and the official language of the kingdom it serves

Defense

AC 18 **Touch** 16 **Flatfooted** 13 (-1 size, +5 DEX, +2 armor, +2 deflection)

HP 18d10 + 36 hp (135 HP)

FORT +10 **REF** +16 **WILL** +13

Weaknesses Impudence Weakens Her (see text)

Offense

Spd 40 ft

Melee +21/+16/+11/+6 *axiomatic greatsword* (1d12+5 slashing, 17-20/x2), plus two +20 kicks (1d8+3 bludgeoning)



Ranged +23/+18/+13 Magic Stones (1d6+1 bludgeoning or 2d6 vs undead, 20 ft range increment)

Spell-Like Abilities (CL 14th)

Constant – Detect Snares & Pits

- Speak with Animals

At Will – Magic Stones

3x/day – Barkskin (+5 natural armor while active, to max AC 23)

- Call Lighting (3d6 electrical, DC 18)

- Wall of Thorns

1x/day - Summon Nature's Ally VI (usually summons 1 Dire Bear or 1d4+1 Dire Boars or Dire Wolves)

-Bestow Curse (only upon thieves from the territory- DC 18)

- Find the Path

Statistics

Str 17 Dex 22 Con 15 Int 15 Wis 22 Cha 17

Base Atk +18 CMB +21 CMD 36

Feats Simple/Martial Weapons Proficiency, Light Armor Proficiency, Blinding Critical, Combat Expertise, Critical Focus, Great Fortitude, Improved Critical (longsword), Improved Feint, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics +17, Climb +15, Handle Animal +15, Heal +17, Intimidate +15, Knowledge (geography) +18*, Knowledge (nature) +14, Knowledge (nobility) +14, Perception +21*, Sense Motive +17, Stealth +21*, Survival +21*

Gear +2 axiomatic greatsword, mwk leather armor, Ring of Protection +2, potion of haste, 3x/potion of cure moderate wounds (CL 10th)

Ecology

Environment any forest (The Royal Landwarden limits her hunting to the designated boundaries of a specific royal preserve or hunting ground, and will not pursue trespassers past the self-imposed border of the territory.)

Organization always solitary

Treasure standard

Special Abilities

Impudence Weakens Her (SU)

Brazen poaching and brigandry both infuriates and weakens the Royal Landwarden. For a poacher to be so bold as to take game right in front of her eyes is an almost physically painful insult to the Landwarden. If an opponent kills a living creature of at least Medium size native to The Territory within 100 ft of the Landwarden, she must succeed at a DC 25 WILL Save or be *stunned* for 2d4 rounds; success means she is only *stunned* for a single round.

Take Not from the Territory (SU)

The Royal Landwarden can instantly sense if a theft occurs anywhere within the Territory. For the Landwarden, theft is defined as the killing of an animal or the taking of fruit or vegetables (or spell components) from any plant within the Territory, without the King's express permission. The Landwarden can sense the distance and direction to any such thief, so long as that thief remains within the territory, and receives a +10 insight bonus on Survival checks made to track that character.

When the Landwarden uses any spell-like ability against such a thief that offers a saving throw, the victim must make two saving throws. If either saving throw fails, the victim is affected by the Landwarden's spell-like ability.

The Territory (EX)

The Royal Landwarden makes her lair in a specific royal hunting preserve or forest, a territory that can easily encompass several hundred square miles, though most preserve a territory not much larger than five miles on any given side. Within this region, the Landwarden gains the benefit of a Ranger's Favored Terrain class feature.

While within the Territory, the Landwarden receives a +4 bonus on Initiative checks (factored in), as well as Knowledge (geography), Perception, Stealth and Survival checks. The Landwarden does not leave a trail and cannot be tracked within the Territory, though she may elect to leave a trail if she wishes.

Appearance

The Royal Landwarden has the shape of a semi-human female a powerful eight foot tall, with a lithe and hard build. Her face is that of an older human woman, with serious, driven eyes and a dour expression. Her manner is that of a military officer, used to instance obedience and deference. Great horns rise from the crown of the Landwarden's head, reflecting the kind of animals most prevalent in her Territory. The Landwarden's feet are stag-like and allow her to move with unearthly grace.

Reports From The Field

"The Royal Landwarden gives proof to the peasant superstition that the land and the king are one. Within a year and a day of his coronation, the Landwarden appears and takes residence in the King's most



beloved hunting preserve, a living symbol of the lord's control over his lands and all within in. The Landwarden is a merciless harrier or poachers and trespassers. Only the King and those who carry a token presented by their lord can safely hunt in a protected royal preserve. Occasionally, the Royal Landwarden walks to the edge of her vigil, the body of some deer hunter slung over her shoulder; she impales the corpse at the edge of the forest as a warning to other miscreants."

- *Sir Victor Tressellia, court historian*

"Notes: hunts by sight, hearing. No better nose than my own. Doesn't sleep, but eats. Good with a sword, faster than a stag. Too much druid type witchery for my taste. Predictable. Roves the Greenend in the same pattern and hasn't spotted me yet. Drinks at the J-bend in the river, leaves spoor by the *puthak* bush. I can take this one."

-*Dar Rutledge, local woodsman and legendary hunter, whose body was found impaled at the edge of the Greenend three days later.*

"King Hrothjul's Landwarden has a familiar face. 'Neath her horns, the beast is his mother, as she was when she bore him, more than 50 years afore. Land and mother are one, for kings, you know."

-*Hymthan Silvermug, Dwarven bard*

"They are not summoned. No circle and candle invocation. Oh no, a Landwarden simply appears a year and a day after a king takes the throne. No Landwarden has ever served more than a single king, nor do they appear to queens, nor to regents. Only to kings. And don't think of them as obedient servants either; they guard the king's forests, mercilessly, that is all. They don't go to war, don't serve as bodyguards or court magicians. These things would not lift a finger to aid their king if he lay bleeding at their hooves, and they'd slaughter the king's only son if he went hunting in his father's forest without permission."

-*Thysis Oberon, summoner*

RUST SPLASHER (CR 8)

Large CN Monstrous Humanoid

XP 4,800

Init +1 **Senses** Scent, Scent Metals, Perception +4

Languages Aquan (illiterate)

Defense

AC 16 **Touch** 11 **Flatfooted** 15(-1 size, +1 DEX, +6 natural)

HP 10d10 + 70 hp (125 HP)

FORT +9 **REF** +8 **WILL** +12

Offense

Spd 40 ft **Swim** 60 ft

Melee +13/+8 Rust Punch (1d10+4 bludgeoning plus rust)

Ranged +12/+7 Acid Spit (2d4 acid plus rust, 60 ft maximum range)

Statistics

Str 18 **Dex** 13 **Con** 22 **Int** 4 **Wis** 19 **Cha** 4

Base Atk +10 **CMB** +15 **CMD** 25

Feats Ability Focus (rust), Cleave, Great Fortitude, Power Attack, Toughness

Skills Swim +22 (+8 racial bonus on Swim checks)

Ecology

Environment any coastal or water

Organization solitary or accompanied by 1d4 Rust Monsters

Treasure incidental

Special Abilities

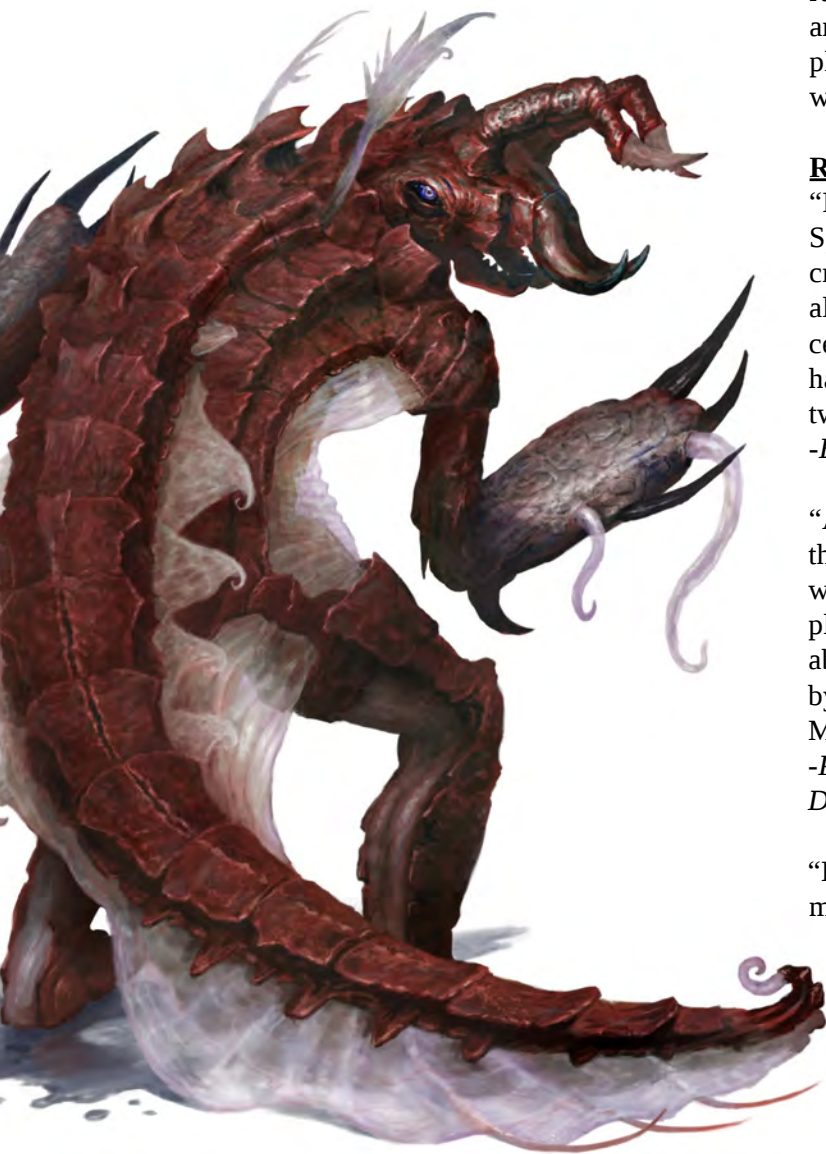
Amphibious (EX)

The Rust Splasher can survive indefinitely either on land or submerged.

Rust (SU)

The Rust Splasher's punches and acidic spit can rust metal away to nothing in seconds. The object damaged takes half its maximum HP in damage and gains the broken condition—a second hit destroys the item.

Against creatures or large vehicles made of metal, a Rust Splasher's rust attacks deal 3d6+6 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 18 REF save to negate this effect. The save DC is Constitution-based.



shoulders. The Rust Splasher's carapace is a dark russet, fading to a drab grey on its underbelly. A long and triangular tail, covered in overlapping keratin plates, provides stability on land and speed in the water.

Reports From The Field

"Evolution happens fast down in the dungeons. Rust Splashers are the result of magical competition and crossbreeding, evolved and bipedal versions of already dangerous Rust Monsters. Over the last century, one out of every 500 Rust Monster eggs has hatched a Splasher instead, up from one in 10,000 two centuries ago."

-Eraktheil Longthought, Elven historian

"A single Rust Splasher in the Old Harbor hulled three galleys and one of Her Majesty's warships within the last tenday. Henceforth, a 500 gp bounty is placed on the right claw of the species. Any able-bodied man or woman may claim such a bounty by presenting the severed claw to the Harbor Master. Good luck, and safe hunting."

-Proclamation of Public Bounty, Old Harbor District of Qualanispur

"Last year, I watched as a young Brown Dragon, maybe a year old by the size of him, sated his lust with a captive female Rust Monster. Returning to that site during the spawning season, I noted the female's eggs were larger than normal, and strange shapes stirred within."

-Debra Woodwise, human Ranger and egg thief without compare

Scent Metals (Ex)

This ability functions much the same as the scent ability, except that the range is 90 feet and the Rust Splasher can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Appearance

The Rust Splasher is a crustacean-like humanoid nearly eight foot tall at the tip of its bone-encrusted skull. Saw like mandibles drip organic acids that rust good steel away to flakes in an instant, and delicate fringed antennae rise from the monster's hunched



SABERLOCH (CR 8)

Large LE Aberration

XP 8,400

Init +6 **Senses** Blindsight 90 ft, Scent, Perception +12

Languages Common, Draconic, Elf, Gnome

Defense

AC 22 **Touch** 16 **Flatfooted** 21 (-1 size, +6 DEX, +1 dodge, +6 natural)

HP 12d8 + 36 hp (90 HP)

FORT +7 **REF** +8 **WILL** +9

Immune Sleep, Visual effects (blind)

Offense

Spd 60 ft

Melee two scimitars +14 (1d8+2 slashing, 18-20/x2)

Special Attacks Saberlock Sparks (usable at will, 15 ft cone, 4d6 electricity/fire, REF DC 19 half plus blinded 1d4 rounds, FORT DC 19 negates)

Special Qualities Parry, Scimitar Mastery

Statistics

Str 15 **Dex** 23 **Con** 17 **Int** 12 **Wis** 12 **Cha** 10

Base Atk +9 **CMB** +12 **CMD** 28

Feats Combat Expertise, Combat Reflexes, Deflect Arrows^(B), Dodge, Mobility, Spring Attack, Whirlwind Attack, Weapon Finesse (scimitars)^(B)

Skills Bluff +14, Climb +14, Perception +12, Stealth +17/21 in forests (Racial Bonus +4 Stealth in forests)

Ecology

Environment temperate forest

Organization solitary

Treasure standard

Special Abilities

Parry (EX)

The Saberloch can parry a melee attack against it once per round as a swift action, deflecting it so that the Saberloch takes no damage from it. The Saberloch must be aware of the attack and not flat-footed. Unusually massive melee attacks (such as a slam from a Huge or larger creature) cannot be parried.

Saberloch Sparks (SU)

By striking the two scimitars together, the Saberloch can create a 15 ft cone of energy as a standard action. Creatures caught in this cone suffer 4d6 points of energy damage, half of which is Electricity, half of which is Fire (REF DC 19 half).

These sparks are intensely bright, and anyone damaged by the sparks must also succeed at a DC 19 FORT Save or be *blinded* for 1d4 rounds.

Scimitar Mastery (EX)

Though the Saberloch's bone scimitars are not light weapons, the monster can apply Weapon Finesse to their attacks.

Appearance

The Saberloch has a muscular, serpent-like body that ends in an eyeless skull and lamprey-like mouth. Two powerful arms end in bone scimitars, while each of the monster's ten, radially arranged legs ends in a thick bone thorn sharper than a dagger and wider than a big man's forearm. The Saberloch is in constant motion, twitching and swaying sensuously. The monster has brownish scales decorated with thick black bands and splotches of vibrant red; the fine scales on its underbelly are a pale blue.

Reports From The Field

"Saberloch make their lairs beneath the ground cover and leaf litter of the oldest and most fey forests. Their burrows would impress even a Halfling for their size, grandeur and materialistic comfort. Fine cushions, fragrant candlelight glittering off piles of polished coin and gems, books of poetry and philosophy....Saberloch have a taste for the finest things in life, served to them by comely Gnome and Elf slaves."

-Sir Zartan Adderly, military commander, anti-horrors squad chief

"When she calmed down and let us bind her wounds, the young Gnome slave told us her name was Tilikana, and that she was fleeing someone she called "That Winding Snakey Swordy". From her quavering description, we could not be sure if she meant a dragon, some form of devil, or something else. But whatever its origin, this Winding Snakey Swordy apparently only kept its slaves for set periods and culled them on a regular basis. As her date of execution neared, Tilikana fled, and eventually encountered our small band...."

-*Chronicles of the Coirsaw Exploration Company*

"I am sorry, most honored sir, but that particular slave is promised to another client, who has a firm standing order for any slaves with both a keen grasp of literacy and a pleasant reading voice. Perhaps I could show you another?"

-*Skreelok the Flesh Merchant*

SHELL CRACKER TURTLE

(CR 3)

Large N Magical Beast (aquatic)

XP 800

Init -1 **Senses** Lowlight Vision, Scent, Perception +9

Languages Aquan

Defense

AC 16 (24 when fighting defensively) **Touch** 8

Flatfooted 16 (-1 size, -1 DEX, +8 natural)

HP 4d10 + 12 hp (34 HP)

FORT +6 **REF** +2 **WILL** +3

Offense

Spd 20 ft Swim 40 ft

Melee +8 beak (1d6+5 piercing, 20/x2)

Special Qualities amphibious

Statistics

Str 20 **Dex** 8 **Con** 16 **Int** 5 **Wis** 15 **Cha** 10

Base Atk +4 **CMB** + **CMD** + (cannot be tripped or bull rushed)

Feats Improved Sunder, Power Attack

Skills Perception +9, Stealth +4/+8 in marsh, Swim +9 (Racial bonus +4 Swim, +4 Stealth in marshy terrain)





Reports From The Field

“That lethal beak evolved to pierce the hides of giant crabs and mollusks, but nowadays, Shell Cracker Turtles are as apt to use the beak to rip the tasty, screaming meat out of a knight’s plate and mail, or snap the head off a sailor napping below decks.”

-Janx Darwin, Summoner and naturalist

“The Rhindhall River Rats started out just another small time pirate gang. They hit the big time when one of the Rats managed to find an unguarded Shell Cracker nest. They raised one of the turtles and taught it to chew through safes and vault doors. Every man and boy in that gang lived and died fat and wealthy, after that bit of genius.”

-Royce Cleanhands, safecracker wishing he had a Shell Cracker Turtle pet too

Ecology

Environment warm marsh and water

Organization solitary, pair or pod (mated pair plus 1d6 young)

Treasure standard

Special Abilities

Adamantine Beak (EX)

The Shell Cracker Turtle’s beak counts as magic, epic and adamantine for the purpose of overcoming damage reduction. There is virtually no substance that a Shell Cracker Turtle can’t sunder, given enough time.

Turtling (EX)

When taking the total defense action, the Shell Cracker Turtle’s shell provides it with an additional +4 circumstance bonus to AC.

Appearance

The Shell Cracker Turtle is a heavy, shelled reptile almost as large as a quarterhorse. The turtle has muscular, elongated flippers, pale olive scales, and a domed grayish-gold shell protected further by dark spikes. The Shell Cracker Turtle’s beak has evolved into a tripartite scissors with black bone blades longer than bastard swords.

SKULL SOLDIERS (CR 3)

Medium LE Undead

XP 800

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

Languages Common or Undercommon

Defense

AC 15, **touch** 11, **flat-footed** 14 (+4 armor, +1 DEX)

hp 4d8 (18 HP) **DR** 5/slashing

Fort +1, **Ref** +2, **Will** +4

Immune Undead Immunities

Offense

Speed 30 ft

Melee +7 melee (1d10+3 slashing or piercing, crit x3)

Special Actions Dazzling Display (full round action, Intimidate check to demoralize all enemies within 30 ft)

Special Qualities Chitter

Statistics

Str 15 **Dex** 13 **Con** - **Int** 5 **Wis** 12 **Cha** 5

Base Atk +3; **CMB** +5 **CMD** 16

Feats Armor Proficiency (Light, Medium), Dazzling Display, Simple Weapons Proficiency, Martial Weapons Proficiency, Weapon Focus (halberd)

Skills Intimidate +5 (+15 when chittering), Stealth +4
Perception +4
Possessions hide armor, mwk. halberd

Ecology

Environment any land

Organization solitary, gang (1d4+1) or platoon (6-8, plus 5th level human or half orc necromancer)

Treasure normal (including combat gear)

Special Abilities

Chitter (SU)

The Skull Soldier can clack its fleshless jaws together nosily, creating a terrifying chatter- the sound of death laughing without breath. As a swift action, the Skull Soldier can chatter, receiving a +10 bonus on its next Intimidate check. However, chittering weakens the unlife binding the creature to the world; after chittering, the Skull Soldier suffers 1d8 points of damage.

Mutilation and Recruitment (SU)

The Skull Soldier can hack the head from the (mostly intact) corpse of any recently slain humanoid or monstrous humanoid creature of Size Medium and affix a defleshed animal skull. The process takes an hour of effort. At the end of this time, the slain creature rises as a Skull Soldier, with none of the knowledge or abilities he had in life.

Skull Soldiers created in this manner are under the command of the undead who created them (who may in turn be controlled by another). Upon that creature's destruction, the newly created Skull Soldier wanders aimlessly, killing and creating other Skull Soldiers at its leisure.

Creation

A 12th level caster can create a Skull Soldier with the spell Create Undead. Additional Skull Soldiers created by *Mutilation and Recruitment* are considered undead under the caster's control for the caster's HD limit on control.

Appearance

Skull Soldiers are created from the remains of muscular warriors ritually decapitated. Their powerful bodies are wrapped in the hides of black wolves. Each Skull Soldier has had its mortal head replaced with the defleshed skull of some fearsome beast- often a great raptor, panther, dire wolf, or



nightmare. These unliving creatures carry long, wickedly serrated halberds, which they wield with both precision and style.

Reports From The Field

"These rotters are the backbone of any undead legion. They keep the spark of intelligence they had in life, and they actually seem to take pleasure in their work. They whirl and twirl their blades like fencers. They know tactics, follow orders, and kill and kill and kill until the meat rots from their bones."

-Deadhunter Vigilis, training a neophyte

"I had a comrade fall to a platoon of these laughing horrors. As he was dying, the things violated him, laughing the whole time. Then they cut his head from his corpse, and dragged it away to their lair. Made him one of them."

-Galanis, mercenary warrior

SNAKE BISHOP (CR 5)

Medium N Aberration (reptilian)

XP 1,600

Init +4 **Senses** Darkvision 60 ft, Scent, Perception +12

Languages Common, Draconic

Aura Venomous Aura (30 ft; increase the FORT Save of reptilian derived poisons by +2)

Defense

AC 18 **Touch** 14 **Flatfooted** 14 (+4 DEX, +2 natural, +2 armor)

HP 7d8 + 14 hp (46 HP)

FORT +4 **REF** +6 **WILL** +7

Immune poison, non-magical disease

Resist Acid 5

Offense

Spd 30 ft **Swim** 20 ft

Melee +9 bite (1d3+1 piercing plus poison)

Ranged +9 spitting venom (1 acid plus poison, 50 ft maximum range)

Special Qualities Wild Empathy

Spell-Like Abilities (CL 3rd)

Concentration +5)

Constant – Speak With Animals (reptiles only)

3x/day- Quickened

Summon Nature's Ally I

Snake Bishop Venom:

Bite- injury; *save* FORT DC 19; *frequency* 1/round for 6 rounds; effect 1d3 CON and 1 INT damage; *cure* 1 *save*

Statistics

Str 12 **Dex** 19 **Con** 14

Int 12 **Wis** 14 **Cha** 13

Base Atk +5 **CMB** +9

CMD 20

Feats Ability Focus (venom),

Agile Maneuvers, Weapon Finesse (bite), Skill Focus (handle animal)

Skills Handle Animal +19, Knowledge (nature) +8, Perception +12, Stealth +14, Survival +12, Swim +6 (racial modifiers: +4 Handle Animal, +4 Swim)

Gear leather armor

Ecology

Environment warm marshes, rivers, underground and urban areas

Organization solitary, pair, family (mated pair plus 2d6 young with young simple template applied) or nest (3d6 families, assorted cobra and komodo dragon pets & draft animals)

Treasure standard

Special Abilities

Serpent Friend (SP)

When using Summon Natures Ally I to summon a reptilian creature (poison frog or small viper by the standard list), the duration is one minute per caster level; in this case, summoned reptiles remain for three minutes per conjuring.

The Snake Bishop generates a Venomous Aura (30 ft). The FORT Save DC of any reptilian creature's poison is increased by +2 while within this aura. Once a poison is enhanced by this aura, it remains so enhanced until the poison runs its course or is cured, even if the victim moves out of the aura.

The effects of multiple Snake Bishop's Venomous Auras are not cumulative. This bonus is included in the FORT Save DC for the Snake Bishop's venom, above.

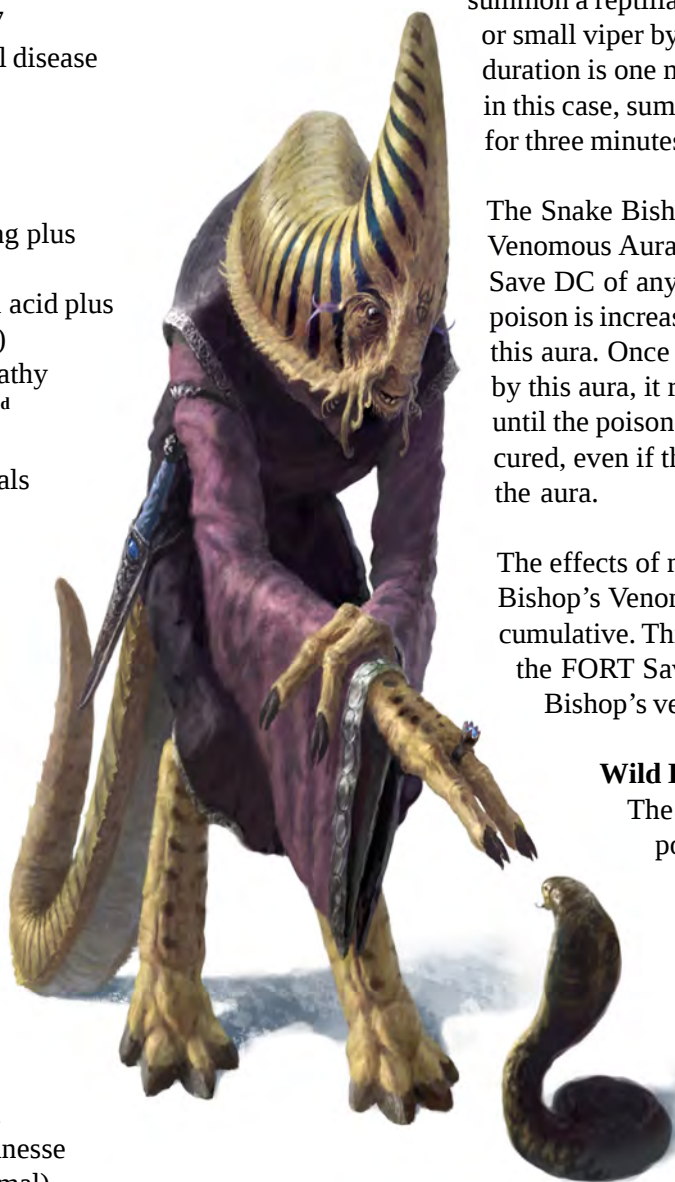
Wild Empathy (EX)

The Snake Bishop possesses the *Wild Empathy* ranger class feature.

Appearance

Snake Bishops are finely scaled reptilian beings about as big as the average man.

Their scales are varying shades of yellow, amber and grain, broken by cobalt blue stripes that decorate their chest, back and cranial crest. A long,



muscular tail gives them stability and a phenomenal swimming ability. The race gets its common name from the miter-like crest that rises from its skull. Snake Bishops are always accompanied by reptilian pets and cohorts.

Reports From The Field

“The serpent man stood at the river bank, encircled by a multitude of serpents. Every moccasin and viper in that river, plus frogs, newts and other things of every description, reptiles numbering in the hundreds. The serpent man had the air of a teacher explaining a lesson, or a preacher delivering a sermon, more like, as he hissed at the snakes and frogs. What he told them, I know not, but he lectured for more than an hour, and the beasts’ eyes never once left him.”

-Paul Riverman, marsh guide and barge tender

“Snake Bishops tend to be an unemotional lot....except when one of their little pets kills something with its venom. They coo and giggle like blushing schoolgirls if one of their snakes takes a hare or swallows a mouse, and are practically drunk with joy if one of their snakes kills a man.”

-Skindler Cortez, apothecary

“The Snake Bishop Shaaasusthaa has adapted very damn well to urban life. Technically he? She, maybe? I can’t tell. Anyway, technically he’s a beggar, but he’s a wealthy one. His snake charmer act is just a cover to keep the watch off his scaly back. His real business is the venom he milks from his ‘pets’ and sells to the likes of us.”

-Winston Pinch, rogue and member of the Silk Market Angels assassin’s guild

STARVATION DEMON (CR 6)

Medium CE Outsider (chaotic, demon, evil, extraplanar)

XP 2,400

Init +8 **Senses** Darkvision 60 ft, *see invisibility*, Perception +12

Languages Abyssal, Celestial, Draconic, *telepathy* 100 ft

Defense

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

HP 8d10 + 8 hp (44 HP)

FORT +7 **REF** +12 **WILL** +4

Damage Reduction 10/bludgeoning and magic

Immune

Electricity,

Poison

Resist

Acid 10,

Cold 10,

Fire 10

Offense

Spd 30 ft

Melee

+12/+7

bite (2d4-

1 slashing

plus 1d4

acid plus

Hunger

Lock,

WILL DC

18

negates)

Ranged

+12/+7

acid spit

(1d8 acid,

10 ft

range

increment)

Spell Like Abilities (CL 8th, Concentration+10)

Constant – *See Invisibility*

At Will – *Bestow Curse* (DC 15)

- *Cause Fear* (DC 13)

- *Death Knell* (DC 14)

- *Teleport* (self plus up to 50 lbs of gear [foodstuffs and containers only])

1x/day - *Summon* (CL 8th, 1d3 Starvation Demons

with a 30% chance of success or 50% if the

summoner has successfully used its *Greedy Swallow* within the last hour)

Statistics

Str 9 **Dex** 19 **Con** 12 **Int** 8 **Wis** 15 **Cha** 13

Base Atk +8 **CMB** +7 **CMD** 23 (cannot be tripped)

Feats Improved Initiative, Lightning Reflexes, Stealthy, Weapon Finesse (bite)

Skills Acrobatics +9, Bluff +4, Climb +4, Escape

Artist +19, Stealth +11, Perception +12 (Racial

Modifiers: +8 Escape Artist, +4 Perception)



Ecology

Environment any (Abyss)

Organization solitary or pair

Treasure standard (all treasure takes the form of consumable food and trade goods, food related magic items, potions)

Special Abilities

Greedy Swallow (SU)

Tongues of black fire lash out of the Starvation Demon's dripping mouth to steal the food from another's lips. Any time any character drinks a potion within 100 ft of the Starvation Demon, the Starvation Demon gains the benefit of the potion's effects, and the potion has no effect on the drinker. There is no save on against Greedy Swallow. Note that harmful effects are not transferred; a drinker swallowing a vial of poison or even holy water has no effect on the Starvation Demon. The Starvation Demon may always choose not to be affected by a particular potion.

Hunger Lock (SU)

The Starvation Demon places a vile curse on any creature it damages with a successful bite attack. The target must succeed at a DC 18 WILL Save or become cursed. There after, no matter how much the target eats and drinks they are considered to be suffering from both starvation and thirst. The Starvation Demon enjoys the benefit of the consumed food and drink, and can even savor the taste through its dark link to the victim. *Remove curse* can eliminate the Hunger Lock.

A creature who saves against Hunter Lock cannot be affected by that Starvation Demon's Hunger Lock ability for 24 hours.

Appearance

The Starvation Demon is a vile, wormlike thing larger than a grown man. Its body is soft and moist, with flaccid tissue the color of an old bruise. A leathery carapace guards the Starvation Demon's spine. The creature has limbs, but they are weak and spindly, and are usually folded close to its tubular body. The Starvation Demon has a wedge shaped head with four greedy eyes and a small, lamprey's mouth that drips a constant stream of stinking, tarry blood.

Reports From The Field

"These things appear in a puff of brimstone, they look like gut worms, right? And they got the drop on you. One of them bites you, and you swing back, maybe you hit, maybe you don't. Either way, it pops back out. The wound isn't too bad, stings a bit but probably not lethal, and you're wondering what that was all about. Only the next time you take a meal or a pull of your waterskin, it doesn't satisfy you. You can eat all you want and you're still starving. The thing waits, it's patient. It knows that in a day or three at most, you'll be too weak to lift your knife. That's when it reappears...."

-Hendrick Foeteller, veteran commander of the White Banner Legion

"When a soul dies in a state of avaricious lust, when it is so consumed by gluttony, it may gestate a new demon, a demon of starvation and greed. Such souls are tortured for ten thousand years, stewed in a boiling cauldron of poisons and sinner's blood. The Abyss refines such foul souls until they are the very embodiment of gluttonous venal desires."

-Archbishop Hillman Turtledove

SYMVOID (CR 2)

Small CN Aberration

XP 600

Init +3 **Senses** Blindsense 60 ft, Perception +2

Languages none

Defense

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

HP 3d8 (14 HP)

FORT +1 **REF** +4 **WILL** +5

Immune visual effects (blind)

Offense

Spd Fly 30 ft (perfect)

Melee two whips +5 (1d4-1 slashing plus trip, 30 ft reach)

Ranged black laser +5 (2d6 force, 20/x3, 50 ft range increment)

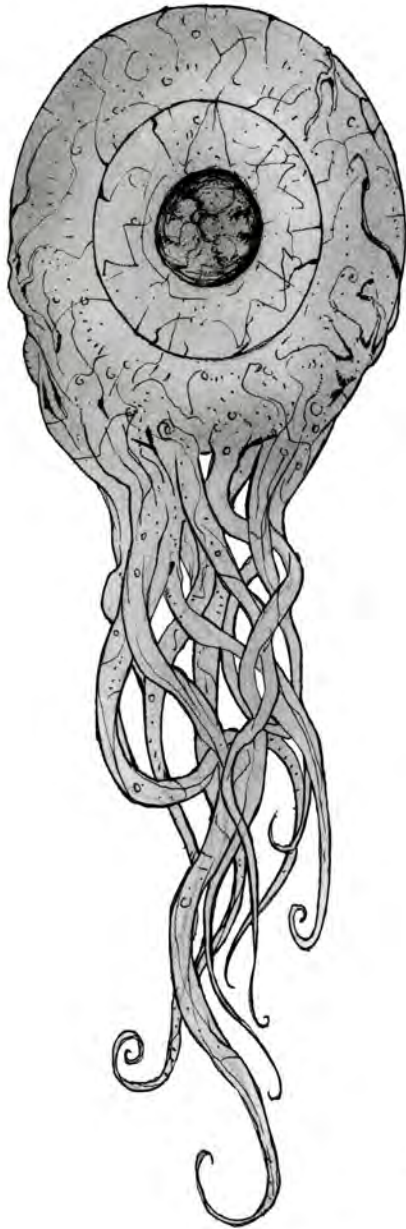
Statistics

Str 8 **Dex** 16 **Con** 11 **Int** 2 **Wis** 15 **Cha** 3

Base Atk +2 **CMB** +1 **CMD** 14

Feats Hover, Weapon Finesse (whip)

Skills Fly +16 (Racial Bonus +8 Fly)



floating sphere drifts slowly across the ground at about shoulder height to a human man. An inner aperture of muscle rotates slowly within the main sphere, in turn containing a sphere of absolute blackness, which may or may not really be there. The Symvoid's leathery skin slowly shifts upward through the visual spectrum, changing colors from a deep red to an eerie, electric blue and back again over the course of an hour or two.

Reports From The Field

"Found these things in a sick stretch of woods. Disease everywhere, dying trees snapping and falling every time I turned 'round, and all of a sudden two of these floating eye-balls got me in a crossfire. I don't think they were intelligent, but damn were they cunning."

-Tom Yorkshire, ranger

"The central blackness of a Symvoid sublimates soon after death, leaving only an electrically charged mist. A prepared alchemist can contain this mist, which may be distilled into potions that atrophy the senses but forever expand the mind, and grant longevity."

-The Alchemy of Living Things

"Left to their own devices, a Symvoid will quickly deplete its hunting territory, denuding any fauna larger than simple insects and arachnids. Symvoids seem to hunt for pleasure, using black light to vaporize birds on the wing. Symvoids do not seem to eat in any conventional sense, but perhaps their black light somehow transfers the life energy of the slain to the beast?"

-The wizard Wellahahn's arcane thesis

Ecology

Environment underground, deep forests or ruins

Organization solitary or float (2-5)

Treasure standard

Special Abilities

Black Laser (SU)

A creature destroyed by the Symvoid's black laser has their body *disintegrated*.

Appearance

The Symvoid is a muscular, fleshy sphere about the size of a dog, with dozens of tangled tendrils of various lengths and thicknesses dangling below. The

TAXIDERMY REVENANT

(CR 1)

Medium NE Undead

XP 400

Init +1 **Senses** Darkvision 60 ft, Scent
Perception +2

Languages none

Defense

AC 15 **Touch** 11 **Flatfooted** 14 (+1
DEX, +4 natural)

HP 2d8 + 2 hp (11 HP)

FORT +0 **REF** +1 **WILL** +1

Immune Undead immunities

Offense

Spd 30 ft

Melee +4 gore (1d6+2 slashing, 20/x2)

Special Qualities Freeze (a hunting
trophy), Hunter and Hunter's Bane

Statistics

Str 14 **Dex** 12 **Con** – **Int** 3 **Wis** 12 **Cha** 13

Base Atk +1 **CMB** +3 **CMD** 14

Feats Weapon Focus (gore)

Skills Stealth +2, Perception +2

Ecology

Environment any urban or ruins

Organization solitary

Treasure standard

Special Abilities

Freeze (EX)

A Taxidermy Revenant can hold itself so still it appears to be a harmless stuffed hunting trophy. A Taxidermy Revenant that uses freeze can take 20 on its Stealth check to hide in plain sight as a hunting trophy.

Hunter and Hunter's Bane (SU)

Taxidermy Revenants inflict +2 slashing damage with a successful gore attack against any creature of either the Animal or Magical Beast type, as well as characters with at least one level in Ranger.

Appearance

Taxidermy Revenants are horrid composite undead created from a chimerical assortment of hunting trophies animated by malign intelligence. Taxidermy



Revenants have antlers taken from a trophy buck above a dusty, stitched head of a lion or stag; glass eyes stare at the world with endless malice.

Reports From The Field

"I lost Jacinto, my first (and best) familiar to a Taxidermy Revenant. Still pisses me off to this day. The thing charged past me, my spell went wide, and next thing I knew, it had impaled the cat on its horns. I've talked to other wizards who've fought these sort of undead, and they all say the same thing. Even if it puts them at risk, even if it means ignoring more critical threats, Taxidermy Revenants always kill the animals first."

*-Bailey Planetspin,
ring-forger for hire*

"I knew a Druid once, claimed Taxidermy Revenants are nature's punishment of trophy hunters, and those damn fool nobles who go traipsin' into the wilderness with half an army behind 'em to get a hart's head for their wall. I don't know if I agree or not, but unless it's common folk hurt by one, I never pick up my blades against a Taxidermy Revenant. Let the damn nobles prove how great of hunters they are by taking one on."

-Tom Yorkshire, ranger



TEMPLEBACK BEHEMOTH (CR 20)

Colossal LN Magical Beast (fire, lawful)
XP 307,200

Init -3 **Senses** Perception +29

Languages Celestial, Common, Draconic, Dwarven, Infernal

Aura Zone of Truth (100 ft radius emanating from the Behemoth, WILL DC 24)

Defense

AC 44 **Touch** -1 **Flatfooted** 44 (-8 size, -3 DEX, +45 natural)

HP 31d10 + 620 hp (790 HP)

Damage Reduction 20/epic

FORT +37 **REF** +6 **WILL** +27

Immune melee and natural weapon attacks made by creatures with the Chaotic subtype, spells with the Chaos descriptor, Fire, mind-influencing effects

Offense

Spd 40 ft

Melee +68/+63/+58/+53 slam (4d6+35 bludgeoning plus Seismic Slam), +68 bite (3d6+35 bludgeoning plus Swallow Whole)

Special Attacks Breath Weapon (15 ft x 100 ft line, 12d10 axiomatic fire, REF DC 45 half, usable every 1d6 rounds), Swallow Whole (2d6+35 bludgeoning plus 6d6 fire, AC 32, HP 79), Temple Flames

Special Qualities Axiomatic natural weapons
Spell-Like Abilities (CL 30th Concentration +40)
Constant – Zone of Truth (DC 24, 100 ft emanation)
At Will – Dictum (DC 29)
- Flame Strike (DC 29; see Temple Flames)
- Order's Wrath (DC 26)
3x/day – Geas/Quest (contracts and treaties signed in the temple on the shell only, DC 26)
1x/day – Wish (creation of lawful minor/medium magical items or wishes that increase the peace and stability of nations or settlements only)

Statistics

Str 81 Dex 3 Con 51 Int 19 Wis 31 Cha 24
Base Atk +31 CMB +74 CMD 81 (85 vs. trip)
Feats Ability Focus (flame strike), Ability Focus (zone of truth), Awesome Blow, Greater Bull Rush, Greater Overrun, Greater Sunder, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Skill Focus (diplomacy), Skill Focus (sense motive), Spell Focus (evocation), Spell Penetration
Skills Diplomacy +32, Knowledge (aranca) +23, Knowledge (dungeoneering) +23, Knowledge (history) +23, Knowledge (nobility) +23, Knowledge (the planes) +23, Knowledge (religion) +23, Perception +29, Sense Motive +35, Spellcraft +23, Use Magic Device +27

Ecology

Environment warm or temperate land
Organization unique (usually accompanied by 12-20 Axiomite Acolytes 3, 1 Axiomite Cleric (law, travel) 12 who live and study in the temple, several dozen Arbiter Inevitables and 2d4 Kolyarut Inevitables)
Treasure triple standard (in the temple complex)

Special Abilities

Chaos Bane (SU)

The Templeback Behemoth's natural attacks and breath weapon are considered *axiomatic*. The Templeback Behemoth is immune to the natural attacks and melee weapon attacks of creatures with the Chaotic subtype, and are immune to the effects of spells and spell-like abilities with the Chaos descriptor.

Massive (EX)

Because the Templeback Behemoth is so massive, uneven ground and other terrain features that form

difficult terrain generally pose no significant hindrance to its movement, though areas of forest or settlements are considered difficult terrain to the Behemoth. A Huge or smaller creature can move through any square occupied by the Behemoth, or vice-versa. The Templeback Behemoth can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes.

The Behemoth gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb the Behemoth—this generally requires a successful DC 30 check, and unlike the normal rules about Behemoth and attacks of opportunity, a Small or larger creature that climbs on the Behemoth's body provokes an attack of opportunity from the monster.

Note that the Turtleback Behemoth usually allows creatures wishing to visit the temple on its shell to climb the ancient rope ladders descending from its shell (Climb DC 12-18) without violence.

Seismic Stomp (EX)

The Templeback Behemoth is so massive and so inhumanly strong that when it uses its Slam attack, all targets within 30 ft standing on the ground suffer 10d10 bludgeoning damage and are knocked prone. A successful DC 52 FORT Save halves the damage and negates the prone condition; evasion and improved evasion do not apply to a Templeback Behemoth's seismic stomp.

The Templeback Behemoth creates *difficult terrain* in the vicinity of the Seismic Stomp each time it uses this ability. If the new difficult terrain is created in a square of difficult terrain, a 5 ft pit is created. Farther creations of difficult terrain in that square increase the pit's depth by 5 ft to a maximum of 20 ft.

Temple Flames (SU)

The eternal flames rising from the spars of the Templeback Behemoth's shell can erupt into a conflagrations that can melt steel and vaporize stone or flesh. Once every 1d4 rounds, the Templeback Behemoth can produce an effect identical to Flame Strike, cast by a 30th level caster. This produces a 10 ft x 40 ft cylinder of blue fires anywhere within 500 ft that the Behemoth can see. The flames inflict 15d6

damage, half of which is fire damage, half of which is divine damage not subject to energy resistance or immunity. (REF 29 half) When the Behemoth does so, one of the flames on its shell sputters out.

The Turtleback Behemoth can instead choose to unleash the fury of both flames. Doing so increases the damage inflicted by flame strike to 30d6 and transforms all the damage into divine damage. When the Behemoth does so, both flames die out, and the Templeback Behemoth cannot use its Temple Flames nor its breath weapon for the duration of the encounter.

Appearance

The Templeback Behemoth is a gargantuan tortoise who stands more than a thousand feet tall at the base of its shell. The Templeback Behemoth's leathery hide is a drab granite shade, etched with enigmatic runes and patterns. Its eyes are kind, and a fringe of wispy, grey hair crowns its head and trails beneath its wide, blunt mouth like a tired old man's beard. Huge spars between the behemoth's ribs support gigantic stone bowls, where eternal flames burn a cold blue. The Temple Back Behemoth's shell is a sculpted wonder of towering *menwhirs* and obelisks, concealed within a tall wall of gnarled stone. An ancient temple rises from the center of the shell.

The Templeback Behemoth occupies a space 120 ft x 120 ft. Each leg occupies a space 30 ft by 30 ft when planted. It stands nearly 1,200 ft tall, measured at the tallest spire on its back, and weighs upward of one million tons.

The central temple on the Behemoth's back is a round structure with ornate columns and domed roof, encircling a central eternal flame. The temple has a diameter of about 60 ft; smaller spires up to 12 stories tall, each level containing a single cell like room for an Axiomite worshiper encircle the main temple complex. Rope ladders on the outside allow the Axiomites climb to their cell. Other structures on the Templeback Behemoth's shell include standing stones, low sacrificial altars and burning bowls, placed at the game master's whim.

Reports From The Field

"When I was a boy, Templeback passed my home on his way south. He was more than five miles away, but I could still see the sculptures on his shell over

the trees. The ground shook, everything shook. A dozen pines tumbled, and Nash's barn came down that day."

-tavern tales from Urlic the master carpenter

"The Templeback Behemoth has walked the world for ages- its existence predates written history. The Templeback makes its slow way through the lands, moving inexorably south as winter comes, and back north with the spring. The great beast does little harm, and only rears to violence on the rare occasions some fool attacks it. Treaties are signed in the old temple on its back, when great kings need to speak to their equals in absolute truce and absolute truth. Nations have been born, and born again atop the Templeback Behemoth's spine."

-Burko Brandymusk, Halfling historian and translator

"The Behemoth was spotted on the horizon at dawn, and reached the battleground at mid-day. The armies parted, the surgeons went out to recover the wounded, the gravediggers to bury the dead. The generals on both sides declared *The Turtle's Truce* until the following dawn."

-Military Histories of the Nineteen Kingdoms, Volume IV

"Equal of the Tarrasque- it's opposite perhaps? One destroys, the other negotiates and rebuilds?"

-field notes of the wizard Procyon Torez, found in his "Journal of Impossible Ideas"

TERRAVORE (CR 14)

Colossal NG Outsider (earth, elemental)

XP 38,400

Init -3 **Senses** Blindsense 60 ft, lowlight vision, Perception +29

Languages Aquan, Common, Ignan, Terran

Defense

AC 31 **Touch** -1 **Flatfooted** 31 (-8 size, -3 DEX, +32 natural)

HP 19d10 + 95 hp (200 HP)

Damage Reduction 20/epic, adamantine

FORT +20 **REF** +3 **WILL** +16

Immune Elemental Immunities

Weaknesses Vulnerability to Acid

Offense

Spd 40 ft, Burrow 40 ft, Earthglide

Melee two slams +26 (2d6+15 bludgeoning), bite +26 (3d6+15 plus swallow whole)

Ranged +8 thrown Huge boulder (2d6+23 bludgeoning, 120 ft range increment, 20/x2)

Special Attacks Swallow Whole (2d6 +15 bludgeoning or nonlethal, AC 16, HP 20)

Special Qualities Earth Bind, Earth Mastery, Rock Catching, Rock Throwing (120 ft)

Spellcasting Spell-Like Abilities (CL 19th Concentration +24)

At Will – Spike Stones (DC 19)

- Stone Shape
- Transmute Mud to Rock or Transmute Rock to Mud

3x/day – Commune With Nature

1x/day – Awaken

- Clashing Rocks (DC 24)
- Earthquake (DC 23)
- Summon (5th level, 1d4+1 Greater Earth Elementals 80% or 1 Elder Earth Elemental 65%)
- World Wave (DC 24)

Statistics

Str 40 **Dex** 4 **Con** 28 **Int** 8 **Wis** 20

Cha 12

Base Atk +19 **CMB** +42 **CMD** 49

Feats Alertness, Awesome Blow, Bull Rush Strike, Cleave, Critical Focus, Crippling Critical, Improved Bull Rush, Master Craftsman (masonry), Power Attack, Staggering Critical

Skills Craft (masonry) +12, Diplomacy +23, Knowledge (nature) +12, Perception +29, Perform (sing/chant) +13, Sense Motive +29

Ecology

Environment any land or underground

Organization solitary or accompanied by Earth Elemental

Treasure double standard (gems only, in body)

Special Abilities

Earth Bind (SU)

The Terravore becomes immune to trip, bullrush and reposition attempts while standing on Earth.



Rock Eater (EX)

The Terravore's bite attack ignores the Hardness of stone objects and is considered adamantine and epic for the purpose of overcoming Damage Reduction. Terravores are picky eaters, and usually spit out anything organic swallowed with their rocky meal after a few seconds.

Organic, fleshy creatures swallowed by the Terravore suffer only nonlethal damage until the Terravore chooses to spit them out. Organic beings made primarily of stone or metal, or wearing rigid, metallic armor (such as a paladin in full plate) take lethal bludgeoning damage, as the Terravore thinks they are easily digestible rocks.

Appearance

Terravore are massive, bulky earth elementals, standing as high as a small mountain. The giants have a massive jaw with a noticeable underbite and small,

bright eyes made of diamond. Terravores have outsized limbs and generally simian proportions. Moss, lichen, and even small trees grow on their rocky hide. The ground quakes when they walk, and their voices sound like a slow, grumbling avalanche.

Reports From The Field

“Terravores keep to the remote places where we small, pesky humans are unlikely to go. There, they sculpt the mountains, building staircases that wind miles but ultimately led nowhere, grand temples not dedicated to any god, and empty castles and keeps, purely for the joy of building. On the rare occasion that humans visit, they take great pleasure in showing off their masterworks, and on expounding on the tastes of various kind of stone. Architecture and food are their favorite topics, and for a Terravore, they are the same topic.”

-Kale Dwarf-Friend, stone elemental wizard

“Dull witted giants, but friendly enough. Beloved of slow and rambling conversations about stone and earth. My canton sends our most promising apprentice masons to live alongside a Terravore host for a winter. It teaches them to carve stone with a precision that even a grey-beard would appreciate, and patience besides, for the Terravore keep to their own schedules and do nothing before its due time.”

-Parthur Ironchisel, Dwarven master-mason

“Terravores are born in the depths of the earth. Mountain quakes and tremblors herald a birth, and avalanches signify that a particularly powerful Terravore has awakened. Time means little to a Terravore- they are the same on the first day of their long, long life as they are on the last. Most spend the first days of their lives cleaning up the wreckage of their birth, rebuilding mountain towns shattered by the birth-quakes.”

-Mysteries of the Elemental Races, Chapter III: Earth

THE UNREMEMBERED (CR 4)

Medium CE Undead

XP 1,200

Init +7 **Senses** Darkvision 90 ft, Perception +12 (+16 in dim light)

Languages Aklo, Common, Goblin, Undercommon

Defense

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

HP 5d8 + 5 hp (28 HP)

FORT +1 **REF** +4 **WILL** +8

Immune undead immunities

Weaknesses need to be remembered, sunlight powerlessness

Offense

Spd 30 ft

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

Special Attacks sneak attack +1d6

Special Qualities Forgotten Victims, Obscure

Spell-Like Abilities (CL 5th **Concentration** +9)

3x/day – Darkness

1x/day – Black Tentacles

Statistics

Str 13 **Dex** 16 **Con** - **Int** 11 **Wis** 19 **Cha** 12

Base Atk +3 **CMB** +4 **CMD** 18

Feats Arcane Strike (claws), Improved Critical (claws), Improved Initiative

Skills Acrobatics +11, Bluff +9, Climb +9, Stealth +19, Perception +12/+16 dim light (racial bonuses: +8 Stealth, +4 Perception in dim light)

Ecology

Environment urban and ruins (especially common on The Plane of Shadow)

Organization solitary, pair or band (3d6 plus 1 5th level rogue Unremembered)

Treasure standard

Special Abilities

Forgotten Victims (SU)

The allies of any creature slain by the Unremembered must succeed at a DC 16 WILL Save or briefly forget the existence of their fallen comrade. Affected allies make no effort to recover the body of their fallen comrade, nor recover its possessions, leaving the corpse where it falls. They do not seem to notice the corpse's presence or recent actions.

This effect lasts for 2d6 hours after the ally is killed, at which point memories of the fallen gradually return. If reminded of the slain's existence, say by an ally who does not succumb to this effect, the afflicted character's memories return abruptly.

This is a mind-influencing enchantment (compulsion) effect.



Need to Be Remembered (EX)

Unremembered are driven by their rage at being forgotten by history, and the trappings of heroism—songs and glory and heroic magic—can destroy their connection to the mortal plane.

Bards can use Bardic Music to Inspire Courage in order to weaken the Unremembered resolve. When used in this manner, Inspire Courage provides no benefit to the Bard's allies, but affects all Unremembered within the area of effect. Unremembered are considered *shaken* while the performance continues (no save).

A Heroism spell cast directly on an Unremembered destroys the creature (WILL negates).

Obscure (SU)

Unremembered are creatures of the planar shadows. They gain 50% concealment in any area of dim illumination or worse.

Additionally the DC of any Knowledge checks made concerning the Unremembered are increased by +5, as it is difficult to find conclusive facts about the species.

Sunlight Powerlessness (EX)

Unremembered are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An Unremembered caught in sunlight cannot attack and is staggered.

Appearance

Unremembered might of once been men; certainly their size and proportions are humanoid. They go nude and have tanned olive skin partially covered by thin, mangy patches of coal black fur, covered in ancient dust and spiderwebs. Unremembered have somewhat doglike faces, with sad, weary eyes that are pools of midnight. They rarely speak, and when they do, it is in a whisper.

Reports From The Field

"They say that a hunting dog who is slain and not buried properly, because, after all, 'tis only a brute animal, will sometimes rise again as melancholy spirit. Loyalty and courage, even the bestial courage of a scent hound or terrier, must be honored, and a sacrifice no matter how humble, must e'er be remembered."

-Soloquial Quorseres, Elven breeder of fine scent hounds and retrievers

"I once spent a tenday exploring the city-state of Penumbra, one of the free cities of the Plane of Shadows. Penumbra was long abandoned, but not uninhabited. Wraiths, shadow-eel, darkling demons and worse prowled the ruins. I was followed at a distance by dog-like men, who whispered and watched, but did not attack. I do not know the name of the species, but they were the most numerous of the lost city's current inhabitants, though they seemed as fearful of the more dangerous creatures as I...."

-Kriss Worldwalker, adventuring naturalist for the Adventurer's Almanac

"Cowards and scavengers- the souls of those who fled battle in life and seek only raw flesh, taken in ambush, in death. Worthless offal..."

-Sir Tarson Guiles, planar trophy hunter without equal

UR-WEAVER (CR 19)

Gargantuan NE Aberration

XP 204,800

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

Perception +37, *true seeing*

Languages *truespeech*

Defense

AC 31 **Touch** 7 **Flatfooted** 30 (-4 size, +1 DEX, +4 deflection, +20 natural)

HP 30d8 + 210 hp (345 HP)

Damage Reduction 10/epic

FORT +17 **REF** +11 **WILL** +21

Immune critical hits, death effects, ability score damage/drain, energy drain

Spell Resistance 25

Offense

Spd 60 ft **Climb** 40 ft

Melee two +24 slams (2d6+6 bludgeoning) plus +24 bite (1d12+6 piercing, 20/x3, plus wyvern poison)

Special Attacks Necromantic Puppetry

Special Qualities Blur, Guarded Life, Loom of Violence, Twisted Threads

Spellcasting Spell-Like Abilities (CL 20th **Concentration** +29)

Constant – Blur

- True Seeing

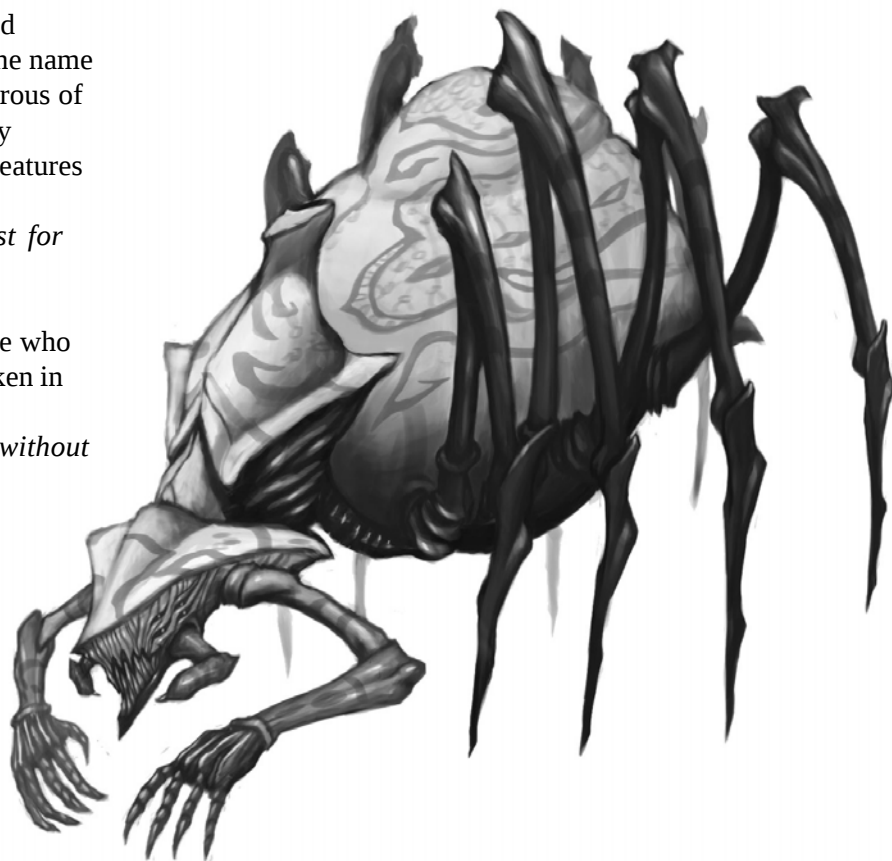
At Will – Energy Drain (DC 30)

- Fabricate (cloth and rope items only)

- Greater Dispel Magic (targeted dispel only) (DC 25)

- Make Whole (cloth and rope items only)

- *Quickened Web* (DC 21)



3x/day – Imprisonment (in mystical webbing) (DC 28)

- Summon Monster IV

- Wail of the Banshee (DC 30)

1x/day – Time Stop

Statistics

Str 23 **Dex** 12 **Con** 25 **Int** 29 **Wis** 19 **Cha** 18

Base Atk +22 **CMB** +28 **CMD** 39 (43 vs. trip)

Feats Augment Summoning, Charge Through, Combat Expertise, Disarming Strike, Improved Disarm, Improved Overrun, Improved Reposition, Greater Disarm, Greater Spell Focus (necromancy), Greater Overrun, Greater Reposition, Greater Spell Penetration, Power Attack, Spell Focus (necromancy), Spell Penetration

Skills Bluff +37, Climb +47, Craft (weaver) +39, Diplomacy +34, Knowledge (arcana, dungeoneering history, nobility religion, the planes) all at +39, Perception +37, Spellcraft +42, Use Magic Device +42

Gear periapt of *mage armor* (as ring), ring of *delayed doom*, ring of *haste*

Ecology

Environment any (extraplanar)

Organization solitary or mated pair plus 2d6 young (young simple template x3)

Treasure triple standard (including combat gear)

Special Abilities

Blur (SP)

The Ur-Weaver is under a constant blur effect that imposes a 20% miss chance on attacks against her.

Guarded Life (SU)

The Ur-Weaver is immune to the whims of capricious fate. She is immune to death effects, ability score damage and drain and energy drain. She is immune to critical hits, as they are an aspect of fate, but specifically not to sneak attacks or precision based damage.

Necromantic Puppetry (SU)

As a standard action, the Ur-Weaver can remove any amount of damage inflicted by an attack or spell effect from any visible creature within 30 ft. The Ur-Weaver chooses another visible creature within 30 ft, who suffers the full amount of removed damage (WILL DC 36 half) The Ur-Weaver cannot remove damage from herself in this manner. The WILL Save DC is INT-based and benefits from the Ur-Weaver's spell focus and greater spell focus in necromancy.

Loom of Violence (SU)

The Ur-Weaver moves with uncanny, lethal grace, and opportunities to slaughter her foes offer themselves readily in combat. When making any attack roll, the minimum possible result on D20 is 11. If the dice result is lower, treat the result as 11 plus modifiers instead.

Strange Weaver (SU)

The Ur-Weaver can cast a quickened web, as a 20th level wizard once per round as a swift action. The Ur-Weaver can choose to make this web immune to fire damage, in which case, either Cold or Electrical

damage affects the Strange Web as fire would an ordinary web.

Twisted Threads (SU)

Whenever an attacker successfully defeats the Ur-Weaver's Spell Resistance to affect her with a harmful spell, that creature's fate and the Ur-Weaver's become connected and the Ur-Weaver can use this connection to her advantage.

When this event occurs, the Ur-Weaver can choose any one of the following advantages of fate. Using this ability is a swift action.

- The Ur-Weaver recovers 1d6 HP per spell level at the start of her next turn
- The Ur-Weaver chooses an enemy within 30 ft who has previously injured her. That creature is affected by the spell rather than the Ur-Weaver.
- The Ur-Weaver is affected by *Haste* as cast by a 20th level wizard.
- The Ur-Weaver's Damage Reduction becomes 20/epic for 1 round per level of the spell.
- Aside from this spell, the caster who beat the Ur-Weaver's Spell Resistance suffers a -10 penalty on checks to overcome the Ur-Weaver's Spell Resistance for the duration of the battle.

The Ur-Weaver may be under multiple effects simultaneously, but the effects must be different and do not stack.

Appearance

The Ur-Weaver is the paragon of spiders, a goliath arachnid with a fiery crimson shell inlaid with spiraling and complex gold and silver sigils. Potent mystical wards cover every inch of the monster's body. The Ur-Weaver's head is triangular, and its sharp teeth are flanked by dexterous, human-like hands.

Reports From The Field

"The Red Spiders are the worst. They revel in sadistic choices 'pick whether I kill your father or your daughter' 'stay and put out the fires at the temple, or heal the Red Spider's victims and watch the church burn'...dilemmas of that sort. They may be a kind of devil. I don't know, but they twist luck better than a card-turn, and use their wits to make any situation worse for you and better for them."
-Prester Wheatmill, captain of the watch in the cross-planar city of Schendendwatt

“They say the Ur-Weaver call Mamma Wool took over the Grinning Gnoll guild, and is running protection, whores and pulling assassinations. Doin’ it better than the Grinning Gnolls ev’r did themselves, too. Mamma Wool is richer than anybody in this damn city, and probably Good King Wilson himself. So she don’t need the coin. She doin’ it because she likes the power, likes bein’ in the center of things. Just like a spider.”
-Castillo, rogue of the Flash Rat Guild

VELDT RAPTOR (CR 4)

Medium NE Magical Beast
XP 1,200

Init +8 **Senses** lowlight vision, Scent, Perception +9

Languages Auran, Common, Gnoll

Defense

AC 15 **Touch** 14 **Flatfooted** 11 (+4 DEX, +1 natural)

HP 5d10 + 15 hp (43 HP)

FORT +7 **REF** +8 **WILL** +2

Offense

Spd 50 ft; sprint

Melee bite +9 (1d8+4 plus trip), 2 claws +9 (1d4+4)

Special Qualities Unstable Gestalt

Spell-Like Abilities (CL 1st – Concentration +2)

At Will – Ghost Sound (DC 10)

- Ventriloquism

Statistics

Str 18 **Dex** 19 **Con** 15 **Int** 11 **Wis** 12 **Cha** 13

Base Atk +5 **CMB** +9 **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Power Attack, Weapon Finesse

Skills Acrobatics +9, Bluff +6 (+10 to imitate voices), Perception +5, Stealth +9 (+13 in tall grass)



Racial Modifiers (Bluff +4 to imitate voices, Perception +4, Stealth +4 in tall grass)

Ecology

Environment warm plains

Organization solitary or pair

Treasure none

Special Abilities

Sprint (EX)

Once per hour, the Veldt Raptor can move at 10 times its normal speed (500 ft) when it makes a charge.

Unstable Gestalt (SU)

The Veldt Raptor is a creature somewhat similar to an *Owlbear* but the magical bonds melding eagle and cheetah are somewhat more tenuous, and the Veldt Raptor uses this to its advantage.

When a Veldt Raptor is reduced to 0 HP or otherwise destroyed, its body immediately breaks apart into a Cheetah (Bestiary I pg 40) and Giant Eagle (Bestiary I pg 118) who appear prone in the space vacated by the Veldt Raptor and have full hit points. These creatures continue the schemes of the Veldt Raptor (though dimly, due to their dramatically reduced intelligence) or attempt to flee. If both eagle and cheetah escape, they eventually rendezvous and merge into a rejuvenated Veldt Raptor over the course of 3d6 hours. The creatures are *helpless* during this time.

If one component is killed, the survivor attempts to flee, and if it can find safety, it grows into a new Veldt Raptor over the course of 2d4 days. It is *helpless* during this time.

Appearance

The Veldt Raptor is a chimerical creature that blends traits from a cheetah and a great eagle. It stands roughly four foot high at the haunch, and has a lean, emaciated build testifying to its ferocious hunger. The Veldt Raptor has an avian skull and razor sharp beak.

Reports From The Field

“The chimera known as the Veldt Raptor was a failed attempt to duplicate the ancient flesh warping spells that birthed the first Owlbear. The fusion went awry, granting the creature cold intelligence and virtual immortality.”

-*Encyclopedia of Created and Conjured Beings, Volume XVI*

“You can negotiate with Veldt Raptor females for passage through their territory. The cost is usually a goat or pig. The cats prefer the flesh of slave children, fresh killed, but they know most of us bipeds would fight to the death any creature making such a demand, regardless of the risk. So they content themselves with livestock as bribes.... And the flesh of anyone dumb enough to wander out of camp after hearing some mysterious voice.”

-*Saxon Harringer, courier and naturalist*



VERTEBRAL MIGRANT (CR 6)

Small NE Undead

XP 2,400

Init +7 **Senses** Darkvision 60 ft, Perception +14

Languages Understands Aklo and Common, but does not speak

Defense

AC 17 **Touch** 15 **Flatfooted** 14 (+1 size, +1 dodge, +3 DEX, +2 natural)

HP 9d8 hp (41 HP)

Damage Reduction 5/bludgeoning

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

Immune Undead Immunities

Channel Resistance 20 (twilight only- see text)

Offense

Spd Fly 50 ft (average)

Melee +10/+5 vertebral lash (10 ft reach, 1d6-1 slashing, 20/x3 plus grab)
Special Attacks constrict (1d6-1 slashing)
Special Qualities Freeze (a piled of sunbleached bones)
Spell-Like Abilities (CL 5th Concentration +6)
At Will- Cause Fear (W-DC 12)
- Hideous Laughter (W-DC 12)
1x/day- Deeper Darkness

Statistics

Str 8 **Dex** 17 **Con** - **Int** 12 **Wis** 15 **Cha** 11
Base Atk +6 **CMB** +4 **CMD** 17 (cannot be tripped)
Feats Combat Reflexes, Dodge, Hover, Improved Initiative, Weapon Finesse (vertebral lash)
Skills Acrobatics +15, Bluff +9, Fly +22, Perception +14, Stealth +18 (racial modifiers: +6 Fly, +4 Stealth)

Ecology

Environment warm deserts
Organization always solitary
Treasure incidental

Special Abilities

Horror of Twilight (SU)

The Vertebral Migrant hunts in the hours around sunset and sunrise, and is at its strongest then. The creature gains Channel Resistance 20 in the hour immediately preceding and following either sunrise or sunset. (At least, on worlds with a single sun; the GM determines how this ability works on worlds with more than one (or no) sun. In the Tatakama, this ability is always active).

Appearance

The Vertebral Migrant is a defleshed skull, made pale and brittle by the uncaring desert sun. Spinal columns dangle beneath the leering, empty skull, with particularly dangerous Vertebral Migrants having up to a dozen spines fused to the base of their skull. They drift in absolute silence across the desert.

Reports From The Field

"A Vertebral Migrant kept pace with the caravan as we pushed on towards Ha'qua. It was visible on the horizon, a mile or more distant, at sunrise and just after sunset, disappearing from view the rest of the time. It waited patiently for a man or camel to fall behind, so it would have a chance to feed."
-Achim Salaquin, desert ranger

"What I thought was just a pile of old bones leapt to the attack before I could draw my blade. My roan reared and threw me down. The bones grappled the beast like an octopus, dragged her down and gutted her before I was back on my feet. It whirled, and I locked eyes with its empty orbs.... Terror I'd never felt gripped me, and I ran like a raw recruit, piss streaming down my trousers, while it ate...."
-Mailer Erucet, former courier for the Lightning Free Riders Service

"My old master told me that the Migrants were the bones of fools who died of dehydration, but I also heard tale that they were souls of caravaneers who were murdered by their mates after stealing more than their share of water and bread. Whatever they are, they're dangerous. Hard to kill, and smart enough to retreat if a man of the cloth tries to exorcize them. I've tried to set right the exact same Migrant- I know him by a chip on the left orbital bone- three crossings now, and it always flees from me."
-Father Kieller Wayne, wandering cleric

VOLCANIC WOLF (CR 6)

Medium CN Outsider (elemental, extraplanar, fire)
XP 2,400

Init +2 **Senses** Blindsight 60 ft, Perception +15
Languages Understands Ignan but does not speak
Aura Fiery Aura (5 ft, 1d8 fire, bright illumination 30 ft, dim illumination 60 ft) Stench (DC 23*, 10 rounds)

Defense

AC 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 natural)
HP 8d10 + 40 hp (84 HP)
FORT +11 **REF** +8 **WILL** +6
Immune Elemental Immunities, Fire
Resist Cold 20

Offense

Spd 60 ft
Melee four claws +11 (2d6 fire)
Special Attacks breath weapon (20 ft line, 4d6 fire, REF DC 19, every other round, or immediately before death), rake (two claws +11, 2d6 fire)
Special Qualities Earth Glide, Volcanic Breath, Volcanic Gases
Spell Like Abilities (CL 8th, Concentration +12)
Constant – Heat Metal (DC 16)

Statistics

Str 16 **Dex** 15 **Con** 20 **Int** 8 **Wis** 19 **Cha** 10

Base Atk +8 **CMB** +11 **CMD** 23 (27 vs. trip)

Feats Charge Through, Improved Overrun, Improved Trip, Power Attack

Skills Acrobatics +13, Climb +14, Perception +15, Stealth +13, Survival +15

Ecology

Environment warm underground (volcanic caverns or anywhere on the Plane of Fire)

Organization solitary or pack (3d4 plus 1 advanced alpha Volcanic Wolf)

Treasure standard

Special Abilities

Fiery Aura (SU)

Any creature ending its turn in adjacent to the Volcanic Wolf suffers 1d8 points of Fire damage. Creatures grappling- or grappled by- the Volcanic Wolf suffers 4d8 points of Fire damage per round.

Heat Metal (SP)

Any creature striking the Volcanic Wolf with a metal weapon must succeed at a DC 19 REF Save or have their weapon affected as if by *Heat Metal*, cast by an 8th level Druid.

Volcanic Breath (SU)

The Volcanic Wolf can use its breath weapon as a swift action immediately before dying when reduced to 0 HP or fewer.

Volcanic Gasses (EX)

The superheated gases released as a product of the Volcanic Wolf's combustion act as the *stench* universal monster ability. In addition, all creatures within 100 ft of the Volcanic Wolf suffer a -4 penalty on FORT Saves to hold their breath, resist gas-based attacks (including the Volcanic Wolf's stench ability, reflected in the statistics above), and on FORT Saves affected by the Endurance feat, because of the subtle deoxygenation of the victim's body.

Appearance

Volcanic Wolves are mighty elemental predators roughly twice the bulk of the ordinary predator who shares their name. Volcanic Wolves have bodies of molten rock and basalt, their internal fires visible at the ends of each limb, beneath their charred

carapaces. Volcanic Wolves have long, slender, grey-hound limbs rather than lupine paws, but they are no less strong for it. Volcanic Wolves have no recognizable head, just a roiling sphere of scorching magma ringed by long tendrils of lava. A bubbling cauldron of superheated metal, stone and ash belches smoke into the air above the creature's hunched shoulders.



Reports From The Field

“Anytime a volcano erupts, anywhere in this world or any other, expect the Wolves to come before the first ash rains start falling. They stalk burnt out forests and ash covered villages, picking off the survivors at their leisure. If you can understand the Fire Speech, you’ll hear them congratulating each other on finishing the work the volcano started while they kill.”

-*Sir Bellapheron Oak, First Defender of the Kingdom of Callis*

“If Volcanic Wolves are spotted in winter, expect a sudden and hot spring and many fires during the next summer. If they are spotted in summer or autumn, earthquakes and volcanoes are foretold.”

-*common peasant superstition*

“**Wolf, Volcanic:** a breed of elemental from the intersection of the Planes of Fire and Earth, where Magma predominates. Arrive in our reality through naturally occurring planar gates at the heart of volcanoes. Average lifespan in our reality is 210-212 years. Upon the end of their lifespan, they migrate to the nearest large volcano, to immolate themselves in its fires. Doing so causes immediate and powerful eruptions, of even dormant volcanoes, allowing more Volcanic Wolves into reality.”

- *Gynthalewlln’s Dictionary of the Planes*

WATCH BIRD (CR 2)

Small N Magical Beast

XP 600

Init +3 **Senses** Darkvision 60 ft, lowlight vision, *true seeing*, Perception +11

Languages understands Common but does not speak

Defense

AC Touch Flatfooted (+1 size, +2 DEX, +1 dodge)

HP 3d10 hp (17 HP)

FORT +3 **REF** +5 **WILL** +6

Offense

Spd 10 ft Flight 40 ft (good)

Melee two +3 talons (1d3-1 slashing, 20/x2)

Spell-Like Abilities (CL 3rd Concentration +6)

Constant – *true seeing*

Statistics

Str 8 **Dex** 14 **Con** 11 **Int** 4 **Wis** 17 **Cha** 10

Base Atk +3 **CMB** +1 **CMD** 13



Feats Dodge, Iron Will

Skills Fly +6, Perception +11 (racial modifiers: +4 Fly, +2 Perception)

Ecology

Environment temperate forests and sky

Organization solitary or flock (10-40 Watch Birds, including young)

Treasure none

Special Abilities

Perceptive Plumage (SU)

Anytime the Watch Bird perceives an invisible or magically disguised creature using its *true seeing* spell-like ability, its plumage undergoes an obvious and major color change.

Appearance

The Watch Bird is an intensely and vibrantly colored raptor the size of one of the larger falcon breeds. Its

feathers are an iridescent mix of cerulean blues, fiery reds, sunflower yellow and other vibrant hues, and its feathers sparkle like cut gems.

Reports From The Field

“King Harlnar’s court is home to a flock of trained Watch Birds, who sleep on gilded cushions and perch beside the throne. The King dotes on the birds- he hired a groom and chef specifically for his flock, and even knighted one of the birds, after it saved him from a glamered assassin.”

-Jessica Needclaw, falconer and ornithologist

“What, you never heard tale of the invisible trout of Lake Sullivan? That’s the true home of the Watch Birds you see? Why else would birds need to see the invisible, if not to catch invisible fish?”

-Cully Harkwright, and he’s gotta be pulling our leg, right?

WHORE EATER (CR 5)

Medium NE Undead

XP 1,600

Init +5 **Senses** Darkvision 60 ft, lowlight vision, Perception +10

Languages Common, Undercommon

Defense

AC 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +4 natural)

HP 7d8 + 7 hp (39 HP)

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

Immune Undead Immunities

Offense

Spd 30 ft

Melee two +7 claws (1d6+2 slashing plus grab)

Ranged +7 tongue whip (1d4+2 slashing, 19-20/x2, 30 ft maximum range)



Statistics

Str 15 **Dex** 13 **Con** - **Int** 11 **Wis** 16 **Cha** 13

Base Atk +5 **CMB** +9 **CMD** 18

Feats Agile Maneuvers, Blind Fight, Improved Initiative, Power Attack

Skills Climb +6 Knowledge (local) +7, Perception +10, Sense Motive +8, Stealth +8

Ecology

Environment any urban

Organization always solitary

Treasure standard

Special Abilities

Judgmental Misogyny (SU)

Whore Eaters loathe women, though they wear a female shape themselves, and they despise sexuality. They receive a +10 luck bonus on melee attack rolls and CMB checks when attacking any female humanoid who has had a consensual sexual encounter within the past 24 hours.

Appearance

The Whore Eater is a hideous undead woman whose putrid flesh is the mottled purple of a strangulation victim's and whose flesh is covered with unhealing lesions. The creature stinks of rot. Whore Eaters have three staring eyes, with the third eye at the crown of their forehead; all three eyes glare with baleful yellow light. A Whore Eater's black tongue is long and prehensile. The creatures dress in whatever peasant's rags they have been able to steal from their victims.

Reports From The Field

"The race's rather vulgar name comes from their feeding habits. They exclusively prey on prostitutes and the homeless. Survivors report that the creature berates them horribly, and doesn't move in for the kill until the victim begins to cry."

-Deadhunter Cole Yamvult

"In the trading city of Rasfar, when a prostitute dies, she may not be buried on hallowed ground. Instead, her body is chained, and she is buried at a cross roads far from the city walls, in hopes that she will not rise again. Roses and oranges placed above the grave are said to prevent her from rising again."

-From the Travelogues of Wilhelm Villers.

"Last winter, the women of the Perfumed Guild refused to work, and went on strike en masse. They said a Whore Eater was preying on their sisters, and pointed to the corpses of two young guild-sisters discovered in an abandoned tannery by the river. My militia investigated, along with a cleric visiting the town, but could find no hint of an undead infestation. We never truly resolved the matter, and eventually the Perfumed Guild went back to work, albeit reluctantly. My theory is that the villain we seek is still breathing, not undead."

-Tella Kiderace, militia captain

WITCHLASHER (CR 7)

Large LE Aberration

XP 3,200

Init +6 **Senses** Darkvision 60 ft, Scent, Perception +14

Languages none

Defense

AC 20 **Touch** 11 **Flatfooted** 18 (-1 size, +2 DEX, +9 natural)

HP 10d8 + 50 hp (95 HP)

FORT +8 **REF** +5 **WILL** +13

Spell Resistance 18

Offense

Spd 40 ft

Melee two lashes +11 (1d8+5 slashing plus disruptive lash), tail strike +11 (1d6+5 slashing, 20/x4, 10 ft reach plus trip)

Statistics

Str 21 **Dex** 15 **Con** 20 **Int** 6 **Wis** 23 **Cha** 6

Base Atk +7 **CMB** +13 **CMD** 25

Feats Combat Reflexes, Disruptive, Improved Initiative, Power Attack, Spellbreaker

Skills Acrobatics +10, Climb +13, Perception +14, Stealth +10

Ecology

Environment temperate forests or ruins

Organization solitary

Treasure standard

Special Abilities

Disruptive Lash (SU)

The concentration check DC for an opponent damaged by the Witchlasher's natural weapons to prevent loss of the spell is increased by +4. The Witchlasher is optimized for hunting and killing spellcasters, and even though it has no Fighter levels, it has acquired the Disruptive and Spellbreaker feats.

Magical Hemorrhage (SU)

When the Witchlasher confirms a critical hit with its tail strike, rather than dealing extra damage, the monster can instead choose to inflict a Magical Hemorrhage upon the victim.

Until the victim of a Magical Hemorrhage receives a DC 15 Heal check or any amount of magical healing,

he suffers 1 point of ongoing ability Bleed damage of their primary casting ability (1 point INT Bleed for Wizards, 1 point CHA Bleed for Bards, ect). Each time the victim of a Magical Hemorrhage fails a concentration check to cast a spell, the ability Bleed damage increases by +1.

Appearance

Witchlashers are magically altered black bears, with the legs of great black wolves, and cruel, barbed and envenomed tendrils replacing their forepaws. A long tail made of bone razors trails behind the composite beast's powerful body.

Reports From The Field

"The Vunlith feared the sorcerer-queens of the Lila so much they bred these things. Witchlashers ended the war against the Lila, and outlasted the Vunlith rebels. Both sides are long since forgotten, but Witchlashers remain, and over the millennia they've killed far more arcanists than the war between Lila and Vunlith ever did."

-Harrison Collack, ranger and amateur historian

"It was a hard fight, but we eventually felled Old Skull, the infamous Witchlasher of Huldar Forest. The wizard, Kelinor fell in the attempt, as did two of the mercenaries we hired to fill out our rather depleted roster. Kelinor's death was particularly poignant, for when the finally found Old Skull's lair, in a shallow cavern beneath a waterfall, we found mouldering spellbooks, scrolls and arcane trinkets commemorating Old Skulls two century success as a spell-hunter. When we saw this hoard, we could only shake our heads, sadly commenting that Kelinor would of loved this..."

-The Journal of Aquir Threearrows, Events of the Fall and Winter 4,303 New King's Era



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The Nemesis Bestiary takes a somewhat unusual approach to revealing a monster's history and behavior. While game-rule information and special powers are clearly delineated, the monster's history, true nature and motivations aren't. Instead, reports from the field, written by adventurers who've survived an encounter with the beast give first-hand, though often fragmentary and sometimes contradictory, information. The rationale is that even if your players have read the statblocks for the new creatures in this sourcebook, they still don't know everything about the monster. The game master is free to improvise, expand and extrapolate as desired to build a unique encounter around one of these powerful and intriguing new beasts.



These monsters are intended for use in any generic fantasy campaign played using either the Pathfinder Role-playing Game or your favorite iteration of the D20 system, and most of the creatures can easily be imported to any of Otherverse Game's campaign settings.