

Monsters of Porphyra

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE





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Purple Duck Note: *Krampus is very disappointed he didn't make it into Monsters of Porphyra so he snuck onto this page out of spite.*



PURPLE DUCK NOTES

I love monster books. This probably does not come as a surprise to you if you are already holding a copy of this book in your hands. It is now 2014, and we have finally released *Monsters of Porphyra* for your use and enjoyment. What ended up as *Monsters of Porphyra*, originally started off as the Monster Update Project back in August 2010 the first product for sale from Purple Duck Games. Stefen Styrsky and I had just turned over our final draft of *Forgotten Foes* to Bret Boyd of Tricky Owlbear Publishing. I had decided to start a small press company of my own to be able to produce the products I wanted to make. My pitch for the Monster Update Project to customers was this:

The Monster Update Subscription is year long project in which you get direct our writers to update your favourite OGC monster from previous 3.X sources to the current Pathfinder ruleset.

Each customer was allowed to select 5 monsters for Stefen and Mark to update to the new rules plus all the other monsters selected by other subscribers.

That is where the project started over three years ago. As we started to get customers for this project, we eventually started other projects like the *Legendary Treasure* series, *Legendary Classes*, *Purple Mountain* and a host of other things. As Purple Duck Games got fully underway, I lost my writing time to layout, editing and development. Also my initial plan of bringing the book out in sections as *Monsters Unleashed* was not profitable at all, so the product got delayed as I needed to gather an impressive array of art for the final book (about 110 pieces in total). Some of this art will be familiar to you as I put some of it up as stock art for publishers to use but it was almost all initially commissioned for this project with Gary Dupuis doing most of the heavy lifting on this project. It was great to have Gary join us.

While I was juggling other projects, a number of other bestiaries and tomes of monsters were released and some of the monsters I had originally agreed to convert had been done by other companies. This eradicated a bunch of our text as replacements needed to be found for any creatures we didn't have art for already. There are still a handful of duplicate monsters in here but they had already been released in *Monsters Unleashed* so I decided to keep them in.

This book is the largest product that Purple Duck Games has produced from start to finish and the biggest project that I have personally developed for my company. Even though we have branched into the *Dungeon Crawl Classics* Roleplaying Game and other systems in the last year, the *Pathfinder* Roleplaying Game is still the game closest to my heart. I can't wait to subject my players to more of these monsters and I can't wait to hear how you torment your players with monsters you find within these pages.

If you want to support us in creating more monster conversions and updates please consider supporting the patreon project for *Monsters of Porphyra II* at: <http://www.patreon.com/PDG>



- Mark Gedak

HOW TO USE

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below the monster's stat block. Many abilities common to several monsters appear in the universal monster rules. If a monster's listed special ability does not appear in its description, you'll find it there.

Each monster description on the following pages is presented in the same format, split into three specific areas: Introduction, Stat Block, and Description.

INTRODUCTION

Each monster is presented alphabetically. In the case of a group of monsters sharing similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first.

STAT BLOCK

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows. Note that in cases where a line in a stat block has no value, that line is omitted.

Name and CR: The monster's name is presented first, along with its challenge rating (CR) and three icons you can use to quickly identify the creature's role in the game. Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature.

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Race, Class, and Level: Some monsters do not possess racial Hit Dice and are instead defined by their class levels. For these monsters, their race, class, and level appear here. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), alignment is far more fluid. The alignments listed for each monster in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters and planar

monsters is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier followed by any special senses and its Perception check modifier.

Aura: If the creature has a particular magical or exceptional aura, it is listed here along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, creature type modifiers, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities/DR/Immune/Resist/SR or PR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance or power resistance are called out separately as necessary.

Weaknesses/Vulnerable: All of the creature's unusual weaknesses or vulnerabilities are listed here.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules section.

Spell-Like Abilities: After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action. Psi-Like Abilities are similarly noted in this section.

Spells Known/Prepared: If the creature can actually cast spells, its caster level is indicated here followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells.

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11. Creatures with NPC class levels have stats in the standard array (13, 12, 11, 10, 9, 8), while creatures with character class levels have the elite array (15, 14, 13, 12, 10, 8); in both cases, the creature's ability score modifiers are listed at the end of its description.

Base Atk/CMB/CMD: These values give the creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as

needed. A creature with a higher-than-normal Intelligence score receives the appropriate number of bonus languages.

SQ: Any special qualities possessed by the creature.

Environment: Monsters of Porphyra uses a simplified set of environmental terrains for more detail on the environments used see p.182.

Organization: This lists how the creature is organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on if you're running a slow, medium, or fast game, as summarized on Table: Treasure Values per Encounter. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you play a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates the total value of the creature's treasure is that of a CR equal to the average party level, as listed on Table: Treasure Values per Encounter. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR.

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

DESCRIPTION

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it.

ON PORPHYRA

There will be a short paragraph that discusses how this monster fits into the Patchwork World of Porphyra.

ALAIHAR

A splendor to behold, this majestic avian's iridescent wings have a metallic quality, not unlike the scales of a dragon.

ALAIHAR (CR 10; XP 9,600)

LG Small dragon (fire)

Init +8; **Senses** dragon senses; Perception +5

Aura frightful presence (120 ft.; W-DC 20)

DEFENSE

AC 22, touch 16, flat-footed 17

(+4 Dex, +1 dodge, +6 natural, +1 size)

hp 102 (12d12+24)

Fort +10, **Ref** +12, **Will** +13

Immune fire, sleep, paralysis; **SR** 21

Vulnerable cold

OFFENSE

Speed 20 ft., fly 90 ft. (average)

Melee bite +16 (2d4+3), 2 claws +16 (1d6+3)

Special Attacks breath weapon (40-ft. cone, R-DC 18, 8d6 fire)

Spells Known (CL 8th; concentration +12)

4th (4/day)—*divine power*

3rd (6/day)—*protection from energy, symbol of healing*

2nd (7/day)—*admonishing ray, bear's endurance, spear of purity* (W-DC 16)

1st (7/day)—*bungle* (W-DC 15), *charm person* (W-DC 15), *mage armor, protection from chaos, protection from evil*

0th (at-will)—*detect magic, detect poison, disrupt undead, guidance, mage hand, prestidigitation, resistance, stabilize*

STATISTICS

Str 16, **Dex** 18, **Con** 15, **Int** 19, **Wis** 20, **Cha** 19

Base Atk +12; **CMB** +14; **CMD** 29

Feats Combat Casting, Dodge, Eschew Materials^B, Fly-by Attack, Improved Initiative, Vital Strike, Wingover

Skills Bluff +17, Diplomacy +17, Fly +19, Heal +18, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (religion) +17, Spellcraft +17, Stealth +21, Use Magic Device +17

Languages Draconic, telepathy 100 ft.

ECOLOGY

Environment jungle, mountains

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Spells: An alaihar casts spells as an 8th level sorcerer, and can cast spells from the cleric list as well as those nor-



mally available to sorcerers. Cleric spells are considered arcane spells for an alaihar, meaning that the creature does not need a divine focus to cast them.

Alaihar are noble, proud and clever. Though they live relatively solitary lives, they have an affinity for humans, and can develop strong bonds of friendship with them over the years. Alaihar cannot abide evil, and require honesty and virtue in their associates. Only young alaihar go out of their way to combat darkness; older alaihar tend to have a more relaxed view of life, enjoying time as it passes, understanding the impermanence of all things, and maintaining patience with other beings while trying to set examples for them. Alaihar can live for up to 800 years, but most are slain before that time by hunters (as trophies, or for sale to spellcasters) or evil creatures. Though their appearance makes it difficult to identify an alaihar as draconic in origin, its wisdom, breath weapon, and mastery of magic leave little doubt they are an offshoot of the great lizards.

ON PORPHYRA

Alaihar often act as agents of Aleria, the Goddess of beauty, healing, and gardens. They are a common sight in the Gardens of Meynon.

ALTICORN OF IDUMEA

Azure hooves pealing like bells, an enormous equine creature, with sparkling hide the color of scintillating blood, and an iridescent horn as long as a man's height—coming straight for the wall...

ALTICORN OF IDUMEA (CR 14; XP 38,400)

CG Gargantuan outsider (chaotic, extraplanar, good)

Init +6; **Senses** darkvision 60 ft., *detect evil*, *see invisible*; Perception +22

Aura *aura of doom* (20 ft., W-DC 21) *magic circle against evil*

DEFENSE

AC 27, touch 9, flat-footed 24

(+2 Dex, +1 dodge, +14 natural, -4 size; +2 deflection against evil)

hp 175 (14d10+98)

Fort +11; **Ref** +11; **Will** +14; +2 resistance vs. evil

DR 10/lawful and evil; **Immune** charm, compulsion electricity, petrification, poison; **Resist** fire 10; **SR** 25

OFFENSE

Speed 60 ft.

Melee gore +22 (4d8+12), 2 hooves +20 (4d6+6)

Space 20 ft.; **Reach** 20 ft.

Special Attacks powerful charge (gore, 8d8+24), rear kick +21 (4d6+12)

Spell-like Abilities (CL 14th; concentration +21)

Constant—*aura of doom* (W-DC 21), *detect evil*, *magic circle against evil*, *see invisible*

At will—*shatter*

3/day—*death ward*, *dispel magic*, *holy smite* (W-DC 21), *mass cure moderate wounds*, *protection from energy*

1/day—*earthquake*, *summon stampede* (R-DC 23), *word of chaos* (W-DC 24)

STATISTICS

Str 34, **Dex** 15, **Con** 24, **Int** 13, **Wis** 21, **Cha** 24

Base Atk +14; **CMB** +30 (+34 sunder); **CMD** 43 (47 vs. sunder, trip)

Feats Bleeding Assault, Dodge, Greater Sunder, Improved Initiative, Improved Sunder, Multiattack, Power Attack

Skills Acrobatics +19 (+31 to jump), Escape Artist +19, Intimidate +24, Knowledge (engineering) +18, Knowledge (planes) +18, Perception +22, Sense Motive +22

Languages Celestial, Common, Infernal; *truespeech*

ECOLOGY

Environment planes (outer)

Organization solitary or judgment (2-4)

Treasure see below

SPECIAL ABILITIES

Leader of the Righteous (Su): Those of good alignment are not affected by the alticorn of Idumea's aura of doom.

Rear Kick (Ex) As a free action, the alticorn can make a rear kick attack against any opponent that moves into a flanking position.

Wall Piercer (Ex) An alticorn of Idumea can, once per turn, convert the damage from a single attack into 10 times the damage to the hit points of an object or structure.

When the gods of righteousness are angered and desire to show their displeasure, they summon forth instruments of destruction to bring the mighty and cruel low. From whence the alticorn comes, and where Idumea is not known, but it is thought to be a wild and dangerous place in the Outer Planes where spirits of holy destruction dwell and spar with their equals. The alticorn of Idumea is a living siege engine, formed to break down the cities and defenses of smug tyrants and disobedient nations, with a secondary purpose of leading those who would want freedom to take their place.

The warlike appearance and punishing nature of the alticorn's attacks sometimes seems excessive to more gentler proponents of good; their obvious connection to the unicorns of sylvan forests is apparent. Unicorns will defer to the gargantuan outsiders, and help them in any way they can. Alticorns of Idumea treat unicorns as equals, emissaries on the Material Plane.

Though the cruel hate and fear these righteous emissaries of destruction, they still lust after the huge magical horn of the alticorn, which, like the horn of the unicorn, can be used for various dark magical rites, if one could survive the taking of it. A horn of an alticorn of Idumea is worth 6,000 gp towards making magical items that either heal or do damage directly.

ON PORPHYRA

Intercessions by alticorns of Idumea are the stuff of ecclesiastic legend on Porphyra, with dozens of manifestations during the NewGod War, especially during sieges of Elemental cities. No alticorns have touched Porphyra in a decade, the last being the Digirni attack on Genvha, whereupon the aasimar were defeated and the horn of an alticorn was taken by necromancers.

FEAR THE JUDGEMENT
OF AN ALTICORN



AMALGAM CREATURE

An amalgam is two different monsters brought together into one being.

APPEARANCE CHANGES

The amalgam is a combination of the most terrifying or awesome parts of the two base creatures.

CREATING AN AMALGAM

“Amalgam” is an inherited template that combines two base creatures. The amalgam is not a traditional template but more of a toolkit for combining two distinct base creatures into a single form.

CR: The CR of the final version of the creature must be assessed by using the Monster Creation rules in the *Pathfinder Bestiary*. Typically, an amalgam will be 1 to 3 CR points higher than the more powerful creature.

Type: The final creature’s type is always the stronger and more intelligent version of the base creatures following the continuum of awesome below:

Awesome Rank	Type
1	Ooze, Vermin
2	Mindless Constructs, Mindless Undead
3	Animal, Magical Beast, Plant
4	Intelligent Constructs, Intelligent Undead,
5	Aberration, Humanoid
6	Monstrous Humanoid, Outsider
7	Dragon

If your two base creatures are on the same awesome rank, you should choose the one with the best HD or the final type you prefer. An amalgam creature retains all alignment, elemental, and environmental subtypes each of its base creatures possessed.

Size: The amalgam is always the size of its larger base creature.

Senses: The amalgam has the senses of both base creatures.

AC: Natural armor of the amalgam increases by +3 from the better base creature’s natural armor, due to



hybrid vigor.

Hit Dice: The amalgam’s hit die is based on its final creature type. Additionally it possess hit dice equal to the greater base creature plus 1/3 the hit dice of the lesser base creature. If both creatures possess the same number of hit dice, the second is considered the lesser.

Saves: Based on the final creature type.

Defensive Abilities: Amalgams retain all the defensive abilities, resistances, damage reductions, and spell resistance values of both creatures. Any time, the two forms have conflicting values on a defensive ability, they keep the better ability. If one base creature has a vulnerability to an energy type and the other has a resistance, that vulnerability and resistance cancel each other out.

Speed: The best movement rates of its base forms.

Melee: The amalgam possesses all the natural attacks of the base creature with the greatest racial hit dice. It also has natural attacks from any additional limbs it may have gained by amalgamating with the other base creature.

Damage: Damage of natural weapon is based upon the amalgam’s size or on the base creature’s damage (whichever is greater).

Special Attacks: The amalgam retains all special attacks that each of the base creatures possessed. If any abilities are similar, the better ability is maintained.

Ability Scores: All physical ability scores are equal to the sum of each base creature's score x 3/4. All mental ability scores are equal to the higher of the two base creatures.

Base Atk, CMB, CMD: Based on final creature type and final size.

Feats: Based on their final hit dice.

Skills: Amalgams possess skills based upon their hit dice and final monster type. Additional, any skills possessed by the base creature are considered class skills and racial modifiers are maintained.

Languages: If the amalgam can speak it gains a number of languages from its base creatures equal to its Intelligence modifier.

Environment/Organization: The new amalgam can be from any environment or have any organization you wish.

Treasure: Retain the best treasure type.

SAMPLE AMALGAM

When you cross a moonflower and a gelatinous cube the results can be quite deadly. It has a low attack value, but if it hits, it could be devastating for the party.

GELATINOUS FLOWER (CR 14; XP 38,400)

N Huge plant

Init +3; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 7, flat-footed 23

(-1 Dex, +16 natural, -2 size)

hp 198 (12d8+144); **fast healing** 5

Fort +20, **Ref** +3, **Will** +5

DR 10/slashing; **Immune** electricity, plant traits; **Resist** cold 10

Vulnerable fire

OFFENSE

Speed 20 ft.

Melee bite +16 (2d6+9 plus 1d6 acid plus grab), 2 slams +16 (1d8+9 plus 1d6 acid plus paralysis), 2 tentacles +11 (1d8+4 plus 1d6 acid)

Space 15 ft.; **Reach** 15 ft.

Special Attacks engulf (R-DC 25, 1d6 acid and paralysis), light pulse, paralysis (3d6 rounds; F-DC 28), gelatin prison

STATISTICS

Str 28, **Dex** 8, **Con** 35, **Int** 5, **Wis** 12, **Cha** 17

Base Atk +9; **CMB** +20 (+22 grapple, sunder); **CMD** 29

(can't be tripped)

Feats Improved Initiative, Improved Sunder, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)

Skills Perception +10, Stealth +4 (+20 thick vegetation);

Racial Modifiers +16 to Stealth in thick vegetation

Languages telepathy (1 mile, gelatinous flowers only)

SQ pod spawn, translucent

ECOLOGY

Environment any, underground

Organization solitary or cluster (2-8)

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) A gelatinous flower's acid does not harm metal or stone.

Light Pulse (Su) As a standard action, a gelatinous flower can release a pulse of bright light. All creatures within a 50-foot burst that can see the gelatinous flower must make a DC 28 Fortitude save or be blinded for 1d4 rounds. Gelatinous flowers are immune to this ability. The save DC is Constitution-based.

Gelatin Prison (Ex) This works like the swallow whole ability, except the gelatin flower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight gelatinous cocoon and expelled into an adjacent square, where it takes damage every round (2d6 acid and paralysis, AC 18, 49 hp). Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it liquifies and decays. Each creature swallowed by a gelatinous flower is encased in its own cocoon.

Pod Spawn (Ex) Should a gelatinous flower's gelatin prison kill and digest a Small or larger creature, the pod transforms into an adult gelatinous flower with full hit points after 1d4 hours. The newly formed gelatinous flower has its own consciousness, but some aspect of its trunk or blossoms resembles the original creature.

Translucent (Ex) Due to its translucent blue color a DC 15 Perception check is required to notice a motionless gelatinous flower. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

ON PORPHYRA

Amalgams are created in magical catastrophes.

ANPUR

With quiet resolve, this furred, hyena-headed humanoid stands slightly taller than the average human.

ANPUR (CR 1/2; XP 200)

Anpur cleric of Shankhil 1

LN Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +3

Aura lawful (faint)

DEFENSE

AC 17, touch 10, flat-footed 17

(+6 armor, +1 shield)

hp 9 (1d8+1)

Fort +3, **Ref** +0, **Will** +5; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee scizore +4 (1d10+3)

Ranged sling +0 (1d4); 10 bullets

Special Attacks channel positive energy 2/day (W-DC 9; 1d6+1), sun's blessing

Domain Spell-Like Abilities (CL 1st; concentration +4)
6/day—*gentle rest*

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*endure elements*^D, *divine favor*, *summon monster I*

0th—*alleviate*, *detect poison*, *read magic*

D domain spell; **Domains** Ancestors, Sun

STATISTICS

Str 16, **Dex** 10, **Con** 12, **Int** 13, **Wis** 17,

Cha 8

Base Atk +0; **CMB** +3; **CMD** 13

Feats Weapon Focus (scizore)

Skills Knowledge (history) +5, Knowledge (religion) +5, Spellcraft +5

SQ ancestor worship, desert runner, weapon familiarity

Languages Common, Gnoll, Ignan

ECOLOGY

Environment desert

Organization solitary, pair, passage guardians (2-8), band (10-100 adults plus 50% non-combatant children, 1 sergeant of 3rd level per 20 adults, and 1 leader of 4th-6th level)

Treasure NPC Gear (breastplate, scizore, sling, other treasure)

Anpur are civilized gnolls who worship their ancestors and live without fear of death.

ANPUR CHARACTERS

Anpur are defined by their class levels—they do not possess racial Hit Dice. All anpur have the following racial traits.

- **+2 Strength, +2 Wisdom:** Anpur are powerful, observant and ordered in their thinking.
- **Humanoid:** Anpur are humanoids with the gnoll subtype.
- **Medium:** Anpur are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Anpur have a base speed of 30 ft.
- **Darkvision:** Anpur can see in the dark up to 60 ft.
- **Ancestor Worship:** Their mystical devotion to past grants them greater powers. Anpur are treated as one level higher when casting spells of the divination school or using granted powers of the Ancestors domain, the bloodline powers of the Destined bloodline, and revelations of the oracle's Ancestor mystery. This ability does not give them early access to level-based powers; it only affect the powers they could use without this ability.
- **Desert Runner:** Anpur gain a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.
- **Fearless:** Anpur gain a +2 racial bonus on all saving throws against fear effects.
- **Weapon Familiarity:** Anpur are proficient with temple swords, flails, and with any weapon with the word "gnoll" in its name.
- **Languages:** Anpur speak Common and Gnoll. Anpur with high Intelligence scores can choose from the following: Aquan, Auran, Ignan, Terran, Old Porphyran



ON PORPHYRA

Anpur strive to maintain the City of Tombs and protect the way of life lost to their gnoll-kin. The anpur will be further developed in *Heroes of the Siwathi Desert* by Purple Duck Games.

APOCALYPTIC CREATURE

Legends and prophecies foretell of the coming of creatures imbued with sufficient destructive power to change the course of recorded history. Indeed, some are powerful enough to end time itself. These beings come in many forms—the embodiment of a righteous deity’s judgement, the unintended creation of cataclysmic misuse of magic, a primal force of nature wreaking havoc on mere mortals and many others.

Apocalyptic creatures are beings of such terrible power that only the mad dream of unleashing them upon the world. The wise among mortals and immortals alike dare not even speak the names of these monsters for fear of summoning them to exact their harsh judgement.

APPEARANCE CHANGES

Apocalyptic creatures are enormous, power-filled versions of the base creature. Their very countenances strike fear into the hearts of even the bravest warriors, and their aspect crackles with divine power.

CREATING AN APOCALYPTIC

“Apocalyptic” is inherited template that can be added to any creature that has been increased to Colossal size. An apocalyptic uses the base creature’s stats and abilities except as noted here.

CR: Same as base creature at Colossal size +5. This increase serves as a guideline. Compare the finished apocalyptic to monster creation section of the Pathfinder Bestiary.

Type: The creature’s type changes to outsider (extraplanar). If the base creature has a chaotic, evil, good, or lawful alignment it also gains the appropriate alignment subtype.

AC: Natural armor improves by +4. They gain an insight bonus to their AC equal to its Wisdom modifier, and a luck bonus equal to its Charisma modifier.

Hit Dice: Change the base creature’s racial hit dice to d10s. All apocalyptic must have at least 20 hit dice, if the base creature is lower raise it to this minimum.

Saves: All saves for an apocalyptic should be have the good base save (HD/2 +2).

Defensive Abilities: An apocalyptic gains damage reduction 15/epic, spell resistance equal to CR + 11, and immunity to: ability damage, ability drain, bleed damage, death effects, death from massive damage, disease, all energy types, mind-affecting, paralysis, petrification, poison, polymorph, and stunning. Additionally they



possess regeneration (10 + ½ apocalyptic hit die) that is disrupted by attacks from a porphyrite or epic weapon.

Rejuvenation (Su): 3/day, an apocalyptic creature can restore itself to full hit points as a move action.

Speed: Quadruple all movement rates.

Melee: An apocalyptic’s melee and ranged attacks are considered to be epic and aligned according to their subtypes for the purpose of bypassing DR.

Special Attacks: An apocalyptic creature retains all the special abilities of the base creature, plus the special abilities as described below:

Sound of the Apocalypse (Su): 1/day, an apocalyptic can utter a word, unleashing tremendous destructive power. The word kills or destroys one creature per Hit Die, as selected by the apocalyptic, within 400 ft. + 400 ft./apocalyptic hit die spread, centered on the apocalyptic. A successful Will save (DC 10 + 1/2 the apocalyptic’s HD + its Cha modifier) resists the destruction, but the target still takes sonic damage equal to 1d8/four apocalyptic hit dice.

Ability Scores: Increase all ability scores except Intelligence by 10.

Base Atk, CMB, CMD: These are recalculated using the creature’s new ability scores and a good base attack bonus advancement.

Organization: solitary and unique.

Treasure: none

SAMPLE APOCALYPTIC

This example uses the dire hyena as the base creature. Its size has been increased from Large to Colossal following the rules for adding additional racial hit dice in the Monster Advancement section of the *Pathfinder Bestiary*. The second example uses the dryad as its base creature. I advanced her to Colossal size and 30 HD to start which brings her CR up to 20. I decided to drop the tree dependent weakness to provide for greater flexibility in her use.

GRINNING DEATH (CR 18; XP 153, 600)

N Colossal outsider (extraplanar)

Init +10; **Senses** low-light vision, scent; Perception +25

DEFENSE

AC 37, touch 17, flat-footed 25

(+6 Dex, +6 insight, +3 luck, +20 natural, -8 size)

hp 370 (20d10+260); **regeneration** 20 (epic)

Fort +25, **Ref** +18, **Will** +18

DR 10/epic; **Defensive Abilities** rejuvenation; **Immune** apocalyptic traits; **SR** 29

OFFENSE

Speed 200 ft.

Melee bite +33 (8d6+31 plus trip)

Space 30 ft.; **Reach** 30 ft.

Special Attack sound of the apocalypse (W-DC 26)

STATISTICS

Str 52, **Dex** 23, **Con** 37, **Int** 2, **Wis** 23, **Cha** 16

Base Atk +20; **CMB** +49 (+53 bull rush, trip); **CMD** 65 (69 vs. bull rush, trip)

Feats Awesome Blow, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Power Attack, Skill Focus (Perception, Stealth), Vital Strike

Skills Perception +25, Stealth +17

ECOLOGY

Environment plains

Organization solitary and unique

Treasure none

NATURE'S WRATH (CR 25; XP 1,640,000)

CG Colossal outsider (chaotic, extraplanar, good)

Init +11; **Senses** low-light vision; Perception +40

DEFENSE

AC 46, touch 25, flat-footed 32

(+7 Dex, +7 insight, +9 luck, +21 natural, -8 size)

hp 585 (30d10+420); **regeneration** 25 (epic)

Fort +33, **Ref** +24, **Will** +24

DR 10/cold iron and epic; **Defensive Abilities** rejuvenation; **Immune** apocalyptic traits; **SR** 36

OFFENSE

Speed 120 ft.

Melee dagger +43/+38/+33/+28 (3d6+31)

Ranged masterwork composite longbow +30/+25/+20/+15 (4d6+31)

Space 30 ft.; **Reach** 30 ft.

Special Attacks sound of the apocalypse (W-DC 26)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*speak with plants*

At will—*quicken entangle* (R-DC 20), *tree shape*, *wood shape* (1 lb. only)

3/day—*quicken charm person* (W-DC 20), *quicken deep slumber* (W-DC 22), *tree stride*

1/day—*quicken suggestion* (W-DC 22)

STATISTICS

Str 52, **Dex** 25, **Con** 39, **Int** 14, **Wis** 25, **Cha** 28

Base Atk +30; **CMB** +59; **CMD** 76

Feats Ability Focus (sound of the apocalypse), Clustered Shot, Deadly Aim, Great Fortitude, Improved Initiative, Improved Vital Strike, Quicken Spell-Like Ability (entangle, charm person, deep slumber, suggestion), Point Blank Shot, Precise Shot, Stealthy, Weapon Focus (longbow), Vital Strike

Skills Climb +54, Craft (wood) +41, Escape Artist +44, Handle Animal +42, Knowledge (nature) +35, Perception +40, Stealth +36, Survival +40; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants*

SQ tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization solitary and unique

Treasure none

ON PORPHYRA

Apocalypics first appeared with the arrival of the gods during The Calling. Many of the gods used these creatures to shatter the armies of the Elemental Lords.

ARBOREAL NEMESIS

This huge, gnarled, twisted tree has dark gray bark. Pinpricks of eerie green light emanate from the heart of the corrupted tree's trunk.

ARBOREAL NEMESIS (CR 8; XP 4,800)

NE Huge plant

Init +3; **Senses** low-light vision; Perception +17

DEFENSE

AC 20, touch 7, flat-footed 20

(-1 Dex, +13 natural, -2 size)

hp 126 (12d8+72)

Fort +14, **Ref** +3, **Will** +6

DR 10/slashing; **Immune** plant traits

Vulnerable fire

OFFENSE

Speed 30 ft.

Melee 2 claws +16 (2d6+9/19-20)

Space 10 ft.; **Reach** 15 ft.

Special Attacks favored enemy +6 (fey, treants; as a ranger), rotting grasp (F-DC 22), trample (2d6+13, R-DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 23, **Int** 14, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved Critical (claws), Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Bluff +13, Intimidate +13, Perception +17, Stealth +9 (+25 forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Draconic, Goblin, Treant

ECOLOGY

Environment forest, jungle

Organization solitary, copse (2-4) or harrowing (1-4 plus 15-40 goblins, 1-10 evil elves, 1 evil druid)

Treasure standard (see below)

SPECIAL ABILITIES

Rotting Grasp (Su): On a successful melee touch attack, a wooden armor, shield, or weapon suffers half its maximum hit points in damage and gains the broken condition—a second hit destroys the item. Magical varieties of these items receive a Fortitude save DC 22 to avoid this effect. The save DC is Constitution-based. Plants suffer 6d6+9 points of damage from this attack.

Arboreal Nemeses are the evil counterparts of treants and also their mortal enemies. The treants' hatred for arboreal nemeses runs so deeply that they have been known to hunt them down with almost fanatical zeal. Arboreal



nemeses respond in kind, hating all good things with unbridled passion, most especially beauty.

Arboreal nemeses purposefully study a potential foe before attacking to glean its motives and strengths. The cunning arboreal nemeses often attempt to parley with intruders, convincing them that they are treants or tree spirits. If all else fails, they attack with their razor-sharp claws and attempt to trample the enemy.

Arboreal nemeses loathe both creatures and objects of beauty. They destroy or bury any treasure they consider beautiful, such as a flawless diamond or a sapphire necklace. Conversely, there is nothing arboreal nemeses love more than corrupted beauty; therefore, arboreal nemeses often retain flawed objects as part of their treasure.

ON PORPHYRA

The most feared gathering of arboreal nemeses is the Harrowing. The Harrowing is a dark alliance between a group of arboreal nemeses, a horde of lesser forest creatures, and an evil druid. It is fortunate that such meetings are rare, for the union of these evil beings can quickly transform a light, airy forest into a dark, brooding hunting ground for twisted, malevolent creatures.

ARGLOLF

Savage and intelligent this two-headed canine is able to have one head watch as you approach while its other head gets some sleep.

ARGLOLF (CR 3; XP 800)

N Medium magical beast

Init +2; **Senses** darkvision 60 ft, low-light vision, scent; Perception +10

DEFENSE

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

hp 30 (4d10+8)

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

OFFENSE

Speed 40 ft.

Melee 2 bites +6 (1d6+2 plus grab)

Special Attacks doppler bark

STATISTICS

Str 14, **Dex** 14, **Con** 15, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)

Feats Ability Focus (doppler bark), Skill Focus (Perception)

Skills Perception +10, Stealth +6, Survival +5, Swim +6;

Racial Modifiers +2 Perception

ECOLOGY

Environment plains, hills

Organization solitary, pair, or pack 5-10

Treasure none

SPECIAL ABILITIES

Doppler Bark (Su) As a standard action, the bark of an arglof acts as a 25 ft. cone sonic attack that dazes its prey. Anyone caught in the cone must make a Fortitude save (DC 16) or be dazed for 1d3 rounds. The save DC is Constitution-based.

Hearing the howls of canines of many types is common in the night, but hearing a fearsome bark echo unto itself can chill the blood of the most dauntless warrior. The possessor of this infamous bark is the arglof, a two-headed canine common in the plains. Bred for war, the arglof is well-suited for bringing down mounted prey, and its two sets of jaws can make short work of most targets grounded so. They make the perfect watchdogs, as only one head need sleep at a time, though the beast cannot move about while one head is sleeping. A well-trained pair of arglof can corner a target, single it out,



immobilize and kill it quite quickly and efficiently.

Within a domesticated pack, the arglof kept by the dominant hobgoblin is the leader, and beast deferred to by the others; arglof are more intelligent than common animals, and better able to distinguish the social structures of others. This intelligence, coupled with a keen social sense, also causes arglof to leave indolent masters, and found wild packs in the wilderness. These packs recognize no master, and quickly dominate a large area of their chosen territory, often lightly forested hills.

Legends tell stories of further mutation or experimentation on the arglof, giving rise to rumors of pack leaders with three heads, gaze attacks, multiple eyes, and other gruesome variations.

ON PORPHYRA

On Porphyra, arglofs are found in small packs wherever wolves are found, including white-furred specimens in the Northlands. They have been domesticated (to a certain degree) by the hobgoblins of Parl Pardesh, and to a lesser degree by hobgoblin tribes of other lands.

ASHERAKE

Tall and powerful, these tiger-headed winged humanoids exude a cruel menace. Wide bat-like wings protrude from their fur-covered bodies.

ASHERAKE (CR 4; XP 1,200)

LE Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 16, touch 12, flat-footed 13

(+2 armor, +3 Dex, +2 natural, -1 size)

hp 45 (6d10+12)

Fort +4, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft, fly 60 ft. (average)

Melee bastard sword +9/+4 (1d10+6/19-20) or 2 claws +9 (1d6+4 plus grab), bite +9 (1d8+4)

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

Special Attacks flying grapple

STATISTICS

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

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 24

Feats Flyby Attack, Improved Initiative, Skill Focus (Perception)

Skills Fly +10, Intimidate +7, Perception +12, Stealth +8

Languages Asherake, Common, Sylvan

ECOLOGY

Environment jungle, plains, hills

Organization solitary, patrol (4-9), crew (20-80 plus 20-160 slaves, three 5th level fighter lieutenants, two 7th level sorcerers, and one 11th level cleric as captain)

Treasure NPC Gear (bastard sword, leather armor, other gear)

SPECIAL ABILITIES

Flying Grapple (Ex) If a flying asherake hits a Medium or smaller opponent with both claws, the asherake can start a grapple as a free action without provoking an attack of opportunity. An asherake who gets a hold usually flies off with the victim, preferably to be added to the ranks of asherake slaves or dropped from a great height.

Asherake are intelligent and organized. They are typically raiders, their floating ships attacking a town and carrying off its inhabitants. Asherake always begin combat by dropping a few dozen slaves onto the town in an attempt to demoralize the defenders. These slaves are dropped from a great height for maximum effect. This same tactic



is used if the asherake are attacking a military unit, except that the dropped slaves are used as missile weapons to flatten the opposing troops. Falling slaves hit the ground like sacks of wet cement, crushing all those they manage to strike. After the bombardment, the asherake swoop down and attempt to carry off slaves, using their flying grapple ability.

The foundation of asherake culture is the principle that all other races are inferior and subservient to them. Their colonies spread like plagues over the land, and they overrun and enslave anyone in their path. Asherake make their homes in huge black flying ships, kept aloft by some arcane magic.

ON PORPHYRA

Asherake were accidentally brought to Porphyra during The Calling. On Porphyra, they have been cut off from their god and instead have turned their worship to Rolterra, the god of insurrection and expansion. Though few asherake were brought to Porphyra, they will rebuild their numbers and conquer this new world.

ASNAE

Penetrating red eyes study you from the thick canopy of the forest. To the left from where its body should be you see the swish of a long tail.

ASNAE (CR 6; XP 2,400)

NG Small magical beast (good)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 18, touch 16, flat-footed 13

(+5 Dex, +2 natural, +1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +11, **Will** +6

OFFENSE

Speed 50 ft.; *shadowrunning*

Melee 2 claws +14 (1d3-1 plus curse of uncertainty), tail slap +9 (1d4-1)

Special Attacks hypnotic gaze

Spell-Like Abilities (CL 8th; concentration +10)

3/day—*blur*, *eerie forest* (W-DC 17), *invisibility*, *phantasmal killer* (WF-DC 18), *shadow conjuration* (W-DC 18), *wandering star motes* (W-DC 18)

At-will—*alluring voices* (W-DC 16), *baleful illusion* (W-DC 16), *minor image* (W-DC 16), *misdirection* (W-DC 16), *ventriloquism*

STATISTICS

Str 8, **Dex** 20, **Con** 17, **Int** 16, **Wis** 18, **Cha** 15

Base Atk +8; **CMB** +6; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Master of Illusion, Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics +16 (+24 to jump), Bluff +13, Climb +10, Knowledge (local) +11, Perception +15, Stealth +17; **Racial Modifiers** +8 Stealth

Languages Common, Elven, Gnome

ECOLOGY

Environment forest, plains, urban

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Curse of Uncertainty (Su) The claws of the asnae carry a supernatural curse (F-DC 16 negates) that inflicts the target with a -4 penalty to all saves vs. illusions and enchantments. The save DC is Charisma-based.

Hypnotic Gaze (Su) *Hypnotism* (8 HD or less), 20 feet; W-DC 16 negates. The save DC is Charisma-based.

Real Illusions (Su) The illusions created by an asnae never have the mind-affecting descriptor which allows



them to target mindless creatures. Additionally, all illusions gain a +2 racial bonus to their save DC.

Shadowrunning (Sp): By stepping into the shadows, the asnae comes close to the Plane of Shadow and can travel up to 1 mile. This power can be used three times a day, and the asnae often use it to flee a lost battle. The asnae can choose to take as many as two friends of the same size or smaller with it.

The asnae is a small, highly intelligent magical beast which looks somewhat like a cat, though it is much more. They have a long, tough tail, and their signature red eyes have a pleasing appearance—to most beings. The asnae realize they are not particularly effective in direct combat, so they focus on fighting with magic and trickery, taunting their enemies from the shadows, or up in a nearby tree. If the situation looks grim, asnae will not hesitate to flee into the shadows.

ON PORPHYRA

Gnomes and asnae have always been kindred spirits, due to their inter-dimensional nature and their interests in illusion magic; gnomes living along the Creeper's Rift will be sure to have asnae close by.

BARROW WIGHT

This creature appears as a rotting man with leathery, gray skin drawn tight over its frame. Its eyes glow crimson. The creature's rich clothing appears as rotting and tattered rags.

BARROW WIGHT (CR 4; 1,200 XP)

CE Medium undead

Init +1; **Senses** darkvision 60 ft., treasure sense; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 37 (5d8+15)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

Vulnerable resurrection

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3 plus energy drain)

Special Attacks energy drain (1 level, F-DC 15), insanity gaze

STATISTICS

Str 14, **Dex** 12, **Con** –, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 16

Feats Blind-fight, Power Attack, Skill Focus (Perception)

Skills Climb +10, Intimidate +11, Perception +12, Stealth +17; **Racial Modifiers** +8 Stealth

Languages Common

SQ create spawn

ECOLOGY

Environment ruins, urban

Organization solitary, pair, family (3-6) or leadership (7-12)

Treasure double standard

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a barrow wight becomes a barrow wight itself in only 1d4 rounds. Spawn so created are less powerful than typical barrow wights, and suffer a –2 penalty on all attack rolls, saving throws and skill checks, as well as –2 hp per HD. Spawn are under the command of the barrow wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed barrow wights. They do not possess any of the abilities they had in life.

Insanity Gaze (Su) *Insanity*, 30 feet, W-DC 15 negates. The save DC is Charisma-based.



Treasure Sense (Su) A barrow wight has an eternal link to the treasure it possessed in life. They are keenly aware of the location of their treasure within a one mile radius per hit dice and can make Perception checks (in place of Survival) to track down missing treasure at any distance.

The barrow wight is a product of material greed. When a being so corrupted by their own greed dies through a covetous action or simple neglect for their own well-being, they possess the potential to rise as a barrow wight. This potential becomes a certainty, if they are buried alongside their wealth. Rising as an undead creature they jealously protect their wealth from any who would seek to steal from them. If the resting place of a barrow wight is disturbed, or worse, some of their treasure is stolen they relentlessly hunt down those that violated their privacy or property.

ON PORPHYRA

Barrow wights are most often found in the ancient ruins of kindoms that existed before The Calling. When the Gods brought new lands to Porphyra many kingdoms were destroyed and buried.

BEAST LORD

In the world of spirits, there exist paragons of animals—the guiding spirits of whole species or animal groups. These manifestations are accorded semi-divine status, like celestials or elemental lords. Some beast lords dwell on specific planes, while others have their own courts in the spirit world. Usually, only one beast lord exists for each animal type, but sometimes multiple examples arise with disparate alignments and abilities. Some beast lords are worshiped by humanoids of various types and for a variety of reasons, propelling the beast lords to divine status.

APPEARANCE CHANGES

A beast lord is a tremendously large manifestation of its kind. Its eyes sparkle with intelligence and metaphysical power, and it may wear jewelry or have other accoutrements according to its preferences.

CREATING A BEAST LORD

“Beast Lord” is an inherited template that can be applied to any creature that can be applied to any animal, magical beast, or vermin with an Intelligence score of 6 or less that has already gained the elder beast template (see p. 47). The base creature must be of at least Large size and 20 Hit Dice. Increase it to these levels if it is not using the rules for advancing racial Hit Dice in the *Pathfinder Bestiary*. A beast lord differs from the base creature as follows.

CR: Base creature’s CR + 1.

Alignment: Usually neutral. Beast lords are rarely lawful, but if an evil one exists, a good one exists as well. The reverse is not necessarily true.

Type: Change to outsider and gain the good or evil subtype if the base creature has either of those alignment traits.

AC: Natural armor increases by +8

Hit Dice: Increase all current and future hit dice to d12s to represent their semi-divine nature.

Saves: All of the beast lord’s saves are recalculated as if each category were always a “good” save (like a dragon).

Defensive Abilities: Beast Lord possess DR 20/epic, fast healing equal to one-half their hit dice, and spell resistance equal to 11 + their CR.

Attacks: A beast lord’s natural weapons are considered epic for overcoming damage reduction. If the beast lord has alignment subtypes based on its home plane, its natural weapons and any weapon it wields are considered



to be of the same alignments for overcoming damage reduction.

Special Attacks: The beast lord gains the following.

Kin Loyalty (Su): Beast lords always gain this ability from the Elder Beast template, but may use the power to affect even elder beasts.

Spells (Sp): Beast lords cast spells as a 20th-level sorcerer and draw their spells from the druid list. The beast lord requires no material components for its spells.

Special Qualities: The beast lord gains the following.

Change Shape (Su): At will, the beast lord can assume the form of a Medium or smaller humanoid or of an animal of its own species (any size desired, up to the greatest dire example). This works as a *shapechange* spell cast by a 20th-level druid, but the beast lord can remain in one of its alternate forms as long as desired and change back into its normal form as a standard action.

Eyes of the Beast (Su): At will, a beast lord can cast *greater scrying* on any representative of its own species (normal, dire, elder, or monstrous). Caster level 20th.

Abilities: Int +6, Wis +6, and Cha +6 (minimum Cha 20).

Skills: Beast lords treat Knowledge (nature) as a class skill. Recalculate skill points based on increased Hit Dice and outsider type.

Organization: Usually solitary, though a beast lord is

often encountered with a few normal or dire animals.

Treasure: Double standard.

SAMPLE BEAST LORD

For my sample beast lord I decided to start off with a giant vulture. I applied the Elder Beast template to it and then increased its Hit Dice from 5 to 20 HD. Increasing its hit dice like this should increase its size as well as I'm increasing its hit dice by 50% or more. I've decided to keep him as Huge size. Increasing the size from Large to Huge triggers ability score changes of Str +8, Dex -2, Con +4 and increases natural armor by +3 as well as does the damage from its natural attacks. With the increased size and hit dice the base creature should have a CR about 15.

LORD OF VULTURES (CR 16; XP 76,800)

NG Large outsider (good)

Init +1; **Senses** low-light vision, scent; Perception +39

DEFENSE

AC 28, touch 9, flat-footed 27

(+1 Dex, +29 natural, -2 size)

hp 270 (20d12+140); **fast healing** 10

Fort +18, **Ref** +13, **Will** +15; +4 vs. disease

DR 20/epic; **SR** 27

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee bite +9 (2d8+9/19-20 plus disease)

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

Special Attacks kin loyalty (W-DC 25)

Spells Known (CL 20th; concentration +25)

9th (6/day)—*clashing rocks* (R-DC 24), *foresight*, *summon nature's ally IX*

8th (6/day)—*euphoric tranquility*, *frightful aspect*, *vine trap* (R-DC 23)

7th (6/day)—*control weather*, *heal*, *scouring winds*

6th (6/day)—*dust form*, *greater dispel magic*, *summon nature's ally VI*

5th (7/day)—*aspect of the wolf*, *awaken* (W-DC 20), *commune with nature*, *wall of fire*

4th (7/day)—*absorb toxicity*, *obsidian flow* (R-DC 19), *summon nature's ally IV*, *thorn body*

3rd (7/day)—*channel the gift*, *dominate animal* (W-DC 18), *nature's exile* (W-DC 18), *remove disease*

2nd (7/day)—*barkskin*, *greensight*, *gust of wind* (W-DC 17), *soothing word*, *summon nature's ally II*

1st (8/day)—*detect aberration*, *diagnose disease*, *endure elements*, *entangle* (R-DC 16), *hydraulic push*

0th (at-will)—*create water*, *detect magic*, *detect poison*, *guidance*, *know direction*, *light*, *read magic*, *stabilize*, *virtue*

STATISTICS

Str 30, **Dex** 13, **Con** 22, **Int** 16, **Wis** 23, **Cha** 20

Base Atk +3; **CMB** +10; **CMD** 22

Feats Great Fortitude, Hover, Improved Critical (bite), Power Attack, Skill Focus (Perception), Snatch, Toughness, Vital Strike, Weapon Focus (bite), Wingover

Skills Bluff +28, Diplomacy +28, Fly +20, Knowledge (geography) +26, Knowledge (nature) +26, Knowledge (planes) +23, Perception +39, Sense Motive +29, Stealth +16; Racial Modifiers +4 Perception

SQ change shape (Medium or smaller humanoid or any vulture; *shapechange*), diseased, eye of the beast, speech

Languages Sylvan

ECOLOGY

Environment desert, hills, plains

Organization solitary plus 1d4 normal or dire vultures

Treasure double

SPECIAL ABILITIES

Diseased (Ex) Due to their filthy eating habits and constant exposure to decaying flesh, the lord of vultures is a harbinger of disease—much more so than the standard vulture. Any creature bitten by the lord of vultures has a 40% chance of being exposed to filth fever, blinding sickness, or a similar disease. The lord of vultures could even carry supernatural and magical diseases as determined by the GM. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 racial bonus on all saving throws against such ailments.

The vulture lord is a sombre creature that laments the revulsion his race suffers, for if it was not for them, the land would abound in stinking corpses and foul undead.

ON PORPHYRA

Beast lords on Porphyra have sought to champion the causes of their species, often to the deaf ears of Elementalists and Deists, who only wish to hear their allegiance. The erkunae have joined many magical pacts with the beast lords, and some still remain.

BEETLE, CARNAGE

Covered with the pulpy viscera of the recent dead, this aggressive beetle scuttles toward you with its terrible mandibles snapping.

BEETLE, CARNAGE (CR 1/2; XP 200)

N Tiny vermin

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

DEFENSE

AC 18, touch 14, flat-footed 14
(+2 Dex, +4 natural, +2 size)

hp 6 (1d8+2)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +2 (1d4-2)

Special Attacks gas burst

STATISTICS

Str 6, **Dex** 15, **Con** 15, **Int** —, **Wis** 15, **Cha** 2

Base Atk +0; **CMB** -4; **CMD** 8

Skills Climb +10

ECOLOGY

Environment any

Organization solitary or nest (10-20)

Treasure none

SPECIAL ABILITIES

Gas Burst (Ex) Once per day, a carnage beetle can release a cloud of noxious gas in a 10 ft. radius burst. All creatures within the burst must make a Fortitude save DC 12, or be nauseated for 1d4 rounds. The save DC is Constitution based.

Carnage beetles are vermin that consume the decaying tissue of dead animals. They are common on the battlefield and other sites of mass slaughter. They have been known to swarm as well.

CARNAGE BEETLE SWARM (CR 5; XP 1,600)

N Tiny vermin (swarm)

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

DEFENSE

AC 18, touch 14, flat-footed 14
(+2 Dex, +4 natural, +2 size)

hp 52 (8d8+16)

Fort +8, **Ref** +4, **Will** +4

Defensive Abilities swarm traits; **Immune** mind-affecting effects



OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (2d6 plus bleed)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1d4), consume, distraction (F-DC 16), gas burst

STATISTICS

Str 10, **Dex** 15, **Con** 15, **Int** —, **Wis** 15, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Skills Climb +10

ECOLOGY

Environment ruins

Organization solitary, pair, or bloodbath (3-6 swarms)

Treasure none

SPECIAL ATTACK

Consume (Ex) A carnage beetle swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a carnage beetle swarm attack deals 4d6 points of damage plus 2d4 bleed.

Gas Burst (Ex) Once per round, a carnage beetle swarm can release a cloud of noxious gas in a 10 ft. radius burst. All creatures within the burst must make a Fortitude save DC 16, or be nauseated for 1d4 rounds. The save DC is Constitution based.

ON PORPHYRA

Mercenary druids of the Jheriak Continuance have mastered inflicting carnage beetle swarms on their enemies with a variant *summon swarm* spell.

BEETLE, GOTHIC

Colored like rusted metal, this beetle is covered with a spire-like carapace that reminds you of ancient gothic cathedrals.

BEETLE, GOTHIC (CR 4; XP 1,200)

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0

Aura rough shell (1d4 slashing)

DEFENSE

AC 17, touch 10, flat-footed 16

(+1 Dex, +7 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +3, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 40 ft., fly 30 ft. (clumsy)

Melee bite +7 (2d8+4)

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

Special Attacks acid spray (30 ft. cone, R-DC 16, 6d6 acid)

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** —, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +9; **CMD** 20 (28 vs. trip)

Skills Fly -9

ECOLOGY

Environment any

Organization solitary, pair, cluster (3-16)

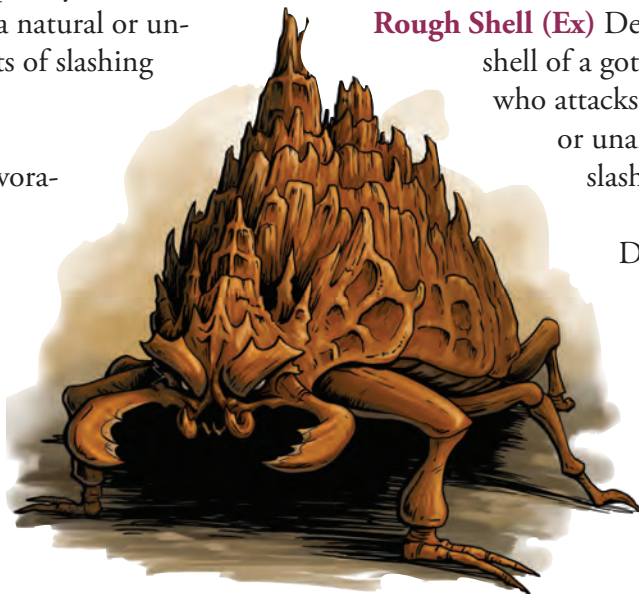
Treasure none

SPECIAL ABILITIES

Acid Spray (Ex) 3/day, the gothic beetle can spray a cone of acid at its opponents. The save DC is Constitution-based.

Rough Shell (Ex) Despite its stony appearance the shell of a gothic beetle is quite sharp. Any foe who attacks the gothic beetle with a natural or unarmed attack suffers 1d4 points of slashing damage.

Gothic beetles are enormous, voracious creatures of destruction. Their mandibles easily rend other living things, and their sharp carapaces vaguely resemble gothic cathedrals.



BEETLE, DEATHSPIRE (CR 8; XP 4,800)

N Gargantuan vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 90 ft.; Perception +0

Aura rough shell (1d8 slashing)

DEFENSE

AC 20, touch 6, flat-footed 20

(+14 natural, -4 size)

hp 105 (14d8+98)

Fort +16, **Ref** +4, **Will** +4

DR 5/adamantine; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft.

Melee bite +18 (4d8+18 plus poison plus trip)

Space 20 ft.; **Reach** 15 ft.

Special Attacks volatile acid (30 ft. cone or 60 ft. line, R-DC 24, 14d6 acid plus 3d6 fire)

STATISTICS

Str 34, **Dex** 10, **Con** 24, **Int** —, **Wis** 10, **Cha** 13

Base Atk +10; **CMB** +26 (+30 trip); **CMD** 36 (40 vs. trip)

ECOLOGY

Environment any

Organization solitary, or pair

Treasure none

SPECIAL ABILITIES

Acid Spray (Ex) Once per round, the deathspire beetle can spray a cone or line of volatile acid at its opponents. If the target fails their Reflex save the acid ignites for an additional 3d6 points of fire damage. The save DC is Constitution-based.

Deathspire Poison (Ex) Bite—injury; *save* F-DC 24; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity; *cure* 2 consecutive saves. The save DC is Constitution-based.

Rough Shell (Ex) Despite its stony appearance the shell of a gothic beetle is quite sharp. Any foe who attacks the gothic beetle with a natural or unarmed attack suffers 1d8 points of slashing damage.

Deathspire beetles are a more dangerous, advanced form of the gothic beetle.

ON PORPHYRA

Gothic beetles hail from the Empire of the Dead.

BUGGANE

If it weren't for the fact that it was covered in black hair, and sporting tusks and claws, you could swear that a twelve-foot tall elf was standing there...

BUGGANE (CR 8; XP 4,800)

NE Large fey

Init +4; **Senses** low-light vision; Perception +17

DEFENSE

AC 23, touch 13, flat-footed 19

(+4 Dex, +10 natural, -1 size)

hp 90 (12d6+48); fast healing 3

Fort +8, **Ref** +12, **Will** +10

DR 10/cold iron; **Immune** cold, sleep; **Resist** electricity 10; **SR** 19

Susceptible holy water, turn undead

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (1d8+8), 2 claws +13 (1d6+8)

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

Spell-Like Abilities (CL 12th; concentration +13)

3/day—*beast shape II*, *faerie fire*, quickened *alter self*

STATISTICS

Str 26, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +15 (+17 bull rush, sunder); **CMD** 29 (31 vs. bull rush, sunder)

Feats Awesome Blow, Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-like Ability (*alter self*), Skill Focus (Stealth)

Skills Bluff +16, Climb +15, Intimidate +13, Knowledge (local) +13, Knowledge (nature) +13, Perception +17, Stealth +21

Languages Common, Sylvan

SQ dormancy

ECOLOGY

Environment cold, forest, hills, jungle, marsh, plains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Dormancy (Ex) When not required for a task, a buggane will retire to its lair and go into a state of dormancy, not requiring food or water, and not detectable as alive. When touched by any creature, or if a fey comes within 10 ft. the buggane will instantly rouse, with no penalty from rising from prone.

Buggane exist as tools of vengeance of the faerie world. Most fey communities know of the whereabouts of at



least one buggane lair. When awoken and directed by an offended faerie, the buggane will negotiate its price—a meal of certain characteristics, payable upon completion. Buggane may consume victims or livestock, or drink the occasional throatful of blood, but the ‘black meal’ is its price, and the food that sustains it when it is dormant. A typical buggane will be dormant for one month per day of activity, unable to be called on again. Buggane tasks do not always involve killing, and can consist of stealing an item, smashing a building, or disrupting an important event. Buggane are crafty and evil and will twist their directives to the nastiest possible intent. They have no compunction in dealing with evil adversaries, but prefer to lay low civilized folk, especially those of clerical orientation—buggane despise good clerics, and it is likely that some pact in forgotten eras shoved a chink in the power of buggane, leaving them vulnerable to turning and holy water, though they themselves are not undead.

ON PORPHYRA

During the Three Day War in the Holdfast of the Celestial Parishes, buggane worked in rare partnership as shock troops for the wild fey armies—their savage attacks are still sung of there on dark nights.

BURROW-MAWT

With iridescent yellow eyes, this quadrupedal creature has sharp claws for digging through the earth or flesh.

BURROW-MAWT (CR 1; XP 400)

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 17, flat-footed 12
(+4 Dex, +1 dodge, +2 size)

hp 7 (1d10+2)

Fort +4, **Ref** +6, **Will** +1

Weakness light blindness

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +2 (1d6-1), 2 claws +2 (1d4-1)

While raging

AC 15, touch 15, flat-footed 10

hp 9

Melee bite +4 (1d6+1), 2 claws (1d6+1)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks rage

STATISTICS

Str 8, **Dex** 18, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** -2 (+0 raging); **CMD** 12 (16 vs. trip)

Feats Dodge, Mobility^B

Skills Perception +8, Stealth +12; **Racial Modifiers** +4 Perception

ECOLOGY

Environment cold, desert, plains

Organization pack (10-20) or mob (20-40)

Treasure incidental

SPECIAL ABILITIES

Rage (Ex) As soon as a burrow-mawt pack smells prey, its members fly into a rage on the next turn, biting madly until either it or its opponent is dead. Individual burrow-mawts gain a +4 to Strength, +4 to Constitution, and -2 to AC. When half the pack is killed the remaining members can make a Will save (DC 15) to break off the rage and flee. Any burrow-mawt that fails this save continues to fight until either they or their prey is dead.

Newcomers to the plains of the Pardeshi sometimes make the mistake of assuming that some race engages in plowing odd patches of the treeless earth. They are incorrect, and if that earth was closely (and foolishly)



inspected, bits of flesh and blood would be found, the leavings of the burrow-mawts. Though possessed of a bite belying its size, the danger of these beasts lies in the capacity for raging mass attacks, which gives them the common name of “land piranhas”, indicative of the carnivorous tropical fish of the southern jungles. As soon as burrow-mawts detect prey, they fly into a rage of hungry madness, attacking en masse until their prey is brought down and dragged into their burrows to be consumed.

Burrow-mawts are difficult to study in captivity, though spells such as *calm emotions* have had some effect, they resolutely resist cooperation with rangers and druids, as they are not part of the natural order. Bred for some grim purpose, they have spread to many environments and adapted for them, displacing plains-dwellers to areas of forest or close bedrock. Due to their underground habitat, the creatures also greatly dislike bright light, and are strictly nocturnal—unless they are disturbed in their shallow burrows while sleeping.

ON PORPHYRA

On Porphyra, burrow-mawts are found in any environment that has surface material loose enough to burrow in, and avoid any terrain dominated by deep-rooted plants, such as most trees. There are variants in the snows of the Northlands and the Eternal Ice, and sand-burrowing mawts in the desert lands of Siwath, Simoon, and the Ghadab.

BYGONE CREATURE

Bygones are remnants and memories of legendary creatures long departed.

Many of the world's most powerful creatures no longer exist, driven to extinction or locked away in distant planes. But their echoes sometimes have a power of their own, and can be a deadly challenge to heroes who might never face their real counterparts. Bygones speak any languages their originals knew.

APPEARANCE CHANGES

Bygones resemble the creatures they echo, but their colors are faded, their cries and speech hushed, and their motions ghostly. To a person who has seen both a bygone and its original, the differences are obvious, but to a person who knows only legends of the bygone's species, a bygone may be mistaken for the real thing.

CREATING A BYGONE

"Bygone" is an acquired template that can be added to any creature with 20 or more Hit Dice (referred to hereafter as the base creature). A bygone uses all the base creature's statistics and abilities except as noted here.

CR: Same as the base creature -6.

Type: The bygone's type changes to outsider (augmented, native). They retain an additional subtypes they may have possessed.

Armor Classes: A bygone's natural armor bonus, deflection bonus, and insight bonuses (if any) are reduced by half.

Hit Dice: The bygone's Hit Dice are unchanged but its hit points are halved.

Fast Healing and Regeneration (Ex): A bygone's fast healing and regeneration rates are halved.

Saves: A bygone suffers a -10 penalty on all saving throws.

Damage Reduction: If the bygone had damage reduction XX/epic it becomes XX/magic instead.

Resist: All resistances for the bygone are halved.

Spell Resistance (Ex): A bygone's spell resistance is reduced by 10.

Melee/Ranged Damage: The damage a bygone deals with its physical attacks is halved, after all other factors have been applied.



Special Attacks: Any saving throw DC to resist a bygone's special attacks suffer a -10 penalty. The damage from these attacks is likewise halved.

Psionics, Spells, and Spell-Like Abilities: If the base creature has these special attacks, their caster or manifester levels are reduced by 10 (to a minimum of 1).

Special Qualities: A bygone creature retains all of the special qualities of the base creature, but they are adjusted as described below. A bygone also gains the reversal quality.

Reversal (Ex): Upon a bygone's death, any supernatural or spell-like effects that did not cause hit point damage it created during the previous hour are undone. This may include ability drain, magical fear or paralysis, instant kill effects (such as wail of the banshee or a neh-thalggu's brain extraction ability), and others.

SAMPLE BYGONE

For the sample bygone I've used a CR 21 mu spore. The second uses a dragonship at CR 10.

THE GREAT DECAY (CR 15; XP 51,200)

CN Colossal outsider (augmented, native)

Init +3; **Senses** blindsight 240 ft., low-light vision; Perception +43

DEFENSE

AC 19, touch 1, flat-footed 19

(−1 Dex, +18 natural, −8 size)

hp 209 (31d8+279; *halved*); **fast healing** 5

Fort +16, **Ref** +1, **Will** +9

Defensive Abilities grasping tendrils; **DR** 10/magic;

Immune plant traits; **Resist** acid 15

OFFENSE

Speed 40 ft., fly 30 ft. (perfect)

Melee bite +32 (6d6+16/19−20 plus grab; *halved*), 4 tentacles +27 (3d8+8/19−20 plus grab; *halved*)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacle)

Special Attacks spore cough, constrict (3d8+16; *halved*), swallow whole (20d8 acid; *halved*, AC 19, 20 hp)

STATISTICS

Str 42, **Dex** 9, **Con** 29, **Int** 18, **Wis** 28, **Cha** 29

Base Atk +23; **CMB** +47 (+51 grapple); **CMD** 56 (can't be tripped)

Feats Awesome Blow, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (tentacles), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (bite), Weapon Focus (tentacles)

Skills Fly +33, Knowledge (dungeoneering, geography, nature) +35, Perception +43, Sense Motive +40

SQ reversal

Languages Aklo, Common, Terran, Undercommon

ECOLOGY

Environment marsh

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Grasping Tendrils (Ex) A mu spore can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits it with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it takes a −20 penalty to its CMB to make and maintain the grapple (+31 CMB with tendrils). The mu spore does not gain the grappled condition while grappling a creature with its tendrils.

Spore Cough (Su) Once every 1d4 rounds as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 20d8 (*halved*) points of damage to all creatures and wooden structures in the area, or half damage to any creatures that make a R-DC 24 save. Plants creatures are immune to this damage. The save DC is Constitution-

based.

THE ROTTING FANG (CR 4; XP 1,200)

N Gargantuan outsider (augmented, native)

Init −3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 13, touch 3, flat-footed 13

(−3 Dex, +10 natural, −4 size)

hp 85 (20d10+60; *halved*)

Fort −4; **Ref** −7; **Will** −4

DR 15/adamantine; **Immune** construct traits

Vulnerable fire

OFFENSE

Speed swim 40 ft.

Melee bite +25 (1d8+9; *halved*), 4 slams +25 (2d6+9; *halved*)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (30−ft. cone, 10d6 fire damage; *halved*, R-DC 10 for half, usable 3/day)

STATISTICS

Str 28, **Dex** 4, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +20; **CMB** +33; **CMD** 42 (can't be tripped)

Skills Swim +17

ECOLOGY

Environment aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Navigate (Ex) A captain merely has to make a Profession (sailor) check (DC 15) to get the dragonship to understand its course. A dragonship never gets lost on an ocean voyage, and has a 50% chance of automatically being aware of any safe ports and hidden ocean dangers.

Winds (Su) At will, a dragonship can cause winds to fill its sails. This operates as the *control winds* spell (CL 10th) with the restriction that it can only increase the wind's force for the purposes of propulsion. A dragonship cannot use these winds to attack; their sole purpose is propulsion.

ON PORPHYRA

Bygones were created by The Calling. Many powerful and dangerous creatures were diminished when the Gods came to the world of Porphyra. They now lurk in the shadowy places of the world, far from the sight of deists and their forces.

CLAY WARRIORS

Before you stands a horde of earthen warriors: foot soldiers armed with stony spears, archers wielding bows that are extensions of their bodies, cavalry made of horse and rider fused together as one.

Clay warriors are fearless constructs usually made in large numbers to serve individuals requiring large numbers of loyal soldiers. A clay warrior obeys its creator or anyone it has been commanded to heed, as long as it can hear the commands. Silence spells are powerful tools against clay warriors.

Initially constructed to defend the tomb of the First Emperor, the process of creating clay soldiers has been rediscovered and its secrets have spread across the land.

CLAY SOLDIER (CR 3; XP 800)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 10, flat-footed 18

(+8 natural)

hp 42 (4d10+20)

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

Immune construct traits, piercing

OFFENSE

Speed 30 ft.

Melee spear +9 (1d8+5)

Special Attacks impale

STATISTICS

Str 21, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +9; **CMD** 19

ECOLOGY

Environment any

Organization pair, company (11-20), or legion (400-2000)

Treasure none

SPECIAL ABILITIES

Impale (Ex) On a successful critical hit with its spear, a clay soldier also inflicts 2 points of bleed damage.

Clay soldiers are the frontline soldiers of any clay army. With their spears they inflict serious damage against creatures that try to break their line. Although mindless, they retain an aspect of the military training of their progenitors and will flank opponents and deny them passage whenever possible.

CLAY ARCHER (CR 3; XP 800)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 15, flat-footed 13

(+5 Dex, +3 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +6, **Will** +1

Immune construct traits, piercing

OFFENSE

Speed 30 ft.

Ranged longbow +9 (1d8+5/x3)

Special Attacks pinning shot

STATISTICS

Str 10, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +4; **CMD** 19

ECOLOGY

Environment any

Organization pair, wing (11-20), flight (30-100)

Treasure none

SPECIAL ABILITIES

No Opportunity (Ex) A clay archer does not draw attacks of opportunity while using its bow to attack.

Pinning Shot (Ex) On a successful critical hit, the target loses 5 ft. of base speed until healed with curative magic or receives care in the form of a DC 15 Heal check.

Supernatural Precision (Su) A clay archer adds its Dex modifier to its projectile damage.

Clay archers are often stationed within the ranks of clay soldiers or directly behind them. With their earthen bows they rain sharp stone spikes down on their enemies from afar. Melee combatants fail to threaten the clay archers who can fire stone arrow after arrow even when completely surrounded.

VARIANT WEAPONS

Clay soldiers have been known to wield many different kinds of weapons. Each weapon type adds a small mechanical adjustment.

Dagger-Axe: Clay soldiers wielding a dagger-axe can choose to deal 1d4+5 piecing or 1d6+5 slashing damage. On a critical hit, they can make a trip attack as a free action that does not draw attacks of opportunity with a CMB +13.

CLAY CAVALRYMAN (CR 5; XP 1,600)

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 21, touch 11, flat-footed 19
(+2 Dex, +10 natural, -1 size)

hp 63 (6d10+30)

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

OFFENSE

Speed 40 ft.

Melee horse chopping blade +12 (1d10+10), 2 hooves +8 (1d6+3)

Special Attack charging fury, sweeping strike

STATISTICS

Str 24, **Dex** 14, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +6; CMB +14; CMD 26 (+30 vs. trip)

ECOLOGY

Environment any

Organization pair, rush (5-20), cavalcade (21-50)

Treasure none

SPECIAL ABILITIES

Charging Fury (Ex) A clay cavalryman deals double polearm damage on a charge and if its attack hits he may make two hoof attacks as well.

Sweeping Strike (Ex) On a successful critical hit, the clay cavalryman also trips the opponent.

Clay cavalrymen break from the protective lines of the clay soldiers. They crash headlong into foes, attempting to spread panic or disable the leadership of an opposing force.

CONSTRUCTION

A clay soldier's body must be formed and baked from at least 400 pounds of clay (1,000 pounds for cavalry), and treated with rare oils worth 350 gp. Each clay soldier must also contain a scroll with the name of a warrior written on it. This scroll imbues the clay soldier with the semblance of life and ensures its bravery and loyalty.

CLAY SOLDIER

CL 5th; **Price** 4,850 gp (warrior), 8,350 gp (archer) or 15,475 gp (cavalry)

CONSTRUCTION

Requirements Craft Construct, Scribe Scroll, *animate objects, soften earth and stone, speak with dead*; creator must be caster level 5th; **Skill** Craft (pottery) DC 14 (soldier/archer) or DC 16 (cavalry); **Cost** 2,600 gp (warrior), 4,350 gp (archer) or 7,912 gp (cavalry)

ON PORPHYRA

In the lands of Jengu-Na, the Emerald Scaled Empress is said to have a secret city of 10,000 clay soldier imbued with the essence of her finest and most loyal saurian warriors.



CORPSE ORGY

Screaming and wriggling, this foul being appears to be a wave of limbs, bones, and organs.

CORPSE ORGY (CR 13; XP 25,600)

CE Large aberration

Init +4; **Senses** all-around vision, darkvision 60 ft, tremorsense 60 ft.; Perception +25

DEFENSE

AC 27, touch 9, flat-footed 27
(+18 natural, -1 size)

hp 184 (16d8+112)

Fort +12, **Ref** +7, **Will** +14

DR 10/slashing or piercing

OFFENSE

Speed 30 ft.

Melee 4 slams +20 (2d6+8 plus grab)

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

Special Attacks absorb body, pain shriek

STATISTICS

Str 26, **Dex** 10, **Con** 24, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +12; **CMB** +21 (+23 bull rush, +25 grapple);

CMD 31 (33 vs. bull rush)

Feats Blind-fight, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +27 (19), Escape Artist +19 (19), Intimidate +22 (19), Knowledge (dungeoneering) +21 (19), Perception +25 (19), Survival +21 (19); **Racial Modifiers** +4 Perception

Languages Aklo, Common, Undercommon

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Body (Su) A corpse orgy can absorb the physical body of any creature it has reduced to 0 or fewer hit points by moving over it and remaining in contact with it for at least 1 full round. An unconscious or dying opponent can make a DC 25 Fortitude save to prevent the absorption. A dead opponent gets no saving throw. When it absorbs a body, the corpse orgy gains 12 temporary hit points. A creature whose body is absorbed can only be raised or resurrected if the corpse orgy that absorbed its body is slain and the corpse in question is recovered. The save DC is Constitution-based.

Pain Shriek (Su) Twice per day as a standard action, a

corpse orgy can unleash a piercing shriek from the various heads captured in its form. This shriek deals 10d6 points of sonic damage to all creatures within a 40-ft. radius. Affected creatures can make a DC 21 Fortitude save for half damage. This is a sonic effect. The save DC is Charisma-based.

A corpse orgy is truly a disgusting creature easily mistaken for a pile of rotten corpses. In truth, the creature is a conglomeration of creatures it has killed and absorbed into its body. As parts of the corpse orgy rot away, it replaces them with freshly slain prey.

A corpse orgy makes its home in deep subterranean caverns and dungeons. Here it can usually find sanctuary amongst the bone pits and corpse piles of other underground denizens where it bides its time, casually adding fresh “meat” to its obscene framework. In times when food is scarce (which is almost never as there is always a fresh supply of Underdeep dwellers or adventurous surface dwellers to whet its appetite), the creature may journey to the surface world to hunt for food. A corpse orgy is not picky when it comes to its diet. If something is living and breathing, it’s a perfect target for the corpse orgy.

A corpse orgy is a large, undulating mass of rotting corpses, sinew, bones, blood, muscle, mucus, and organs. It resembles an ooze in nature and has no discernible features (other than the corpse parts that make up its form). Corpse orgies can speak Common and at least two other languages (or so it is believed, though no one has ever successfully communicated with the creature).

ON PORPHYRA

The denizens of the Creeper’s Rift are on constant alert against the threat of corpse orgies that slither up the deeper reaches of the Underdeep. Morlocks within the Rift are thought to lure corpse orgies toward the settlements of the kripar and dark folk.

Purple Duck Note: *The corpse orgy and a handful of other monsters in Monsters of Porphyra also appear in another recent 3PP monster books. You may ask yourself, why update this monster again after it has already come out in a complete tome of horrible foes? The reason is simple, when I originally wrote this conversion and ordered the art that other awesome monster tome was not even announced. Please consider this a variant.*



CORPSE ORGY

CRYSTALLINE HORROR

This humanoid creature seems to be entirely made of crystal and glass. It is man-sized and its head sports no eyes, nose, ears or mouth. Its body appears razor-sharp and jagged. Its hands end in wicked claws.

CRYSTALLINE HORROR (CR 5; XP 1,600)

NE Medium aberration

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 52 (7d8+21)

Fort +5, **Ref** +6, **Will** +8

DR 10/magic; **Resist** cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d6+4)

Special Attacks bend light, shard spray, wounding

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 21

Feats Blind-fight, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +12, Climb +14, Perception +11, Stealth +12

Languages Undercommon

ECOLOGY

Environment mountains, underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Bend Light (Ex) By shifting the make-up of its body as a standard action, a crystalline horror can refract natural light into a bright light that radiates out in a 10-foot spread. Affected creatures must succeed on a DC 16 Reflex save or be blinded for 3 rounds. The save DC is Constitution based.

Creatures to whom sunlight is harmful or unnatural take 2d6 points of damage from the light. Undead creatures caught within the area take 3d6 points of damage, and undead particularly vulnerable to sunlight – such as vampires – take 3d8 points of damage. Creatures that can not see or perceive objects through the use of vision are unaffected by the blindness, but still suffer damage if they are vulnerable to sunlight.

Shard Spray (Ex) Five times per day a crystalline horror can fire a spray of razor-sharp shards of glass from its



body in a 40-foot cone. A creature in the area takes 4d6 points of damage (Reflex save DC 16 for half). The save DC is Constitution-based.

Wounding (Ex) A crystalline horror that rolls a critical with a claw attack deals an amount of bleed damage equal to its Strength modifier.

A crystalline horror is a weird, unnatural humanoid composed of crystal and glass. How it came to be remains speculation among many sages and scholars, though all agree it is in fact a living creature and not an automaton.

A crystalline horror begins combat using its shard spray before closing for melee. In close-quarters, it uses its razor sharp claws to slash an opponent. If given the opportunity, it uses its ability to bend natural light to blind its opponents. Though it has no visible sensory organs, it is known (by those who have fought them) that a crystalline horror can see and hear normally.

ON PORPHYRA

Crystalline horrors are found most often in the Underdeep or around areas rich in the concentration of porphyrite. They were unheard of before the NewGod War.

DAEMON, EROTODAEMON

Dressed in the finest of silks and golden bangles, this creature appears as a beautiful woman melded onto a copy of her own body in a centaur-like construction. A strong silver chain binds her to her master's side.

EROTODAEMON (CR 8; XP 4,800)

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 10, flat-footed 21

(+1 Dex, +12 natural, -1 size)

hp 85 (10d10+40)

Fort +7; **Ref** +8; **Will** +9

DR 10/good or silver; **Immune** acid, death effects, disease, and poison; **Resist** cold 10, electricity 10, fire 10;

SR 19

Weakness heartstone

OFFENSE

Speed 20 ft.

Melee 4 slams +15 (1d6+5 plus pleasure touch)

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

Spell-like Abilities (CL 10th; concentration +17):

At will—*alluring voices* (W-DC 19), *beguiling gift* (W-DC 18), *charm monster* (W-DC 21), *enthrall* (W-DC 19), *ethereal jaunt* (self plus 50 lbs of object only), *luscious lips*, *sending*, *suggestion* (W-DC 20)

3/day—*euphoric tranquility*, *waves of exhaustion*

1/day—*summon* (3rd level, 1 erotodaemon 30%)

ABILITIES

Str 20, **Dex** 13, **Con** 18, **Int** 18, **Wis** 14, **Cha** 24

Base Atk +10; **CMB** +16 (+22 disarm); **CMD** 27 (31 vs. disarm, trip)

Feats Combat Expertise, Cunning Maneuver (disarm), Greater Disarm, Improved Disarm, Weapon Focus (slam)

Skills Bluff +20, Diplomacy +20, Linguistics +17, Knowledge (local) +14, Knowledge (nobility) +14, Knowledge (planes) +17, Perception +15, Perform (oratory) +20, Sense Motive +15, Spellcraft +17

Languages Abyssal, Aklo, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Infernal, Ignan, Sylvan; telepathy 100 ft.

SQ intercept summoning

ECOLOGY

Environment planes (outer), urban

Organization solitary, pair or harem (1-4 erotodaemons, 2-12 humanoid commoners of 2nd-5th level, plus 1 evil

outsider master of 15 hit dice or more)

Treasure standard

SPECIAL ABILITIES

Heartstone (Su) This stone can be removed from an immobilized erotodaemon through a DC 30 Heal check. Multiple checks can be attempted but each attempt, successful or not, deals 3d8 points of damage to the erotodaemon. Any creature that holds or wears the heartstone is completely immune to the erotodaemon's spell-like abilities, pleasure touch and can, once per 1d4 rounds, cause the erotodaemon immense pain by squeezing the stone. This agony deals 3d6 points of nonlethal damage to the erotodaemon and stuns her for 1d4 rounds. This effect automatically triggers if the erotodaemon attempts to touch her own heartstone or attack its bearer.

Intercept Summoning (Su) Once per day, an erotodaemon can attempt to intercept a summoning spell or ability intended to seize a creature on the same plane as the erotodaemon. An erotodaemon is automatically aware of summoning attempts within 300 miles of its location. An erotodaemon has a 25% chance of redirecting the summoning spell onto herself. If the erotodaemon is successful, she arrives at the location of the summoner, though she can act independently and remains until dismissed by the summoner. As a result, most erotodaemons feign loyalty to their summoners until they can use their pleasure touch to ensure their aid.

Pleasure Touch (Su) Any non-outsider struck by the erotodaemon's slam attack or that touches an erotodaemon in any way must make a Will save (DC 22) or be overwhelmed with pleasure. Affected creatures take a -4 penalty on attack rolls, skill checks and ability checks for one hour as their senses are overwhelmed by pure, unadulterated pleasure. This effect negates and is in turn negated by the effect of spells and abilities that cause agony, such as symbol of pain. Subsequent touches do not stack, but each touch or round of contact after the first deepens the pleasure and deals 1d4 points of Wisdom damage. An erotodaemon can suppress or resume this ability as a free action. The save DC is Charisma based.

Erotodaemons travel to the material planes to spread ruin amongst hedonistic nobility. Some postulate that the souls that mature into the form of an erotodaemon within the plane of Abaddon were once female victims of abuse, slavery or prostitution. Regard less of their origin, erotodaemons charm their way into

the bedchambers and harems of powerful rulers through the Material Plane. Once ensconced within the confidence of their patron they slowly rob them of their wits, wealth and power until all they possessed lies in ruin.

Most erotodaemons avoid physical combat, relying instead on their charm and cunning to lure their enemies into their lurid embrace.

THE HEARTSTONE

Each erotodaemon has a four inch long red gemstone that replaces the heart in its upper body. The heartstone weighs ½ pound, has a hardness of 10 and 15 hp. If the stone is destroyed the erotodaemon is immediately slain. An erotodaemon can only safely handle her own heartstone if it is surrendered to her willingly. Once this happens the erotodaemon can absorb the heartstone back into her body as a full round action.

ON PORPHYRA

Whether by accident or by design, most erotodaemons have a form very similar to the dhosari. Perhaps it was in their dealing with erotodaemons that erkunae became enamored with the quadribrachial form and this fascination eventually led to the enslavement of the dhosari.

THE DAEMON EMPRESS

The Mists of Erkusaa conceal much, such as the legacy of The Daemon Empress Xlamidaia, erotodaemon consort, and later Her Opalescence Xlamidaia, First of Her Name, Empress of Erkusaa and all the Erkunae...

His Opalescence Ycarac the 7th was self-indulgent and quite happy to pursue the fad that was “religion”. Studiously avoiding the traditional field of Proteans, Ycarac delved into old, old scrolls (his only apparent talent) and found reference to “The six-limbed goddess” and proceeded to drain the treasury to access their allure. For dhosari were still common and under strict control on Erkusaa, and Ycarac had abused many, reveling in his ability to control the large beings. Then, he succeeded in summoning... the erotodaemon Xlamidaia, the reality that brought shame to actuality, the force of passion that made all the universe cease its need for existence—quite precisely the motto for the erkunae race, but never brought to such exquisite manifestation.

Ycarac obtained the precious heartstone of Xlamidaia, and for an entire year, the Lower Halls of G'sho'laa'n'rr knew a kind of emancipating ignorance, as the Opal



Throne ignored them completely, and the myriad courtiers paralyzed with indecision. Many erkunae freebooters of lower class headed to the high seas, and today their descendants live on such islands as Opal. But when that year was up, a greater change took place.

Ycarac and Xlamidaia emerged, Ycarac upon her back, drooling and smiling. For seven years he was catatonic, kept alive only by the tender care of the six-limbed daemon. For the remaining erkunae, it was a decade of horror, houses driven to degeneracy, plagues of unspeakable nature, festivals of such depravity the only thing worse than attending them was the desire to attend them again. Eventually, extraplanar means were found to send summonings Xlamidaia's way, finding the small weakness in her daemonic power. She was torn from Ycarac's side, and he was left respectfully to starve...

Immediately after, the position of The Emperor's Nurse was established, who serves but one purpose... to kill the Emperor if his actions seem to threaten the traditional existence of Erkusaa—and then be executed himself. It is surprising how often the nation has wept over the death of a Nurse.

DEVIL DOG

This creature resembles a large wolf with frost white fur and glowing blue eyes.

DEVIL DOG (CR 3; XP 800)

CE Medium magical beast (cold, evil)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +8

Aura frightful presence (30 ft., W-DC 12)

DEFENSE

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 30 (4d10+8)

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

Immune cold

Vulnerable fire

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+3 plus 1d6 cold plus trip)

Special Attacks throat rip

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Survival), Weapon Focus (bite)

Skills Perception +8, Stealth +9 (+13 in areas of ice or snow), Survival +4 (+8 when tracking with scent); **Racial**

Modifiers +2 Perception, +2 Stealth (+6 Stealth in areas of ice or snow), +4 Survival when tracking with scent

Languages Common (understands, cannot speak)

ECOLOGY

Environment cold

Organization solitary, pair or pack (7-16)

Treasure none

SPECIAL ABILITIES

Frightful Presence (Ex) As a standard action the devil dog may unleash a frightening howl that affects all living creatures within the listed aura. Creatures are frightened for 2d6 rounds if they fail a DC 12 Will save. A creature that saves is immune to this devil dog's frightful presence for 24 hours. The save DC is Charisma-based.

Throat Rip (Ex) If a devil dog slays another creature with a coup de grace attack, that creature cannot be raised, but resurrection, true resurrection, or the like can restore the slain creature to life.

The wolf-like devil dog may be an interbred species of wild dog and winter wolf. A devil dog is smaller than a winter wolf but much larger than nearly any normal



dog of any breed — about 5 feet long and 3 feet high at the shoulder. A devil dog is white in color, blending in almost perfectly with its snowbound environment. Thanks to their appearance, devil dogs are often mistaken for winter wolves by inexperienced travelers in icy regions. Devil dog packs have been known to stalk and attack humanoids and other creatures much larger than the pack members. They are smart enough to use their coloration to their best advantage in the hunt.

Devil dogs hunt in packs, using tactics similar to normal wild dogs and wolves: the pack circles the prey, with each dog taking its turn attacking. Devil dogs attempt to rip out the throat of any helpless opponent. Devil dogs have been known to rip apart opponents and leave their twisted remains in gruesome patterns. Some suspect that the devil dogs might be practicing a form of ritualistic magic, while other suggest that these creatures are simply marking their territory to other northern predators.

ON PORPHYRA

Devil dogs are most often encountered within the Frozen North. They are likely the result of a failed attempt by the ith'n ya'roo trying to domesticate winter wolves.

DRAGON CUCKOO

This small reptile is draconic in form with powerful legs, long tail, and horned head. Unlike true dragons it lacks wings and front arms.

DRAGON CUCKOO (CR 2; XP 600)

CE Small dragon

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12

(+1 Dex, +2 natural, +1 size)

hp 25 (3d12+6)

Fort +5, **Ref** +4, **Will** +3

Immune paralysis, sleep

OFFENSE

Speed 30 ft.

Melee bite +6 (1d6+2 plus grab), 2 claws +6 (1d4+1)

Special Attacks chew, exploding attack

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 3, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +4 (+8 grapple), **CMD** 15

Feats Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +4 (+10 to jump), Perception +6,

Stealth +14; **Racial Modifiers** +6 Acrobatics to jump

SQ cocoon

ECOLOGY

Environment underground

Organization solitary or clutch (2-4)

Treasure none

SPECIAL ABILITIES

Chew (Ex) Dragon cuckoos are little dragons with big mouths. On a bite attack, they can attempt to grapple as a free action any creature of size Large or smaller. This often leaves the cuckoo hanging onto their foes by their teeth.

Cocoon (Ex) Dragon cuckoos can create a false eggshell cocoon around themselves. A Perception check (DC 15) reveals that the egg is not a true one.

Exploding Attack (Ex) Dragon cuckoos hide in their shell-like cocoon waiting for potential meals. If they are able to surprise foes they can explode out of their shells with a +4 circumstance bonus on their first attack. They leap to bite taller prey in the face.

These ghastly creatures resemble a dragon hatchling, if half the mass of a hatchling was its jaws and teeth. Dragon cuckoos have thick, knotted muscles in their



legs, adapted for quick, brutal jumps. Like wyverns, they lack forearms. The breathing of the cuckoo is shallow and desperate, as their small lungs struggle to support their activity.

Despite their name, these creatures are valued by true dragons—in fact, they were created by true dragons. Dragon cuckoos are the last line of defense for a nest of dragon eggs. They weave leathery cocoons around themselves, which appear identical to an egg. Inside its cocoon, the cuckoo hibernates for months on end, waiting for something unfamiliar to disturb its false egg. When an intruder comes near it explodes outward, its massive jaws maiming and tearing away chunks of flesh until the nest is safe again.

When the true dragons hatch, the cuckoo slinks away into the depths of the lair to lay its own sickly clutch of eggs to safeguard the next generation of true dragons.

ON PORPHYRA

Dragon cuckoos are used extensively by the dragons that lair within Purple Mountain. They guard the lairs of dragons long after their original habitants have been slain.

DRAGONS, TRUE

Although chromatic and metallic dragons are the most widely known, other categories of true dragon exist. Two subsets of dragons expanded upon here are the imperial dragons and the porphyrite dragons (which are native to Porphyra).

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as the dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This column shows the number of size categories to increase the dragon's base size by, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increasing the dragon's base attack bonus and base save bonuses. A dragon has skill ranks equal to 6 + its Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows the amount the dragon's base natural armor bonus increases by with each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 points of acid damage would deal 14d6 points of acid damage (due to the ×7 multiplier).

COMBAT

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates a dragon of that size does not possess that natural attack). Dragons gain other abilities described here when

they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size. Imperial dragons are wingless and their flight is a supernatural ability.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Gore: As they are wingless, Medium and larger imperial dragons make gore attacks with their horns instead of wing attacks. A gore is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus. An imperial dragon's gore attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed at a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus. Affected creatures can attempt Reflex saves to take

half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su): Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 the dragon's HD + the dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

ADDITIONAL DRAGON RULES

Dragon Senses (Ex): Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex): A dragon's frightful presence

has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed in the universal monster rules in the appendix.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Damage Reduction: Dragons gain damage reduction as they age, as indicated in each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep effects and paralysis effects. In addition, a dragon is immune to one or more additional forms of attack or energy damage no matter what its age, as given in its specific description.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the specific dragon descriptions. A dragon's SR is equal to 11 + its CR.

Dragon Age Categories

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrmling	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrmling	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Chr
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

Dragon Attacks and Speeds

Size	Fly Speed (maneuverability)	1 Bite	2 Claws	Gore	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon	
								Line	Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d6	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d8	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	2d6	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d8	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	4d8	4d6	4d8	2d8	140 ft.	70 ft.

IMPERIAL DRAGON, JADE

Long and sinewy, with iridescent green scales and an auburn mane, this dragon's fierce grimace hides a steadfast resolve against the evils of the world.

JADE DRAGON

NG dragon (earth, good)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d6 good

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 13

ECOLOGY

Environment any

Organization solitary or pair

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) The breath of a jade dragon is a cone of green energy that only damages creatures with an evil alignment. Those creatures with the evil subtype suffer a -4 penalty to their saves to resist its effects. Any evil creature slain by a jade dragon's breath weapon cannot be resurrected or raised from the dead.

Channel Positive Energy (Su) A jade dragon can channel positive energy as a cleric once per day per age category. The damage or healing done is equal to 1/2 the dragons hit dice (minimum 1). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 dragon's hit dice + the dragon's Charisma modifier.

Domain Access As heavenly guardians of goodness, jade dragons select one domain or subdomain from the following list upon reaching young age: Earth, Glory, Good, or Protection. They receive all the benefits of the domain as if they were a cleric of their caster level and add the domain spells to their list of known spells.

Immune to Corruption (Ex) Jade dragons are steadfast in their resolve. They cannot be possessed, or forced by any mundane, spell-like, or supernatural means to commit an evil act or change their alignment.

Iridescence (Ex) At old age, the jade dragon's scales deflect cones, lines, rays, and *magic missile* spells, rendering the him immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

See in Darkness (Ex) At juvenile age, the jade dragon's vision sharpens and he can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Shield of the Heavens (Su) As a great wyrm, a jade dragon always emits a 30 ft. radius protective aura on itself and its allies. All within this aura gain a +2 deflection bonus to AC, +2 resistance bonus to saves, and gain the benefits of a constant *protection from evil* spell.

Spells A jade dragon casts spells as an oracle at the caster level indicated below.

Water Breathing (Ex) Though they are not water dragons, jade dragons possess the ability to breath underwater as well as they do in the air.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to cold, corruption, water breathing	—
Very Young	channel positive energy, <i>light</i>	—
Young	Domain access	1st
Juvenile	<i>daylight</i> , frightful presence, see in darkness	3rd
Young Adult	DR 5/evil, spell resistance	5th
Adult	<i>searing light</i>	7th
Mature Adult	DR 10/evil	9th
Old	<i>sunbeam</i> , iridescence	11th
Very Old	DR 15/evil	13th
Ancient	<i>passwall</i>	15th
Wyrm	DR 20/evil	17th
Great Wyrm	<i>disintegrate</i> , shield of the heavens	19th

YOUNG JADE DRAGON (CR 8; XP 4,800)

NG Large dragon (earth, good)

Init +3; **Senses** dragon senses; Perception +15

DEFENSE

AC 22, touch 11, flat-footed 20

(+2 Dex, +11 natural, -1 size)

hp 85 (9d12+27)

Fort +9, **Ref** +8, **Will** +9

Immune cold, corruption, paralysis, sleep

OFFENSES

Speed 40 ft., fly 200 (poor)

Melee bite +13 (2d6+9), 2 claws +13 (1d8+6), gore +13 (1d8+9), tail slap +11 (1d8+9)

Space 10 ft; **Reach** 5 ft. (10 ft. with bite and gore)

Special Attacks breath weapon (40 ft. cone; 6d6 good damage; R-DC 17), channel positive energy 3/day (4d6 positive energy; W-DC 17)

Spell-Like Abilities (CL 9th; concentration +12/+14 defensive)

At-will—*light*

5/day—*touch of glory*

Oracle Spells Known (CL 1st; concentration +4/+6 defensive)

1st (4+1/day)—*calling the flock home*, *cure light wounds*, *remove fear*, *shield of faith*^D

0th (at-will)—*analyze fertility*, *detect magic*, *guidance*, *stabilize*

D domain spell; **Domain** Glory

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 27 (31 vs. trip)

Feats Life Lure, Lunge, Multiattack, Quick Channel, Warrior Priest

Skills Appraise +14, Diplomacy +15, Fly +8, Heal +15, Knowledge (history) +14, Knowledge (religion) +14, Perception +15, Spellcraft +14

Languages Celestial, Common, Draconic

SQ waterbreathing

ADULT JADE DRAGON (CR 12; XP 19,200)

NG Huge dragon (earth, good)

Init +6; **Senses** dragon senses; Perception +23

Aura frightful prescence (180 ft.; W-DC 21)

DEFENSE

AC 29, touch 9, flat-footed 28

(+1 Dex, +20 natural, -2 size)

hp 172 (15d12+75)

Fort +14, **Ref** +10, **Will** +14

DR 5/evil; **Immune** cold, corruption, paralysis, sleep;

SR 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +21 (2d8+12), 2 claws +21 (2d6+8), gore +21 (2d6+12), tail slap +19 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (50 ft. cone; 12d6 good; R-DC 22), channel positive energy 6/day (7d6 positive energy; W-DC 21), crush (2d8+12; R-DC 22)

Spell-Like Abilities (CL 15th; concentration +19/+21 defensive)

At-will—*daylight*, *light*, *searing light*

8/day—*touch of glory*

Oracle Spells Known (CL 7th; concentration +11/+13 defensive)

3rd (5+1/day)—*cure serious wounds*, *searing light*^D,



summon monster III, *wall of light* (F-DC 17)

2nd (7+1/day)—*bless weapon*^D, *cure moderate wounds*, *sacred space*, *spiritual weapon*, *voice of the gods* (W-DC 16)

1st (7+1/day)—*bless*, *calling the flock home*, *cure light wounds*, *divine strike*, *remove fear*, *shield of faith*^D, *summon monster I*

0th (at-will)—*analyze fertility*, *detect magic*, *guidance*, *muscle spasm* (R-DC14), *resistance*, *stabilize*, *virtue*

D domain spell; **Domain** glory

STATISTICS

Str 26, **Dex** 12, **Con** 21, **Int** 18, **Wis** 20, **Cha** 19

Base Atk +15; **CMB** +25; **CMD** 36 (40 vs. trip)

Feats Hover, Improved Initiative, Life Lure, Lunge, Multiattack, Power Attack, Quick Channel, Warrior Priest

Skills Appraise +22, Diplomacy +22, Fly +11, Heal +23, Knowledge (history) +22, Knowledge (religion) +22, Perception +23, Sense Motive +23, Spellcraft +22, Swim +26

Languages Celestial, Common, Draconic

SQ waterbreathing

ANCIENT JADE DRAGON (CR 17; XP 102,400)

NG gargantuan dragon (earth, good)

Init +5; **Senses** dragon senses; Perception +33

Aura frightful presence (300 ft.; W-DC 27)

DEFENSE

AC 38, touch 6, flat-footed 28

(+32 natural, -4 size)

hp 310 (23d12+161)

Fort +20, **Ref** +13, **Will** +20

DR 15/evil; **Defensive Abilities** divine presence (23 rounds/day), iridescence; **Immune** cold, corruption, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +31 (4d6+18), 2 claws +31 (2d8+12), gore +31 (2d8+18), tail slap +29 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)

Special Attacks breath weapon (60 ft. cone; 20d6 good; R-DC 28), channel positive energy 10/day (11d6 positive energy; W-DC 27), crush (4d6+18; R-DC 28), tail sweep (2d8+18; R-DC 28)

Spell-Like Abilities (CL 23rd; concentration +30/+36 defensive)

At-will—*light*, *daylight*, *searing light*, *sunbeam* (R-DC 23), *passwall*

10/day—*touch of glory*

Oracle Spell's Known (CL 15th; concentration +21/+27 defensive)

7th (4+1)—*greater restoration*, *holy sword*^D, *holy word* (W-DC 23), *mass cure serious wounds*

6th (7+1)—*animate objects*, *dust form*, *geas/quest*, *mass cure moderate wound*, *undeath to death*^D (W-DC 22)

5th (7+1)—*break enchantment*, *dispel evil* (W-DC 21), *flame strike* (R-DC 21), *holy smite*^D (W-DC 21), *mass cure light wounds*, *summon monster V*

4th (7+1)—*communal protection from energy*, *cure critical wounds*, *divine power*, *righteous might*^D, *summoner conduit* (W-DC 20), *summon monster IV*

3rd (7+1)—*chain of perdition*, *communal protection from evil*, *cure serious wounds*, *searing light*^D, *summon monster III*, *wall of light* (F-DC 19)

2nd (8+1)—*bless weapon*^D, *compassionate ally* (W-DC 18), *cure moderate wounds*, *sacred space*, *spear of purity* (W-DC 18), *spiritual weapon*, *voice of the gods* (W-DC 18)

1st (8+1)—*bless*, *calling the flock home*, *cure light wounds*, *divine strike*, *remove fear*, *shield of faith*^D, *summon monster I*

0th (at-will)—*analyze fertility*, *detect magic*, *detect poison*, *guidance*, *muscle spasm* (R-DC 16), *resistance*, *spark*, *stabilize*, *virtue*

D domain spell; **Domain** Glory

STATISTICS

Str 34, **Dex** 10, **Con** 25, **Int** 22, **Wis** 24, **Cha** 23

Base Atk +23; **CMB** +39; **CMD** 49 (53 vs. trip)

Feats Alignment Channel, Combat Casting, Hover, Improved Initiative, Life Lure, Lunge, Multiattack, Power Attack, Quick Channel, Snatch, Versatile Channeler, Warrior Priest

Skills Appraise +32, Bluff +32, Diplomacy +32, Fly +24, Heal +33, Knowledge (arcana) +32, Knowledge Knowledge (history) +32, (religion) +32, Perception +33, Sense Motive +33, Spellcraft +32, Swim +38

Languages Celestial, Common, Draconic

SQ waterbreathing

Jade dragons claim to be the agents of purely good deities. They possess an incredulity as to the attraction of evil ways, which sometimes makes them less than willing to deal with lesser mortals that lack the moral fiber to resist evil temptations. They reserve special attention for neutral beings that choose neither good nor evil, exhorting them to subsequently become allies or enemies.

Jade dragons are highly effective champions of good, and prefer to confront evil enemies directly, unlike other benign dragons that assume humanoid shape and pull strings from the outside. This confrontational attitude limits the number of dragons of that species, and can distract them from familial duties: an honored task for a defended village is that of caring for a jade dragon egg or wyrmling. Jade dragons that are convinced of the character of adventuring parties may engage them as lesser agents of their causes, but brook no disobedience in the application of a plan!

The lairs of jade dragons, tend to be in the caves of nondescript hills, where they treasure, rest in between missions, and raise their young if they have time for it. They are otherwise found wherever they are needed, and can spend a long time at a mission they feel has merit.

ON PORPHYRA

Jade dragons are common in the lands of Jengu-Na and the Last Kingdom. It is rumored in the courts of Jengu-Na that Empress Korasrah regularly consults with a jade dragon on matters of state.

PORPHYRAN DRAGON, MAGI

This bipedal metareptile has a disturbingly humanoid aspect. Though its skin seems of rough purple crystal and its horn of multihued jewels, it bears magical energies at its claw-tips and a sneer on its fanged face.

MAGI DRAGON

NE dragon

BASE STATISTICS

CR 2; **Size** Tiny; **Hit Dice** 3d12

Speed 60 ft., fly 100 ft. (average), swim 30 ft., burrow 30 ft.

Natural Armor +2; **Breath weapon** special

Str 11, **Dex** 18, **Con** 13, **Int** 14, **Wis** 15, **Cha** 16

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) The magi dragon's breath weapon is a cone of *mage's disjunction* with a caster level equal to the dragon's hit dice.

Chilling Darkness (Sp) An old magi dragon can use this ability three times per day. It is similar to *black tentacles* but the tentacles are made of incarnate darkness and deal 2d6+4 cold damage plus 1 Str per round. The dragon is immune to the grasp of the clinging darkness and can move unharmed through the affected area.

Dissonance Aura (Su) An adult magi dragon radiates an aura that is disruptive to other spellcasters. All spellcasters within 15 ft. of the dragon must make a concentration check DC 15 + double the spell level to cast a spell. An old dragon's aura extends to 30 feet. An ancient dragon's check DC increases to 20 + double the spell level.

Grand Disjunction (Su) A great wyrm magi dragon may as a full round action once per day make a single touch attack against an opponent. If the magi dragon is successful, the target must make a Will save (DC 10 + ½ dragon's HD + Cha modifier) or lose access to any spells, spell-like abilities or magic item benefits for 24 hours.

Horn of Wonder (Su) An ancient magi dragon's horn becomes so infused with magical energy it can function as a *rod of wonder* with the dragon's hit dice acting as its caster level and the dragon's Cha modifier affecting the DC of its effects. The effect is still random but the ancient magi dragon can activate his horn three times per day as a swift action. It can always be activated as a

standard action.

Magic Vision (Su) The magi dragon can immediately detect the strength and aura type of any magic item that enters its vision as if the dragon possessed a constant *detect magic* spell effect and had studied the targets for three rounds.

Magical Reservoir (Su) A magi dragon's jeweled horn acts as a reservoir of magical energies in a fashion similar to a *rod of absorption*. It does not absorb magic, but it can store a number of levels of additional spells equal to the dragon's Int score. Expended levels regenerate at a rate of one level per day. These spells are drawn from the spells the dragon knows.

The horn from a slain magi dragon continues to function in the same fashion when carried or worn, storing a number of spell levels equal to the Int of the slain magi dragon. These items are highly prized by spellcasters and often fetch prices close to 10,000 gp per stored spell level.

Spell-like Abilities (Sp) A magi dragon gains the following spell-like abilities usable at will upon reaching the listed age category. Juvenile—*shield*; Young Adult—*scatterbrained*; Ancient—*mnemonic enhancer*; Great Wyrms—*plane shift*

Age Category	Special Abilities	Caster Level
Wyrmling	Cold immunity	—
Very young	Magic vision	—
Young	<i>Shield</i>	2nd
Juvenile	Magical reservoir, <i>scatterbrained</i>	4th
Young Adult	DR 5/magic, spell resistance	6th
Adult	Dissonance aura, frightful presence	8th
Mature Adult	DR 10/magic	10th
Old	<i>Chilling darkness</i>	12th
Very Old	DR 15/magic	14th
Ancient	Horn of wonder, <i>mnemonic enhancer</i>	16th
Wyrms	DR 20/magic	18th
Great Wyrms	Grand disjunction, <i>plane shift</i>	20th

YOUNG MAGI DRAGON (CR 6; 2,400 XP)

NE Medium dragon

Init +7; **Senses** dragon senses, magic vision; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 18

(+3 Dex, +8 natural)

hp 66 (7d12+21)

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

Immune cold, paralysis, sleep

OFFENSE

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 30 ft.

Melee bite +12 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)

Special Attacks breath weapon (30 ft. cone; *mage's disjunction*, W-DC 16)

Spell-Like Abilities (CL 7th; concentration +11)

At-will—*shield*

Spells Known (CL 2nd; concentration +6)

1st (5/day)—*even odds*, *protection from good*

0th (at-will)—*arcane mark*, *flare*, *read magic*, *resistance*

STATISTICS

Str 19, **Dex** 16, **Con** 17, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +11; **CMD** 24

Feats Hover, Improved Initiative, Skill Focus (Spellcraft), Weapon Focus (bite)

Skills Appraise +13, Bluff +14, Fly +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (nobility) +13, Spellcraft +16, Perception +13, Swim +12, Use Magic Device +14

Languages Common, Draconic, Elven, Orc

ADULT MAGI DRAGON (CR 10; XP 9,600)

NE Large dragon

Init +6; **Senses** dragon senses, magic vision; Perception +27

Aura dissonance (15 ft.), frightful presence (180 ft.; W-DC 22)

DEFENSE

AC 28, touch 11, flat-footed 26

(+2 Dex, +17 natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +10, **Will** +13

DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 21

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 30 ft.



Melee bite +20 (2d6+10), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

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

Special Attacks breath weapon (40 ft. cone; *mage's disjunction*, W-DC 22), magical reservoir (20 levels)

Spell-Like Abilities (CL 13th; concentration +19)

At-will—*scatterbrained* (W-DC 20), *shield*

Spells Known (CL 8th; concentration +14)

4th (4/day)—*phobia* (W-DC 22)

3rd (6/day)—*broken arrow* (W-DC 19), *envy* (W-DC 21)

2nd (6/day)—*compassionate ally* (W-DC 20), *mad hallucination* (W-DC 18), *one track mind* (W-DC 20)

1st (8/day)—*bungle* (W-DC 19), *delusional pride* (W-DC 19), *even odds*, *protection from good*, *youthful appearance*

0th (at-will)—*arcane mark*, *daze* (W-DC 18), *disrupt undead*, *double take*, *flare* (F-DC 16), *moment of darkness*, *read magic*, *resistance*

STATISTICS

Str 25, **Dex** 14, **Con** 21, **Int** 20, **Wis** 21, **Cha** 22

Base Atk +13; **CMB** +21; **CMD** 23

Feats Greater Spell Focus (enchantment), Hover, Improved Initiative, Skill Focus (Perception, Spellcraft), Spell Focus (enchantment), Weapon Focus (bite)

Skills Appraise +21, Bluff +22, Diplomacy +22, Fly

+14, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (nobility) +21, Sense Motive +21, Spellcraft +27, Perception +27, Use Magic Device +22

Languages Common, Draconic, Elven, Orc, Giant, Sylvan

ANCIENT MAGI DRAGON (CR 15; XP 51,200)

NE Huge dragon

Init +5; **Senses** dragon senses, magic vision; Perception +37

Aura dissonance (30 ft.), frightful presence (300 ft.; W-DC 28)

DEFENSE

AC 36, touch 7, flat-footed 35
(+1 Dex, +29 natural, -4 size)

hp 283 (21d12+147)

Fort +19, **Ref** +13, **Will** +19

DR 15/magic; **Immune** cold; **SR** 26

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 30 ft.

Melee bite +31 (2d8+16), 2 claws +30 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50 ft. cone; *mage's disjunction*, W-DC 28), crush, horn of wonder 3/day, magical reservoir (24 levels)

Spell-Like Abilities (CL 21st; concentration +29)

At-will—*mnemonic enhancer*, *scatterbrained* (W-DC 20), *shield*

3/day—*chilling darkness*

Spells Known (CL 16th; concentration +34)

8th (4/day)—*demand* (W-DC 28)

7th (6/day)—*insanity* (W-DC 27), *power word blind*

6th (7/day)—*geas*, *mass suggestion* (W-DC 26), *symbol of persuasion* (W-DC 26)

5th (7/day)—*feeblemind* (W-DC 25), *dominate person* (W-DC 25), *hold monster* (W-DC 25), *mind fog* (W-DC 25)

4th (7/day/day)—*crushing despair* (W-DC 24), *moonstruck* (W-DC 24), *phobia* (W-DC 24), *sleepless night* (W-DC 24)

3rd (8/day)—*broken arrow* (W-DC 21), *deep slumber* (W-DC 23), *envy* (W-DC 23), *suggestion* (W-DC 23)

2nd (8/day)—*compassionate ally* (W-DC 22), *hideous laughter* (W-DC 22), *mad hallucination* (W-DC 20), *one track mind* (W-DC 22)

1st (8/day)—*bungle* (W-DC 21), *delusional pride* (W-

DC 21), *even odds*, *protection from good*, *youthful appearance*

0th (at-will)—*arcane mark*, *daze* (W-DC 20), *disrupt undead*, *double take*, *flare* (F-DC 18), *moment of darkness*, *read magic*, *resistance*, *ray of frost*

STATISTICS

Str 33, **Dex** 12, **Con** 25, **Int** 24, **Wis** 25, **Cha** 26

Base Atk +21; **CMB** +34; **CMD** 45

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Greater Spell Focus (enchantment), Hover, Improved Initiative, Skill Focus (Perception, Spellcraft), Spell Focus (enchantment), Weapon Focus (bite)

Skills Appraise +31, Bluff +32, Diplomacy +32, Fly +18, Knowledge (arcana) +31, Knowledge (history) +31, Knowledge (geography) +31, Knowledge (nobility) +31, Knowledge (religion) +31, Sense Motive +31, Spellcraft +37, Perception +37, Use Magic Device +32

Languages Abyssal, Common, Draconic, Elven, Infernal, Orc, Giant, Sylvan

Often relegated to just another draconian variant, magi dragons are more than that. They are the culmination of a cabal of wizards who, admiring the draconic state, developed arcane formulae to make the draconic transformation permanent, to the point of creating a new race. With further interference from certain gems and crystals, magi dragons have attuned themselves to many different Material worlds, and are fairly widespread. They are concerned with the accumulation of magical items, dominating local cultures, and gleefully defeating would-be adventurers that arrogantly come seeking slow-moving fire-breathers asleep on piles of coins.

ON PORPHYRA

Dragons are considered to be quite rare on Porphyra, but every child dreaming of adventure knows of 'The Porphyrite Wyrms'. With a hide attuned to the pandimensional substance porphyrite, these nasty, magical draconians come and go from any lands they please, with little regard for the conflicts between Elementalists and Deists. The Invincible Knights of the Code of Gerana have mounted several magi dragon heads on their walls.

DRAGONNEL

This creature looks like a great dragon with a serpentine body, long slender wings and a pointed snout or beak that resembles that of a pteranodon. Its body is colored reddish-violet with lighter shades on its belly.

DRAGONNEL (CR 6; XP 2,400)

NE Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 17, touch 8, flat-footed 17

(+9 natural, -2 size)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +4

OFFENSE

Speed 40 ft., fly 100 ft. (poor)

Melee bite +14 (2d6+8), 2 claws +14 (1d8+8)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 26, **Dex** 11, **Con** 18, **Int** 4, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +18; **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-fight, Iron Will, Power Attack

Skills Fly +0, Perception +9

Languages Common

ECOLOGY

Environment hills

Organization solitary or pack (2-4)

Treasure none

Dragonnel are believed to be either related to dragons or an abomination of dragon and pteranodon, as they share the physical characteristics of both those monsters. Dragonnel are semi-intelligent and use this ability to their advantage when hunting or stalking prey. Dragonnel are fierce hunters, though some have been trained by evil humanoids as mounts and guardians.

A solitary dragonnel is usually either hunting or returning to its lair from hunting, while more than one dragonnel usually indicates a mated pair or family. In such a case, all dragonnel attack in concert with one another and usually fight to the death.

A dragonnel requires training before it can bear a rider in combat. To be trained, a dragonnel must have a friendly attitude toward the trainer. Training a friendly dragonnel requires six weeks of work and a DC 25 Handle Animal check. Riding a dragonnel requires an exotic saddle. A dragonnel can fight while carrying a rider, but

the rider cannot also attack unless he or she succeeds on a Ride check.

ON PORPHYRA

Dragonnel are not magical beasts but instead a type of dinosaur found in Californ, the Eternal Jungle. They are sometimes selected as animal companions by mahrog druids or as mounts by mahrog cavaliers. We use the following alternate statistics for dragonnel.

DINOSAUR, DRAGONNEL (CR 6; 2,400 XP)

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 8, flat-footed 17

(+9 natural, -2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +6, **Will** +6

OFFENSE

Speed 40 ft., fly 100 (poor)

Melee bite +12 (2d6+8), 2 claws +12 (1d8+6)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 26, **Dex** 11, **Con** 18, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Alertness, Blind-fight, Iron Will, Power Attack, Skill Focus (Fly)

Skills Fly +5, Perception +8

ECOLOGY

Environment jungle

Organization solitary, pair, or flock (3-12)

Treasure none

Dragonnel were first discovered on the tropical islands to the south of the mainland. Most sages now believe that creatures are an offshoot of the pteranodon family.

DRAGONNEL COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 40 ft., fly 100 ft. (clumsy); **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 10, Dex 15, Con 10, Int 4, Wis 11, Cha 8; **Special Qualities** low-light vision, scent

7th Level Advancement: **Size** Large; **Speed** fly 100 ft. (poor); **AC** +2 natural armor bonus; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4



Everyone should have a
dragonnel animal companion!

DREAD EYEBEAST

This monster is no hydra, although it bears a superficial resemblance to one. Instead of snake-like heads it has many long necks each ending in an enormous alien eye that oozes with yellowish fluid. The eyes periodically emit flashes of magical energy.

DREAD EYEBEAST (CR 14, XP 38,400)

LE Huge aberration

Init +5; **Senses** all-around vision, blindsense 30 ft., dark-vision 60 ft., low-light vision; Perception +19

DEFENSE

AC 24, touch 9, flat-footed 23

(+1 Dex, +15 natural, -2 size)

hp 104 (11d8+55); **fast healing** 11

Fort +10; **Ref** +4; **Will** +8

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +14 (2d8+12) and **Ranged** 10 eye rays +7 (see below)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 26, **Dex** 13, **Con** 21, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +8; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Shot on the Run^B, Point Blank Shot

Skills Climb +22, Intimidate +16, Perception +19, Sense Motive +3, Stealth +7, Swim +30

Languages Aklo, Undercommon

SQ eyebeast traits, regenerate eyestalk

ECOLOGY

Environment marsh, underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Eye Rays (Su) A dread eyebeast's eyes can produce 10 different magical rays, each with a range of 150 ft. Each ray can be fired once per round, even when the eyebeast is attacking physically or moving. Each eye ray acts as the spell cast by a 13th level caster and a save DC 17. The save is Charisma-based.

Charm monster (Will negates)

Disintegrate 26d6 damage (Fortitude partial)

Electricity 13d6 electricity (Reflex half)

Fear one target (Will partial)

Finger of Death 130 points of damage (Fortitude partial)

Flesh to Stone (Fortitude negates)

Inflict Moderate Wounds 2d8+10 (Will half)

Sleep no HD limit (Will negates)

Slow (Will negates)

Telekinesis (Will negates)

Dread Eyebeast Traits (Ex) A dread eyebeast can be killed by severing all of its eyestalks or slaying its body. Any attack that is not an attempt to sever an eyestalk affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever an eyestalk, an opponent must make a sunder attempt with a slashing weapon targeting a head. An eyestalk is considered a separate weapon with hardness 0 and hit points equal to the eyebeast's HD. To sever an eyestalk, an opponent must inflict enough damage to reduce the eyestalk's hit points to 0 or less. Severing an eyestalk deals damage to the eyebeast's body equal to the dread eyebeast's current HD. A dread eyebeast can't attack with a severed eyestalk, but takes no other penalties.

Regenerate Eyestalk (Ex) When a dread eyebeast's eyestalk is destroyed, two eyestalks with the same power regrow in 1d4 rounds. A dread eyebeast cannot have more than twice its original number of eyestalk at any one time. To prevent new eyestalks from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A dread eyebeast doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Dread eyebeasts are viciously territorial, normally attacking any creature that "invades" their terrain. They are intelligent enough not to assault an invader who appears mightier than they are; similarly, if weaker intruders are capable of communicating with them and skilled at diplomacy, dread eyebeasts may be found willing to allow them to pass in exchange for a bribe of great riches or a potent magic item. When they do engage in combat, dread eyebeasts prefer to remain at a distance and use their eye rays, but they have no compunction about biting an opponent who comes close enough. They sometimes use their telekinesis power to drag opponents into their maw.

Beings close to a dread eyebeast's territory may breathe a sigh of relief that there is no 'mating season' for such creatures, and they do not have anything resembling a culture, though they are fairly intelligent. Once a year a dread eyebeast will 'drop' 1d3 tentacles, that will swim

quickly away and slowly reverse-regenerate into adult dread eyebeasts. Timing would have to be extremely right to catch an eyebeast with that small vulnerability.

EYEBEAST SPAWN

Eyebeast-spawn appear as weird, water-snakelike creatures with a rudimentary mouth on one end, and a functioning eye-weapon on the other. These spawn are often indicators that an adult eyebeast is nearby.

EYEBEAST SPAWN (CR 2; XP 600)

N Medium aberration

Init +5; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 natural)

hp 13 (2d8+4); **fast healing** 2

Fort +2, **Ref** +1, **Will** +4

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +2 (1d6+1) and **Ranged** eye ray +2 (see below)

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 3, **Wis** 13 **Cha** 10

Base Atk +1, **CMB** +2, **CMD** 13 (can't be tripped)

Feats Improved Initiative

Skills Perception +6, Swim +9

SQ reverse regenerate

ECOLOGY

Environment marsh, underground

Organization solitary

Treasure none

SPEC. ABILITIES

Eye Rays (Su) An eyebeast spawn can produce a single magical ray with a range of 30 ft. Each ray acts as the spell cast by a 4th level caster and with a save DC of 11. The save DC is Charisma-based.

Charm monster (Will negates)

Disintegrate 8d6 (Fortitude partial)

Electricity 4d6 electricity (Reflex half)

Fear one target (Will partial)

Finger of Death 40 points of damage (Fortitude partial)

Flesh to Stone (Fortitude negates)

InFLICT Moderate Wounds 2d8+4 (Will half)

Sleep (Will negates)

Slow (Will negates)

Telekinesis (Will negates)

Reverse Regeneration (Ex) An eyebeast spawn will regenerate into a dread eyebeast over a period of nine weeks. Each week it gains a Hit Die, an additional eye-stalk, and an additional point of fast healing. At 6 HD is it Large in size and it reaches its full size at 11 HD.

ON PORPHYRA

Deep within the ruins of the civilization once known as the Empire Karkoon lives a terrible eyebeast. This foul creature is an abomination to even other eyebeasts. Gargantuan in size the Terrible Eyebeast of Karkoon possesses the advanced, giant, wyvern-spawn and typhoon-kissed template (see the *Otyughnomicon* for wyvern-spawn and typhoon-kissed templates).



DROMOPOD

A monstrous combination of man, scorpion, and crab charges forward. Its spear is raised to strike, its chest strangely hollow.

DROMOPOD (CR 12; XP 19,200)

N Huge monstrous humanoid

Init +5; **Senses** darkvision 60 ft., Perception +26

DEFENSE

AC 25, touch 9, flat-footed 24
(+1 Dex, +26 natural, -2 size)

hp 175 (14d10+98)

Fort +11, **Ref** +10, **Will** +12

DR 10/adamantine; **SR** 23

OFFENSE

Speed 50 ft.

Melee longspear +21/+16/+11 (3d6+12), sting +20
(1d8+8 plus poison plus soul leech), 2 pincers +16
(2d6+4 plus grab),

Space 15 ft.; **Reach** 10 ft. (15 ft. with sting)

Special Attacks constrict (2d6+8)

Spell-Like Abilities (CL 14th; concentration +14)

3/day—*scare* (W-DC 12)

1/day—*phantasmal killer* (W-DC 14)

STATISTICS

Str 27, **Dex** 12, **Con** 24, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +14; **CMB** +24 (+28 grapple); **CMD** 35 (43 vs. trip)

Feats Ability Focus (poison, soul leech), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (longspear, pincers)

Skills Climb +25, Intimidate +17, Perception +26

Languages Aklo

ECOLOGY

Environment desert, plains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* F-DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Soul Leech (Ex) The sting of a dromopod drains vital essence from any creature struck. Victims of their sting must make a Will save DC 17, or suffer 2 points of Charisma drain. The save DC is Charisma-based.

Cagey and careful hunters, the plains predators known by the given name of dromopods are alien in origin,



appearing as a combination of crab, scorpion and blue-skinned humanoid. Dromopods stake out large swathes of territory that they find to their liking, preferring dry plains with stone outcrops to establish lairs and to patrol their territories. They are willing to bargain and parley with intruders, after first being provided with a sentient victim to start negotiations. Caravans that cross their lands tend to bring some slaves, but that does not always guarantee safety, as dromopods are known to be unpredictable. They are extremely skittish around magical powers, adding to the assumption of their being from “somewhere else”.

Scholars who have studied these alien beings conclude that their terror-inducing powers and will-leaching poison are not the tools of a fiendish beast, but the components of a bizarre reproductive cycle, heightening endorphins in prey that is later filled with poison and slowly transformed into a dromopod “egg”. This conjecture has not been confirmed by the sighting of a dromopod juvenile, as of yet.

ON PORPHYRA

Dromopods are thought to be an escaped servant race of the Advent Imperiax of the Femanx, perhaps a terribly mutated form of their erstwhile male gender.

ELDER BEAST

When the world was young, and spirits shared the land with mortals, the animals were sentient and greater than they now are. In other worlds, these creatures are possessed of special spirits that grant sentience. Such beings may be blessed of the gods as divine or infernal heralds.

APPEARANCE CHANGES

Elder beasts rarely look different from their normal counterparts, posing a particular danger to the unwary. A glint of understanding in the eye or unusual tactics may be a signal to the wise that the creature is more than it seems.

CREATING AN ELDER BEAST

“Elder Beast” is an inherited template that can be applied to any animal, magical beast, or vermin with an Intelligence score of 6 or less (referred to hereafter as the “base creature”). An elder beast differs from the base creature as follows.

CR: CR of base creature +1

Alignment: Usually neutral. As intelligent creatures, elder beasts sometimes follow other alignments.

Type: Change to magical beast. Recalculate Hit Dice, BAB, and saves.

AC: Natural armor improves by +4.

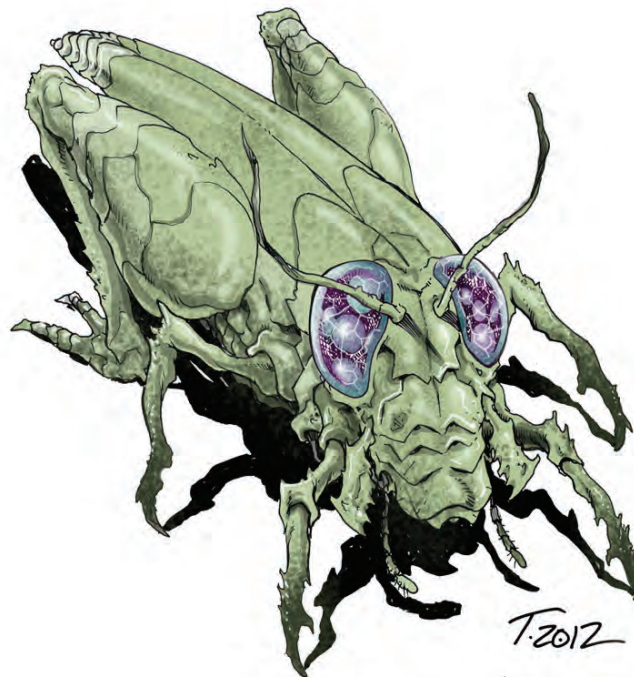
Saves: Recalculate all saves as if the base creature were always a magical beast (good Fortitude and Reflex saves).

Special Attacks: Elder beasts may gain the following.

Kin Loyalty (Su): (Optional) At will, the elder beast may fix its gaze on another creature and affect that creature as if with a charm monster spell. The affected creature must be of the base creature’s or a very similar species. A brown bear elder beast could affect any bear, including dire bears, but it could not affect tigers. Potentially charmed kin are allowed a Will saving throw (DC10 + one-half of the elder beast’s racial and character Hit Dice + its Charisma modifier) to resist this ability. Caster level equals the elder beast’s Hit Dice. An elder beast built from a vermin base creature can use this ability to affect its lesser kin, even though those kin are normally immune to mind-affecting effects.

Special Qualities: Elder beasts lose vermin mindlessness (if any) and gain the following.

Speech (Ex): An elder beast can speak like a human (though its voice may be unique). It can learn to speak any language, but usually speaks Sylvan. The creature retains the ability to speak with animals of the base crea-



ture’s species.

Abilities: Wisdom +2. Raise Intelligence and Charisma to 10 if the value is currently lower.

Skills: Recalculate the base creature’s skill points as if it were always a magical beast. Class skills for the base creature are class skills for the elder beast. Retain all of the skill bonuses from the base creature.

Organization: If elder beasts are common and separate from normal animals, they may be organized like the base creature. In situations where elder beasts are rare, they are often solitary creatures leading a number of base creatures.

Treasure: Usually none, but sometimes 50% coins, standard goods, standard items.

SAMPLE ELDER BEAST

For the sample elder beasts I used a giant locust and a purple worm as my base creatures.

ELDER LOCUST (CR 4; XP 1,200)

NE Medium magical beast

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 21, touch 12, flat-footed 19

(+2 Dex, +9 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +2

Resist acid 5

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (average)

Melee bite +6 (1d8+4)

Ranged spit +5 touch (1d3 acid)

Special Attacks kin loyalty (W-DC 12), voracious

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18 (26 vs. trip)

Skills Acrobatics +9 (+27 jumping), Climb +18; **Racial**

Modifiers +18 Acrobatics while jumping

SQ leap, speech

Languages Sylvan

ECOLOGY

Environment desert, plains

Organization solitary

Treasure none

SPECIAL ABILITIES

Leap (Ex) An elder locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

Spit (Ex) An elder locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.

Voracious (Ex) An elder locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

ELDER PURPLE WORM (CR 13; XP 25,600)

N Gargantuan magical beast

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +19

DEFENSE

AC 30, touch 4, flat-footed 30

(-2 Dex, +26 natural, -4 size)

hp 200 (16d10+112)

Fort +17, **Ref** +8, **Will** +5

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +25 (4d8+12/19-20 plus grab), sting +25 (2d8+12 plus poison)

Space 20 ft.; **Reach** 15 ft.

Special Attacks kin loyalty (W-DC 18), swallow whole (4d8+18 bludgeoning damage, AC 21, 20 hp)

STATISTICS

Str 35, **Dex** 6, **Con** 25, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +16; **CMB** +32 (+36 grapple); **CMD** 40 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Skills Perception +19, Swim +39

SQ speech

Languages Terran

ECOLOGY

Environment underground

Organization solitary

Treasure 50% coins

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

THE ELDERS' MOOT

There are vestiges of an earlier Age in the world, the Age of Beasts—named by humanoids, of course, not the 'beasts' themselves, as the two-leggers style them. The Age of Beasts was dominated by the four-legged instead of the two-legged, the hooters and howlers and chitters, instead of the speakers; where cold blood and hot, carapaced and skeletoned held equal footing in a council—a Moot—of their exemplary leaders, the Elder Beasts.

Moots are still held, infrequently, as the vestiges of the Age of Beasts are much less, and grow less with the passing of years. Reasons for a Moot being called are many, such as a large number of animals being killed off in a short period of time, the extinction of a particular species (or the impending approach of such an event), the removal or encroachment on a previous pristine wilderness, and other such occurrences. A Moot will include no less than four, and typically no more than ten elder beasts and their accompanying retinues, as more would definitely be noticed by intruding humanoids.

Only rarely are humanoids—"two-leggers"—allowed at such an event, and if intruders cannot be driven off by an elders' retinue, the Moot will quickly disperse. Elves have been allowed at some few Moots, but part of the reason why they are is that they have vowed not to speak of such events to others, maintaining the tenuous link between their race and the unspoiled places and species that the sylvan people pride themselves on.

ON PORPHYRA

They are rare, usually one per species per region. Examples include the Blessed of Chiuta (an elder crocodile), Abjadi the Whale, and the Stag of the Graywood, in the Great Green. Elders' Moots are held in the easternmost corner of The Wild in the Gardens of Meynon and the Mire of Ashael in western Ghadab.

EVENTUAL

This slightly mechanical-looking man has seams in his skin, and strangely glassy eyes.

EVENTUAL (CR 1/2; XP 200)

Eventual ranger 1

LE Medium outsider (native)

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

DEFENSE

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 13 (1d10+3)

Fort +5, **Ref** +4, **Will** +1

Resist electricity 5

OFFENSE

Speed 30 ft.

Melee longsword +2 (1d8+1/19-20)

Ranged heavy crossbow +3 (1d10/19-20)

Special Attacks favored enemy (human)

Spell-Like Abilities (CL 1st; concentration +1)

1/day—*shocking grasp* (1d6+1)

STATISTICS

Str 12, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12

Feats Self-Sufficient

Skills Heal +7, Intimidate +4, Knowledge (geography) +4, Perception +5, Stealth +6, Survival +7 (+8 to track)

Languages truespeech

SQ law affinity, track, wild empathy +1

ECOLOGY

Environment any

Organization solitary, pair, or team (3-5)

Treasure NPC gear (leather armor, longbow with 20 arrows, longsword, backpack: masterwork manacles, 50 feet of silk rope, license to bounty-hunt, other treasure)

Eventuals are humanoids whose ancestry includes the touch of an inevitable, a being of pure law created by the axiomites of the extraplanar city of Axis.

Though many are engendered for some unknowable purpose of the axiomites, that is not necessarily so; most eventuals prefer to believe they serve a greater meaning, and act accordingly.

EVENTUAL CHARACTERS

Eventuals are defined by class levels—they do not possess racial Hit Dice. Eventuals have the following racial traits.

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Eventuals are hardy beings with keen minds, but their mechanical thinking makes it difficult to relate to others.
- **Native Outsider:** Eventuals are outsiders with the native subtype.
- **Medium:** Eventuals are Medium creatures and have no bonuses or penalties due to size.
- **Darkvision:** Eventuals can see in the dark up to 60 feet.
- **Spell-like Ability:** Eventuals can use *shocking grasp* as a spell-like ability 1/day, where their caster level equals the eventual's character level.
- **Energy Resistance:** Eventuals resist electricity 5.
 - **Law Affinity:** Eventual sorcerers with the inevitable bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Eventual divine spellcasters with the Law or Inevitable domain use their domain powers and spells at +1 caster level.
 - **Languages: Truespeech (Su)** Eventuals can speak with any creature that has a language as if using the *tongues* spell (caster level 14th). This ability is always active. Note that this means that eventual characters effectively cannot read or write unless they take ranks in the Linguistics skill.

ON PORPHYRA

Eventuals are individually found nearly anywhere on Porphyra, except on the Misty Isle of Erkusaa, where they have been declared anathema.



EYE STEALER

These foul creatures have a bluish tint to their skin, their upper torso is muscular and their single eye radiates both intelligence and malice. Wicked, spear-like tongues project from the palms of their hands while their lower half is consumed by a black roiling mist.

EYE STEALER (CR 3; XP 800)

LE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft., Perception +12

DEFENSE

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 39 (6d10+6)

Fort +3, **Ref** +7, **Will** +8

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)

Melee tentacle +9 (2d4+3)

Space 5 ft; **Reach** 5 ft. (15 ft. with tentacles)

Special Attacks tentacle tongues

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 14, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +9 (+11 dirty trick); **CMD** 21 (23 vs. dirty trick, can't be tripped)

Feats Combat Expertise, Flyby Attack^B, Improved Dirty Trick, Skill Focus (Stealth)

Skills Acrobatics +11, Craft (alchemy) +11, Knowledge (dungeoneering) +11, Knowledge (planes) +11, Linguistics +11, Perception +12, Sense Motive +12, Stealth +14

Languages Aklo, Common, D'ziriak, Dark Folk, Dwarven, Ignan, Kripar, Terran, Undercommon

ECOLOGY

Environment underground

Organization solitary or pack (3-5)

Treasure standard

SPECIAL ABILITIES

Levitation (Ex) The eye stealer has no lower torso or legs, but it is kept aloft by a swirl of energy that naturally radiates from its skin granting it perfect flight.

Tentacle Tongues (Ex) These tentacles strike from the palms of the eye stealer's hand. If the eye stealer scores a critical hit or strikes a flat-footed target, the target must make a Will save DC 15 or be blinded. This blindness can be restored with a *limited wish*, *miracle*, *regenerate* or *restoration* spell. The save DC is Dexterity-based.



a demiplane forged from the body of a forgotten god. There they served as protectors and wardens who prevented outsiders from using the Great Corpse to steal visions they were not meant to have. It is unclear whether the eye stealers were original worshippers of the dead god or merely its last creation as it fell into eternal slumber. Over time, planar travellers were able to defeat the eye stealers and forcibly bar them from the Great Corpse, shunting them to the Material Plane.

They moved into the dark spaces of the world, listened to the many voices of strange creatures, watched their habits, and mastered their languages. Within the Underdeep they use their talents for stealth and linguistics to act as diplomats, heralds, and royal assassins to whom-ever can provide them with a suitable bounty of eyeballs on which to feed.

ON PORPHYRA

In the Underdeep, eye stealers are often employed by duergar as translators and go-betweens. The eye stealers find this beneficial as the duergar honor their deal with fresh supplies of slaves to blind. With the infusion of deific energy in the lands of Porphyra, the eye stealers have begun to look for way to return to the Great Corpse and awake their fallen god.

Eye stealers lived in the shadow of the Great Corpse,

FAERY REGAL

An aura of power and nobility surrounds him; a crown of golden leaves encircles his head. His smile is confident.

FAERY REGAL (CR 14; XP 38,400)

CN Medium fey (chaotic)

Init +11; **Senses** greensight 60 ft., low-light vision; Perception +33

DEFENSE

AC 32, touch 18, flat-footed 24

(+6 armor, +7 Dex, +1 dodge, +8 natural)

hp 195 (23d6+115)

Fort +12, **Ref** +20, **Will** +16

DR 15/cold iron; **SR** 25

OFFENSE

Speed 40 ft.

Melee +3 *keen rapier* +21/+16/+11 (1d6+5, 15-20)

Ranged +3 *keen composite longbow* +21/+16/+11 (1d8+5, 19-20/x3)

Special Attacks call fey, curse (W-DC 27)

Spell-Like Abilities (CL 14th; concentration +29)

At-will—*alter self*, *comprehend languages*, *greater invisibility*, *prestidigitation*

3/day—*animal growth* (F-DC 21), *awaken* (W-DC 21), *freedom of movement*, *geas*, *glibness*, *heroes' feast*, *mirage arcana*, *plant growth*, *programmed image* (W-DC 22), *shadow walk* (W-DC 22), *word of recall*

STATISTICS

Str 14, **Dex** 24, **Con** 20, **Int** 17, **Wis** 17, **Cha** 22

Base Atk +11; **CMB** +13; **CMD** 31

Feats Alertness, Combat Expertise, Dodge, Improved Feint, Improved Initiative, Landing Roll, Mobility, Skill Focus (Bluff, Diplomacy, Knowledge [nobility]), Vital Strike, Weapon Finesse

Skills Bluff +38, Diplomacy +38, Disguise +32, Knowledge (geography) +29, Knowledge (nature) +29, Knowledge (nobility) +32, Perception +33, Sense Motive +33, Stealth +33

Languages Abyssal, Aklo, Common, Sylvan

ECOLOGY

Environment forest, jungle, plains

Organization solitary, entourage (1 plus followers), or court (3-12)

Treasure triple standard

SPECIAL ABILITIES

Call Fey (Su) As a standard action a faery regal can summon one other fey of lesser HD to aid them. The summoned remain until dismissed.



Curse (Su) As a standard action, a faery regal can *bestow curse* (as the spell) to one foe within 60 ft. The save DC is Charisma based. The target must have injured him in some way first.

Ready for Battle (Su) As an immediate action, he can conjure a +3 *keen rapier*, +3 *keen composite longbow*, and +4 *leather armor* for his use. They disappear if he is disarmed, rendered unconscious or dismisses them.

Faery regals are the nobility of the fey, the children and cousins of the kings and queens of the eternal woodland. They spend most of their time engaged in courtly intrigues and diversions in the depths of Faery, only occasionally deigning to take notice of mortals or lesser fey. Rarely, a bored noble will toy with a wandering shepherdess, woodsman, adventuring party, or a whole mortal kingdom. They are consummate diplomats and deceivers; they breathe honeyed words and many-layered speeches full of tricks and traps. Regals are almost always accompanied by a host of lesser fey, from satyrs and sprites to nymph courtesans and fey knight defenders.

ON PORPHYRA

Several faery regals serve on the Judges Council and help arbitrate disputes within the Holdfast of Celestial Parishes, though such meetings are often tense.

FELLMANE

This massive cat has the rough skin of a lizard or dragon. Drool drips from its huge mouth and sizzles on the ground, but your eyes are drawn to its mane, a great mass of writhing tentacles.

FELLMANE (CR 13; XP 25,600)

NE Huge outsider (evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +23

Aura mane (10 ft.)

DEFENSE

AC 29, touch 9, flat-footed 28

(+1 Dex, +20 natural, -2 size)

hp 171 (18d10+72)

Fort +15, **Ref** +12, **Will** +8

DR 10/good; **Resist** acid 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 claws +24 (2d6+8), bite +24 (2d8+8 plus 1d6 acid)

Space 15 ft.; **Reach** 10 ft.

Special Attacks make zombies, pounce, rake (2 claws +24, 2d6+8)

Spell-Like Abilities (CL 18th; concentration +19)

At-will—*greater teleport* (self + 50 lbs. of gear)

3/day—*greater shout* (F-DC 19), *mass bull's strength*

1/day—*mass suggestion* (W-DC 17)

STATISTICS

Str 27, **Dex** 12, **Con** 19, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +18; **CMB** +28 (+30 sunder); **CMD** 39 (41 vs. sunder, 43 vs. trip)

Feats Cleave, Cleaving Finish, Great Cleave, Flanking Foil, Improved Cleaving Finish, Improved Initiative, Improved Sunder, Power Attack

Skills Acrobatics 22 (+26 jump), Climb +29, Knowledge (planes) +21, Perception +23, Stealth +14, Swim +29

Languages Infernal, telepathy 100 ft.

ECOLOGY

Environment planes (outer)

Organization solitary or pride (6-10)

Treasure standard

SPECIAL ABILITIES

Make Zombies (Su) Any dead creatures of Large size or smaller within the fellmane's reach are swept up into its mane and transformed into fast zombies. The zombies fall free of the mane the next round and attack any living non-outsiders.

Mane (Ex) Anyone within the 10 ft. of the fellmane



is attacked by the mane's tentacles. These tentacles are not strong enough to do damage, but do interfere with attacks and spellcasting. Any attack or skill check made within the area suffers a -4 circumstance penalty; any spellcasting requires a Concentration check (DC 15 + level of spell).

It is theoretically possible that foul sorcery and devilish ingenuity could have made the invisible flesh of the hellcat visible, then caused it to bubble out in a lashing mane of tentacles. Whatever the devils desired from their new creations, though, they certainly did not get it – the fellmanes escaped captivity and can now be found throughout the lower planes. They are mercenaries and rogue agents, serving whatever devilish master, demonic warlord or cunning thaumaturge can best pay them. A fellmane hangs the bodies of its victims inside its mane and digs into their flesh with these tentacles, feeding on them as it runs.

ON PORPHYRA

Fellmanes have a knack for slipping through planar cracks, and are found in dizzying numbers in the lands between the grim city-states of the Empire of the Dead.

FEMANX

Standing just short of six foot, this haughty woman looks like she is from another world, with orange skin, antennae and glowing rose-colored eyes.

FEMANX (CR 1/2; 200 XP)

Femanx psion 1

LE Medium fey (extraterrestrial, psionic)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 13

(+1 deflection, +2 armor, +1 Dex)

hp 7 (1d6+4)

Fort +0, **Ref** +1, **Will** +1; -2 save vs. disease

Vulnerable cold

OFFENSE

Speed 30 ft.

Melee stun staff +0 (1d6 NL)

Ranged neuron pistol +3 (2d6 nonlethal)

Special Attacks ego rend

Psi-Like Abilities (ML 1st; concentration +4)

At-will—*call to mind*, *detect psionics*, *offensive precognition*

Powers Known (ML 1st; concentration +4); 5 PP

1st—*crystal shard*, *inertial armor*, *matter agitation*

Discipline clairsentience

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 15, **Wis** 8, **Cha** 14

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

Feats Psionic Body, Psionic Talent

Skills Autohypnosis +3, Diplomacy +6, Knowledge (planes) +6, Perception +5, Spellcraft +6; **Racial Modifiers** +2 Perception

Languages Common, Elven, Femanx, Gnome, Sylvan

SQ alien weapons, naturally psionic, unnatural grace

ECOLOGY

Environment plains, vacuum

Organization solitary, pair, squad (3-6), unit (6-12 plus one 3rd level commander plus 1-4 thralls) or battalion (15-40 plus one 3rd level commander per six warriors and one 6th level high commander plus 4-16 thralls).

Treasure NPC Gear (femanx skinsuit, neuron pistol, stun staff, other treasure)

In their truest form, femanx are conquerors from beyond the envelope of this world. They have conquered hundreds of worlds and enslaved their inhabitants. There are no longer any male members of the Femanx race, as

their usefulness was limited and their opinions of tolerance and peace were disruptive to the Imperaix Expansion. Femanx now reproduce through their scientific technology, though they sample the affections of thralls they control. Whether this is for research or their own desires, the thralls are always lesser creatures with no rights within femanx society.

Rumors abound that male femanx do exist, they are just simply not allowed off-world.

FEMANX RACIAL CHARACTERISTICS

Femanx are defined by their class levels—they do not possess racial Hit Dice. All femanx have the following racial characteristics.

- **+2 Dexterity, +2 Charisma, -2 Constitution:** Femanx are agile, but their bodies are relatively fragile. Their beauty and self-assurance is far beyond the human average.
- **Fey:** Femanx are fey creatures with the extraterrestrial and psionic subtype from a distant planetary world. The extraterrestrial subtype confers a -2 penalty to saves vs. disease.
- **Medium:** Femanx are Medium creatures and have no bonuses or penalties due to size.
- **Normal Speed:** Femanx have a base speed of 30 ft.
- **Alien Senses:** Femanx have low-light vision and have a +2 bonus to Perception checks as their antennae grant them a greater range of stimuli to sense.
- **Naturally Psionic:** Femanx gain the Wild Talent feat as a bonus feat at first level. If a femanx takes level in a psionic class, she instead gains the Psionic Talent feat.
- **Ego Rend (Su):** Once per day, a Femanx can lock eyes with another creature within 30 ft. as a standard action. The creature must make a Will save DC (10 + ½ the femanx's character level + Charisma modifier) or suffer 1 point of Charisma drain, but dealing 2 points of Con damage to the femanx. Attempts by multiple femanx to target the same individual always fail. A creature reduced to zero Charisma by this attack can no longer distinguish between the will of the femanx and its own. Those that fall under the femanx's sway are referred to as thralls. Once a thrall, the creature considers the femanx to be their mistress and will unquestioningly follow them even if their Charisma is restored. A successful *break enchantment* spell can dispel the thrall effect. A femanx may only have one thrall at a time.

- **Cold Vulnerability:** The homeworld of the Femanx is significantly warmer than the World of Porphyra in general. They are not used to sudden shifts in temperature and suffer vulnerability to cold attacks.
- **Unnatural Grace:** Femanx gain a +1 deflection bonus to their AC and CMD if they possess a Charisma of at least 12.
- **Alien Weapon Familiarity:** Femanx are proficient with nets, bolas and blowguns, and can use any weapon that requires the alien weapon proficiency.
- **Languages:** Femanx begin play speaking Common and Femanx. Femanx with high intelligence scores can choose up to seven more drawn from the world they intend to conquer.

"I will date the girl from Venus, flowers die and so will I. Yes, I will kiss the girl from Venus... For science!" – They Might Be Giants, For Science.

ON PORPHYRA

The femanx hold absolute dominion of the lands known as the Advent Imperiax. Their colony ship crash-landed on Porphyra as a result of the sudden appearance of Vaar's Moon during The Calling. They have limited contact with the outside world except for the trade pacts they have forged with the erkunae. Much of their technology begins to fail if taken too far from their settlements.



FENRIR

The massive dire wolf glares at you. Behind its yellow eyes is a spark of intelligence and maliciousness.

FENRIR (CR 22; 614,400 XP)

CE Huge outsider (chaotic, evil)

Init +10; **Senses** darkvision 120 ft., low-light vision, scent, *true seeing*; Perception +46

Aura fearsome bearing (W-DC 35, 100 ft.)

DEFENSE

AC 38, touch 15, flat-footed 32

(+6 Dex, +1 dodge, +23 natural, -2 size)

hp 459 (34d10+272); **fast healing** 20

Fort +21, **Ref** +25, **Will** +21; +4 vs. poison

DR 15/epic; **Immune** charm, fear, electricity; **Resist** acid 20, cold 20, fire 20; **SR** 33

OFFENSE

Speed 60 ft.

Melee bite +46/+46/+46 (4d6+28/19-20 plus grab plus trip)

Space 15 ft.; **Reach** 10 ft.

Special Attacks crushing jaws, fearsome bearing, swallow whole (4d6+21 bludgeoning damage plus 4d6 acid, AC 21, 45 hp)

Spell-Like Abilities (CL 20th; concentration +42)

Constant—*true seeing*

At-will—*call lightning* (R-DC 21), *deeper darkness*, *greater invisibility*, *meteor swarm* (R-DC 27), *plane shift* (W-DC 25), *storm of vengeance* (R-DC 27)

STATISTICS

Str 38, **Dex** 23, **Con** 26, **Int** 16, **Wis** 20, **Cha** 26

Base Atk +34; **CMB** +50 (+54 grapple, trip); **CMD** 66 (70 vs. trip)

Feats Alertness, Awesome Blow, Cleave, Combat Reflexes, Crippling Critical, Critical Focus, Dazing Assault, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Run, Stunning Assault

Skills Acrobatics +43 (+55 jumping), Bluff +45, Diplomacy +45, Intimidate +45, Knowledge (planes) +40, Perception +46, Sense Motive +7, Stealth +35, Survival +42, Swim +51

Languages Common; telepathy 100 ft.

ECOLOGY

Environment planes (outer)

Organization solitary

Treasure none

SPECIAL ABILITIES



Crushing Jaws (Ex) The powerful jaws of the Fenrir are treated as a Colossal bite attack that deals double the creature's Strength modifier on a hit.

Fearsome Bearing (Ex) Because of his foreboding and gruesome appearance any creature within 100 ft. of Fenrir must make a DC 35 Will save or suffer a -4 morale penalty to all attack and damage rolls against him. Creatures with fewer than half of Fenrir's Hit Dice suffer this penalty even if the save is successful. On a failed save these creatures flee as if panicked. Creatures who make their save are immune to this effect for 24 hours. The save DC is Charisma-based.

Vicious Combatant (Ex) The ferocity and speed at which Fenrir attacks allows him to make three bite attacks per round as a full-attack action.

Fenrir lived in the homeland of the hero gods, but gained a taste for godflesh and slew many. Dwarven smiths forged a silken binding made from the sound of a cat's footfalls, the beard of a maiden, the roots of a mountain, the dreams of a bear, the breath of a fish and the spittle of a bird. Although, Fenrir has escaped at times, he has never been able to break the dwarves' binding.

ON PORPHYRA

Fenrir is said to be the son of Vortain, the god of addiction, anarchy, and corruption.

FOREST FIEND

This creature has a stooped gait and long, burly arms reaching almost to the ground. Its legs end in a deer's hooves, a set of deer's antlers crowning its lowered head, and its face is boar-like.

FOREST FIEND (CR 15; XP 51,200)

CE Large fey

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +27

DEFENSE

AC 30, touch 12, flat-footed 27

(+3 Dex, +18 natural, -1 size)

hp 225 (18d6+162)

Fort +15, **Ref** +14, **Will** +17

DR 15/cold iron; **Defensive Abilities** ferocity, **Immune** paralysis, poison, polymorph, sleep; **SR** 26

OFFENSE

Speed 60 ft.; woodland stride (as a druid)

Melee 2 slams +18 (2d6+9 plus grab), bite +18 (2d8+9 plus grab), gore +18 (2d8+9 plus grab)

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

Special Attack blood rage, powerful charge (gore, 4d8+13)

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*freedom of movement*

At-will—*animal trance* (W-DC 18), *detect animals and plants*, *detect snares and pits*, *dominate animal* (W-DC 19), *hide from animals*, *know direction*, *pass without trace*, *tree shape*

3/day—*commune with nature*, *transport via plants*, *unhallow*

1/day—*summon* (level level 6; 40% huge earth elemental or 2d4 dire wolves), *word of recall*

STATISTICS

Str 29, Dex 17, Con 29, Int 6, Wis 23, Cha 23

Base Atk +9; **CMB** +19 (+23 grapple), **CMD** 32

Feats Dazzling Display, Dreadful Carnage, Furious Focus, Power Attack, Shatter Defenses, Skill Focus (Intimidate), Weapon Focus (bite, gore, slam)

Skills Intimidate +30, Perception +27, Stealth +20 (+28 forests), Survival +27; **Racial Modifiers** +8 Stealth in forests

Languages Sylvan

ECOLOGY

Environment forest

Organization solitary

Treasure standard



A forest fiend is the original sylvan entity, a primal spirit inhabiting only the deepest, farthest woodlands. It is a primitive beast, representing the wild and destructive aspect of nature, with the primitive cunning and untamed savagery of the ultimate marauder. It appears as a large, hunchbacked humanoid covered by a mane of black hair, with the lower legs and antlers of a black stag. The creature's face is boarlike, with two smallish yellow eyes that look with a mix of human intelligence and bestial blood thirst. Both its face and body appear to be covered with what appears to be war paint or arcane symbols.

Forest fiends are the oldest creatures and undisputed masters of their forest, not through wisdom or arcane might but through such primal savagery that all sylvan creatures bow to it instinctively. Where a forest fiend dwells, the entire woodland becomes an enemy.

ON PORPHYRA

Forest fiends are enemies of the Sarenites that worship The Great Warden in the Jotun Forest. They seldom ally with elemental forces, due to their violent, primal nature, but accept help from them when offered. Weaker evil fey act as scouts for these forest terrors.

FUKURANBOU

This naked corpse stalks about the land, its distended belly torn open with writhing, toothed intestines snapping at any that come too close.

FUKURANBOU (CR 5; XP 1,600)

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 60 (8d12+8)

Fort +2, **Dex** +5, **Will** +6

Defensive Abilities channel resistance +4, undead traits

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 6 intestine stems +9 (1d4+1 plus 1d2 Cha plus grab), 2 claws +9 (1d4+1 plus curse)

Space 5 ft.; **Reach** 5 ft. (15 ft. with intestine stems)

STATISTICS

Str 12, **Dex** 17, **Con** —, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +7 (+11 grapple); **CMD** 20

Feats Combat Reflexes, Dodge, Stand Still, Weapon Finesse

Skills Acrobatics +11, Bluff +9, Climb +9, Escape Artist +11, Perception +11, Stealth +14

Languages Common

ECOLOGY

Environment urban

Organization solitary or clique (1 fukuranbou plus 2-4 ghouls)

Treasure standard

SPECIAL ATTACKS

Curse of the Rotten Gut (Su) Claw—injury; *save* W-DC 15; *frequency* 1/day; *effect* 1d6 Con/day; *cure* *remove curse* or *protection from evil*. The save DC is Charisma-based

Intestine Stems (Ex) A fukuranbou's distended belly contains a dozen prehensile intestine stems that can extend from the body to attack—six at a time. The stems can be targeted by attacks and are treated as having AC 14, hp 4. Any stem killed deals 4 hp of damage to the body of the fukuranbou.

Fukuranbou are hideous undead creatures consumed with a lust for destroying beauty. Its own vanity eventually led to the creature's death and resurrection as an unholy abomination. In undeath, they hunt down those



that possess the beauty or personal power they once had, to mutilate them. Having no need for corpses to start piling up because of their unnatural appetites for beauty, many fukuranbou negotiate with ghouls to get rid of a few corpses for the fukuranbou.

Fukuranbou shun clothing for it hides their unholy beauty, but quickly learn that a heavy cloak or coat help them reach their prey without causing panic in the streets. Some fukuranbou will even try to join adventuring parties, posing as a witch or oracle to explain their unsightly appearance. Then when they can they will try to split the party up, always travelling with the most beautiful or charismatic members of the group to feast on them on private.

The sickness of vanity that consumed the soul of the fukuranbou now manifests itself as a powerful wasting curse that it can inflict with its claws. Several small villages have been lost to this curse. Victims who die this way sometimes come back from the dead as ghouls.

ON PORPHYRA

Fukuranbou are most common in large cities where in life, their self-destructive narcissism was ignored by upper society and in undeath, they are able to abduct and destroy victims behind the safety of mansion walls.

GLAISTIG

A beautiful woman with long blonde hair, dressed all in green disappears amid the trees.

GLAISTIG (CR 1; XP 400)

CN Medium fey

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 14, touch 14, flat-footed 14

(+4 Dex)

hp 16 (3d6+6)

Fort +3, **Ref** +7, **Will** +6

Weakness faithless

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4)

Ranged sling +5 (1d3)

Special Attacks addictive presence, charm gaze, withering dance

Spell-Like Abilities (CL 3rd; concentration +8)

At-will—*alter self*, *confusion* (W-DC 19), *detect thoughts* (W-DC 17), *suggestion* (W-DC 17)

3/day (animals, children, elderly only)—*cure serious wounds*, *mending*, *neutralize poison*, *purify food and drink*, *remove disease*

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 13, **Wis** 16, **Cha** 20

Base Atk +1; **CMB** +1; **CMD** 15

Feats Ability Focus (charming gaze), Skill Focus (Perform [dance])

Skills Acrobatics +10, Bluff +11, Diplomacy +11, Handle Animal +12, Knowledge (nature) +7, Perception +9, Perform (dance) +14; **Racial Modifiers** +4 Handle Animal

Languages Common, Sylvan

SQ death curse

ECOLOGY

Environment forest, hills, marsh

Organization solitary or coven (2-4)

Treasure standard

SPECIAL ABILITIES

Addictive Presence (Su) Any creature who dances with a glaistig suffers a -2 penalty to resist her charming gaze and withering dance.

Charming Gaze (Su) *charm monster* (1 week), 30 ft., W-DC 18. Only one target can be charmed at a time. The save DC is Charisma-based.

Death Curse (Su) When a creature slays a glaistig with



weapons, they are targeted with a *bestow curse spell* (W-DC 16) that decreases the killer's highest physical ability by -6. The save DC is Charisma-based.

Faithless (Ex) Glaistig have trouble with divine power, if they are present within the radius of channelled energy, they will be shaken for 1d4 rounds.

Withering Dance (Su) Those that dance with the glaistig for 10 minutes must make a Fortitude save DC 16 or suffer one negative level. Any creature killed by a glaistig will rise from the dead as a poltergeist in 1d4 days.

Whispered about with varying opinions of fear and respect, the glaistig is a mysterious being prone to weal, as much to woe. Mortal women who demand to join the Faery Court are tasked to dance for the reigning Regal and if deemed worthy, are transformed into the deer-hooved, eternally beautiful fey guardians of animals and the weak of humanoid society. They are part of the old magic, though, and are opposed by divine leaders that sense the blending of death, magic and life that glaistig embody.

ON PORPHYRA

Glaistig are feared, but present, in villages in the Holdfast of the Celestial Parishes, and in greater numbers in the wilds.

GNARL

Bone protrusions and hardened plates cover the body of this inhuman monster. Its skeletal face leers down at you seconds before you are snatched into the air.

GNARL (CR 7; XP 3,200)

NE Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft; Perception +13

DEFENSE

AC 22, touch 14, flat-footed 17

(+4 Dex, +1 dodge, +8 natural, -1 size)

hp 105 (10d10+50)

Fort +8, **Ref** +11, **Will** +7

DR 5/piercing

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +16 (1d6+7 plus grab), bite +16 (1d8+7)

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

Special Attacks dislocate

STATISTICS

Str 24, **Dex** 18, **Con** 20, **Int** 8, **Wis** 11, **Cha** 6

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 33

Feats Dodge, Improved Initiative, Mobility, Throw Anything, Wind Stance

Skills Climb +15, Intimidate +11, Perception +13, Stealth +13

Languages Undercommon

ECOLOGY

Environment mountains, underground

Organization solitary or hunting party (2-5)

Treasure standard

SPECIAL ATTACKS

Dislocate (Ex) When the gnarl would normally deal double damage from a critical hit with its claws it can chose instead to dislocate the opponent's limb and deal normal damage plus 1d4 points of Str. A dislocated limb is useless until fixed with a DC 14 Heal check.

No Purchase (Ex) When grappling an opponent, the opponent is denied their Strength bonus for the purpose of breaking the grapple. Additionally, the gnarl can move at full speed while grappling and carrying a Medium or smaller creature.

Travelers that wish to traverse trails through the mountains often have to pay more than the standard rate, due to the secretive presence of the dastardly beast known as the gnarl. Gnarl inhabit terrain dominated by cliffs, caves, and ledges, as their favorite method of obtain-



ing food is to nest above a mountain trail and ambush passers-by, grabbing lightly armored creatures with their long, scaly arms, and retreating to their shallow cave lairs for a quick meal.

A gnarl prefers to enter combat with the element of surprise, and rarely has the stomach for a stand-up fight in which it is outnumbered, as they typically hunt alone. A gnarl's first attack is to strike with both claws, lifting prey to its mouth. Their arms are 12 feet long, on average, which makes it difficult for other defenders to get at the gnarl and help their friend in distress. These 'eat and run' tactics serve the gnarl race well.

The society of the gnarl, such as it is, is cruel and primitive, as gnarls see other races only as food. Families are led by the strongest female, who directs the males to hunt and retrieve prey, casting out females as they reach maturity. Though gnarl do not practice magic of any kind, they do believe in symbolic magic, and gnarl lairs are often decorated with crude art, depicting the hunt, done in blood or charcoal.

ON PORPHYRA

Though appearing similar in form, there is no evolutionary relationship between the gnarl and the kripar (see *Fehr's Ethnology Collected*). Gnarl are found throughout the mountains of Porphyra but there are large families common in the Mountains of Wrath.

GOLEM

Golems are magically created automatons of great power. Golems are granted their magical life via an elemental spirit, typically that of an earth elemental. Being mindless, golems do nothing without orders from their creators.

CONSTRUCTING A GOLEM

The cost to create a golem includes the cost of the physical body and all the materials and spell components used in its creation and is detailed in each entry.

Note: The market price of a golem with more Hit Dice than the typical golem described in each entry is increased by 5,000 gp for each additional Hit Die it possesses beyond the standard for its kind, and increases by an additional 50,000 gp if the golem's size increases. Building a golem with the advanced simple template increases its cost by 15,000 gp.

SHIELD GUARDIANS

A spellcaster with enough talent, resources, and inspiration can create a special variant of a golem known as a shield guardian. Any true golem can be created as a shield guardian, but the choice to do so must be made during the golem's construction—a completed golem cannot later be “upgraded” to function as a shield guardian.

Shield guardians are designed to serve as bodyguards. When created, a shield guardian is keyed to a magical amulet that is constructed at the same time as (and as part of the cost of) the guardian. Henceforth, it regards the wearer of that amulet as its master, protecting and following that individual everywhere (unless specifically commanded not to do so). If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat, protection, and simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

Shield guardians have the same statistics as the base golem, but with the following additional special quali-

ties. A shield guardian's CR is equal to the base golem's CR + 2.

Controlled (Ex) A shield guardian that has the berserk special attack cannot go berserk as long as the wearer of its amulet is within 30 feet.

Fast Healing (Ex) A shield guardian has fast healing 5.

Find Master (Su) As long as a shield guardian and its amulet are on the same plane, the shield guardian can locate the amulet's wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex) If ordered to do so, a shield guardian moves to defend the wearer of its amulet. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp) The wearer of a shield guardian's amulet can activate this defensive ability as a standard action if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the golem possesses.

Spell Storing (Sp) A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It “casts” this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Construction: A shield guardian's base materials cost an additional 25,000 gp above the base golem's cost. The creature's master may assemble the body or hire someone else to do the job. The Craft check required to make the body is 4 higher than normal for the base golem's kind. The keyed amulet is fashioned at the same time—it costs 20,000 gp above and beyond the shield guardian's total cost. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. The creator must have a minimum caster level of 2 higher than the base golem's minimum required caster level. In addition, the following spells are added to the base golem's requirements: *discern location* and either *shield* or *shield other*.

GOLEM, PORPHYRITE

This automaton, made of strange maroon crystal, stands over eight feet tall and is draped with a few old pennants, the dust on its surface suggesting a use from days long past.

PORPHYRITE GOLEM (CR 10; XP 9,600)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24
(-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/bludgeoning and dreamstone; **Immune** construct traits, magic, acid, cold, fire, electricity

OFFENSE

Speed 20 ft.

Melee 2 slams +20 (2d10+8)

Special Attacks dismissing strike, porphyrite properties

STATISTICS

Str 26, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +22; **CMD** 31

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Dismissing Strike (Su) Twice per day, a porphyrite golem can focus the anti-elemental nature of porphyrite to create a *dismissal* effect (as the 4th level clerical spell) against an extraplanar target. If a successfully struck target fails a DC 18 Will save, it is affected as a *dismissal* spell.

Immune to Magic (Ex) A porphyrite golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the sonic descriptor affects a porphyrite golem normally, as does a *shatter* spell.
- A *mending* spell, or a *stone shape* spell repairs damage to a porphyrite golem for 1d6 points of damage per caster level.

Porphyrite Properties (Ex) All attacks by a porphyrite golem count as being made by porphyrite weapons, and overcome any damage reduction possessed by elementals. Porphyrite golems were specifically constructed to deal with threats faced from elementals, and function well

as guardians and field war-machines, as well. They are typically sculpted into the shape of a church warrior, and allied soldiers used to drape their company pennants on them for good luck, giving them a mascot sort of appearance. In recent times, they see duty as castle patrollers, and are sometimes equipped with *magic mouth* spells that recognize certain types of personages, allowing them to act as constructed doormen or welcomers.

CONSTRUCTION

A porphyrite golem's body must be carefully constructed from a single large porphyrite crystal weighing at least 2,500 pounds. The crystal is treated with rare liquids and spell components, and costs 5,000 gp.

PORPHYRITE GOLEM

CL 13th; **Price** 50,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *commune*, *dismissal*, *protection from energy*, *resurrection*; creator must be caster level 13th; **Skill** Craft (jewelry) DC 18; **Cost** 25,000 gp

ON PORPHYRA

Porphyrite golems were the hastily discovered and built saviors of front-line Deist troops faced with horrific waves of elementals from their Elementalist enemies. Those golems that survived that war were kept as sentimental reminders, as castle guards and treasure-room relics. Even today they are a status symbol among Deist-friendly kingdoms.

Purple Duck Note: *Dreamstone appears in the free God-metals of Porphyra available at Rpgnow.com.*

During the making of Monsters of Porphyra I would often post pictures of Gary Dupuis's art on my Google+ account to gauge reaction. The image of the porphyrite golem drew a bit of conversation and in particular, responders wondered if the image would be a playable race. Now, we never intended for these guys to become a playable race nor do we really have room for them on Porphyra as a playable race what with all the other races currently dominating the landscape. Still, I hate to disappoint people who provide us with feedback so on the next page I will present the "marunites" as a crystalline native outsider race.

MARUNITE

Marunites are native outsiders originally from the Elemental Planes who rebelled against their Elemental Lords and helped the deists on Porphyra overturn them.

MARUNITE (CR 1/2; XP 200)

Female marunite marksman 1

N Medium outsider (earth, native, psionic)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 13, touch 10, flat-footed 13

(+2 armor, +1 shield)

hp 13 (1d10+3)

Fort +3, **Ref** +2, **Will** +4

Defensive Abilities crystalline form; **Resist** acid 5

OFFENSE

Speed 30 ft.

Melee heavy mace +3 (1d8+2)

Ranged chakram +2 (1d8+2); PBS

Special Attacks wind reader 4/day

Psionic Powers Known (ML 1st; concentration +3/+5 defensively); 4 pp

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 12, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 13

Feats Point Blank Shot, Precise Shot, Psionic Talent

Skills Autohypnosis +6, Climb +5, Knowledge (psionics) +5, Perception +6, Survival +6 (+7 underground);

Racial Modifiers cave dweller; **ACP** -1

SQ combat style (volley)

Languages Celestial, Common, Terran

ECOLOGY

Environment any

Organization solitary, seam (2-6), or ore (7-20)

Treasure NPC gear (heavy mace, leather armor, buckler, 5 chakrams, other gear)

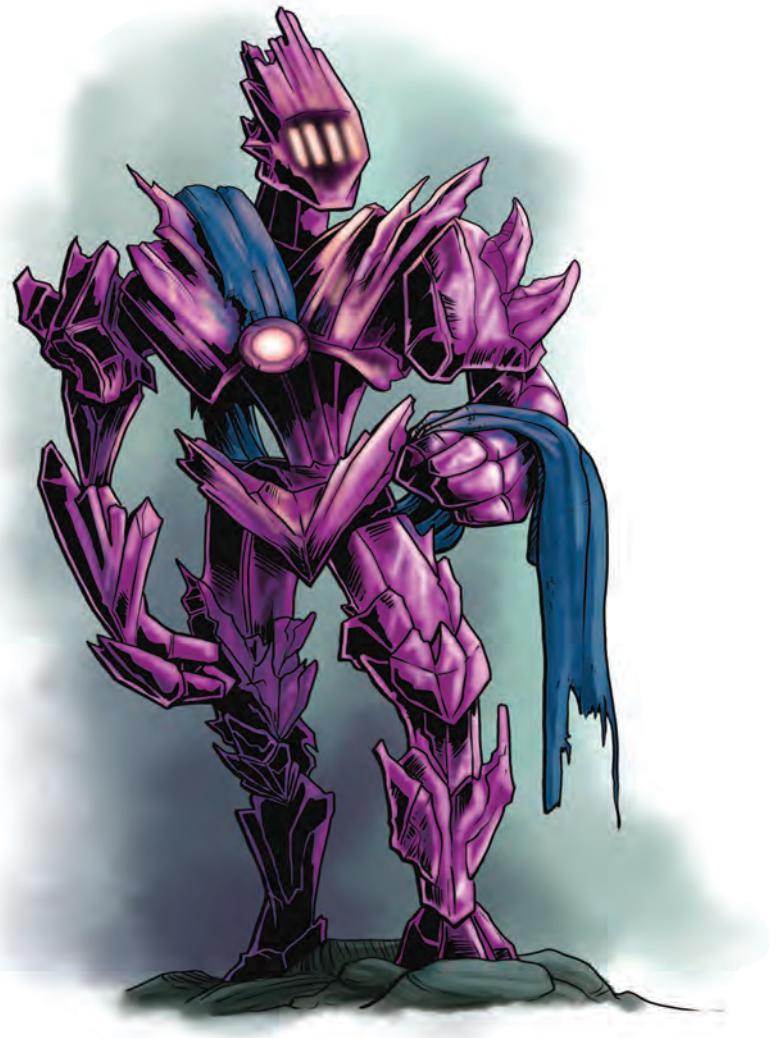
MARUNITE RACIAL CHARACTERISTICS

Marunites are defined by their class levels--they do not possess racial Hit Dice. All marunites have the following racial characteristics.

- **+2 Con, +2 Wis, -2 Cha:** Marunites are filled with endless insight in the world, but their alien form and dispassionate nature make them difficult to like.
- **Type:** Marunites are native outsiders with the earth and psionic subtypes.
- **Normal Speed:** Marunites have a base speed of 30 ft.
- **Darkvision:** Like all native outsiders marunites have

darkvision 60 ft.

- **Acid Resistance:** Due to their ties to the elemental planes, marunite possess resist acid 5.
- **Psionic Focus:** Marunites gain a +2 racial bonus on concentration checks to manifest powers defensively.
- **Cave Dweller:** Marunites are most at home deep underground, they gain a +1 racial bonus to Knowledge (dungeoneering) and Survival checks when underground.
- **Crystalline Form:** Marunites have a +2 racial bonus to AC vs. ray attacks, and can 1/day deflect a ray attack as if they possessed the Deflect Arrows feat.
- **Naturally Psionic:** Marunites gain the Wild Talent feat as a bonus feat at 1st level. If a marunite takes levels in a psionic class, she instead gains the Psionic Talent feat.
- **Languages:** Marunites speak Common and Terran. Marunites with high Intelligence scores can choose any of the following bonus languages: Abyssal, Aquan, Celestial, Ignan, or Infernal.



JEWEL GOLEMS

Jewel golems are magically created automatons of great power and intelligence. Jewel golems are granted their magical life via an elemental spirit, typically that of an air elemental or outsider with the air subtype. The spirit becomes trapped within an artificial body and binds the spirit to its creator for some arcane or divine purpose.

Jewel golems are generally humanoid in shape. Rumors persist that jewel golems have been created from aquamarines, bloodstone, diamonds, emeralds, jade, opal, pearl, rubies, and sapphires but only the emerald, ruby, and sapphire varieties are detailed in this tome. Bloodstone, jade, opal, and pearl jewel golems have the look of polished stone and tend to be bulkier than the other jewel golems that are lighter in frame and tend to glow with an inner light.

Jewel golems are both strong, like traditional golems, but also fast. They tend to be more fragile though, chipped and cracked by the simplest of magical weapons. When destroyed, a jewel golem explodes into a fine dust that becomes fouled by the magic used to create the golem, rendering it worthless.

BIRTHING GEMS

Each jewel golem, when initially created, begins with a single gemstone of exceptional quality. These gemstones or birthing gems are enchanted with a number of spells, carved with magical sigils, and imprinted with a specific body plan. Over a number of days equal to the cost of the golem divided by 1,000 gp, the birthing stone replicates itself and expands into the final golem form.

MECHANICALLY

Jewel golems are not mindless constructs so they do not possess automatic immunity to mind-affecting spells and powers. However, they still possess immunity to magic as normal constructs do, so if the spell or power allows spell resistance they will be immune to that spell or power as well. Since they have an Intelligence score they gain feats and skills normally but do not count any skills as class skills unless otherwise indicated in the particular golem entry.

THE OTHER JEWEL GOLEMS

Each type of jewel golem is created for a particular purpose.

Aquamarine Golems: Aquamarine golems are used upon ships as a good luck symbol. They are the smallest of the jewel golems and typically are faceless. It is said that aquamarine golems can grant wishes to their travelling companions and they can regenerate from the gravest of injuries.

Bloodstone Golems: Largest of all the jewel golems, the bloodstone golem is infused with the power of a cleric or oracle and bound to a church or sanctified site. They are powerful guardians of the faith and have access to impressive healing powers.

Diamond Golems: Unlike other jewel golems, diamond golems can vary dramatically in shape from a graceful duelist to a massive brawler form. Diamond golems were created for combat and possess a great deal of combat training as well as the ability to generate intense cold.

Jade Golems: Jade golems function as the martial artists of the construct world. Each color variation within the jade golem type typically represents a different school of martial expertise. Though not truly alive, jade golems seem able to access the ki power demonstrated by monks.

Moonstone Golems: Moonstone golems possess the ability to shift between the Astral, Ethereal, and Material planes. They possess the ability to see and hear distant locations. They are often employed by magic users to retrieve magical components or guard specific ritual sites.

Opal Golems: Deception and stealth are the trademarks of the opal golem. These jewel golems are often created to act as thieves, spies, and assassins. Sabotage that leaves no evidence of living assailant is often blamed on the opal golems.

Pearl Golems: The cheapest of all the jewel golems, pearl golems are not particularly impressive physically nor do they possess much in the way of special skills or abilities. They are often employed by minor nobles or members of the criminal underworld who want to heighten their prestige by employing golems in their service.

JEWEL GOLEM, EMERALD

Formed of the finest crystal and infused with flourescent emeralds, this golem's eyes glow with intellect.

EMERALD GOLEM (CR 6; XP 2,400)

N Medium construct

Init +2; **Senses** darkvision 60 ft., mistsight, Perception +0

DEFENSE

AC 20, touch 12, flat-footed 16

(+2 Dex, +8 natural)

hp 55 (6d10+20)

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

Defensive Abilities automatic counterspelling; **DR** 5/magic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+3)

Spells Known (CL 6th; concentration +10)

3rd (4/day)—*dispel magic*

2nd (6/day)—*blur*, *mirror image*

1st (7/day)—*attention jolt*, *dust spray* (R-DC 15), *magic missile*, *obscuring mist*

0th (at-will)—*detect magic*, *know anatomy*, *know monster*, *mirror*, *read magic*, *ray of decay*

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 19, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 21

Feats Arcane Strike, Eschew Materials, Scribe Scroll

Skills Craft (calligraphy) +10, Heal +6, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +6, Spellcraft +10

Languages Common, Dwarven, Elven, Orc

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Automatic Counterspelling (Ex) As an immediate action, the emerald golem can attempt to counterspell any spell that is cast within 200 ft. of it with a *dispel magic*. They must have an available spell slot left to use *dispel magic* in this manner.

Immunity to Magic (Ex) An emerald golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Spells that deal sonic damage, do 1/2 damage to the



emerald golem and they receive a Fortitude save to have it do no damage.

Spells A emerald golem casts spells as a 6th level sorcerer. It uses Intelligence as its spellcasting ability score.

Emerald golems are used as guardians and assistants by spellcasters. Royal courts have also been known to use them as personal bodyguards and protectors when there is the threat of magical assassination.

CONSTRUCTION

The birthing gem used to prepare the emerald golem must be worth at least 2,400 gp. Additional a spellcaster must infuse the birthing gem with the spells that it wants the golem to have access to as a sorcerer. The spellcaster loses access to these spells for a period of one year and a day.

JEWEL GOLEM, EMERALD

CL 10th; **Price** 24,500 gp

CONSTRUCTION

Requirments Craft Construct, *dispel magic*, *limited wish*, *polymorph any object*; **Skill** Craft (gemworking) DC 16; **Cost** 14,700 gp

ON PORPHYRA

Emerald golems stood guard over the runecasters and runereapers at the Theater of Arrival during in the preparation for The Calling.

JEWEL GOLEM, RUBY

This scintillating humanoid form exudes power and wealth—seemingly composed of precious crimson gems.

RUBY GOLEM (CR 12; XP 19,200)

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 27, touch 13, flat-footed 24
(+3 Dex, +14 natural)

hp 108 (16d10+20)

Fort +5, **Ref** +8, **Will** +7

DR 10/magic; **Defensive Abilities** *freedom of movement*;

Immune construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +23 (2d10+7/19-20)

Ranged ruby beam +19 touch (16d6 force; R-DC 18 halves; range 400 ft.)

Special Attacks gang mentality, ruby flare

Spell-Like Abilities (CL 16th; concentration +16)

Constant—*freedom of movement*

At-Will—*arcane eye*, *daylight*

STATISTICS

Str 24, **Dex** 16, **Con** —, **Int** 13, **Wis** 14, **Cha** 10

Base Atk +16; **CMB** +23 (+27 disarm, trip); **CMD** 26

Feats Combat Expertise, Felling Smash, Greater Disarm, Greater Trip, Improved Critical, Improved Disarm, Improved Trip, Power Attack

Skills Acrobatics +19, Climb +23, Stealth +19

Languages Common, Giant

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Gang Mentality (Ex) When facing a gang of ruby golems, whenever the golems attack the same target in a round they gain an attack bonus to that target as if they were flanking it.

Immunity to Magic (Ex) A ruby golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem.

- Spells with the sonic descriptor deal ½ normal damage and allow a Fortitude save. If the save is successful, the golem suffers no damage.



- A *darkness* or *deeper darkness* spell causes the ruby golem to be slowed as per the spell.

Ruby Flare (Ex) As a standard action, a ruby golem can create a burst of ruby coloured light within itself that forces all creatures within 60 ft. to make a Fort save (DC 18) or be blinded for one minute. The save DC is Charisma-based

Most powerful of the intelligent jewel golems, ruby golems are implacable foes, guarding personages or supporting armies, though only the very wealthy can afford them.

CONSTRUCTION

The birthing gem of a ruby golem must be of unsurpassed quality, worth at least 6,400 gp.

RUBY GOLEM

CL 14th; **Price** 84,500 gp

CONSTRUCTION

Requirements Craft Construct, *daylight*, *freedom of movement*, *polymorph any object*, *limited wish*, creator must be caster level 14th; **Skill** Craft (gemcutting) DC 22; **Cost** 40,500 gp

ON PORPHYRA

During the NewGod Wars, ruby golems were personal commandos of several high-ranking mortal Elementalist rulers.

JEWEL GOLEM, SAPPHIRE

Composed completely of blue sapphires, this humanoid construct sports sharp needles along the length of its arms and legs.

SAPPHIRE GOLEM (CR 8; XP 4,800)

N Medium construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 64 (8d10+20)

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

DR 10/magic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (1d6+5/19-20)

Ranged 8 sapphire needles +10 (1d4)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*magic circle against evil*

At-will—*detect evil, detect good, neutralize poison*

1/month—*atonement*

STATISTICS

Str 20, **Dex** 15, **Con** —, **Int** 16, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +13 (+15 disarm); **CMD** 25 (+27 vs. disarm)

Feats Bodyguard, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative^B

Skills Intimidate +10, Knowledge (history) +11, Knowledge (local) +11, Sense Motive +10, Perception +10

Languages telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A sapphire golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below

- Any spells with the sonic descriptor ignore this resistance but do no damage on a successful save and only half damage on a failed save.

Sapphire Needles (Ex) Sapphire golems are capable of shooting 24 sapphire needles per day from their fingertips as a ranged attack. The golem can fire up to 8 sapphire needles in one round as a full attack action.

Sapphire golems will often target foes with their sapphire needle barrage at the start of combat to assess their strength of body and character

Sapphire golems are intelligent constructs designed to act as bodyguards and advisors within royal courts. They contain the history of the land they serve and possess a keen sense of the motives of corporeal beings that come before the court. They communicate telepathically with their charge and with other guards within the royal chamber to help co-ordinate defences against nefarious actions.

They possess neither innate love for their charge nor devotion to the concepts of law, chaos, evil or good. They are simply dedicated to the solemn duty they are charged with and will do their utmost to see that they fulfill those duties.

CONSTRUCTION

The birthing gem of a sapphire golem must be a sapphire worth at least 3,200 gp. Preparing the gem requires a Craft (gemcutting) DC 15.

SAPPHIRE GOLEM

CL 17th; **Price** 55,125 gp

CONSTRUCTION

Requirements Craft Construct, *atonement, detect evil, detect good, polymorph any object, limited wish, magic circle against evil, wish*; **Skill** Craft (gemcutting) DC 15; Cost 28,812 gp

ON PORPHYRA

Nisenlensia Qul'lenth possesses a sapphire golem that acts as the royal advisor to the Ivy Throne in Sil'Arden. Naturally, this has caused a bit of controversy within the Sylvan Court because few can understand why the elven queen would rely on the council of such an unnatural thing as a golem. The truth of the matter is that it was her father, the former king, whose soul was used to as a vital essence to bring the sapphire golem to life even as the former king's mortal form expired.

Despite their misgivings, the creatures of the Great Green and the Sylvan Court have found the rulership of Nisenlensia with her sapphire golem advisor to be just and compassionate.

Purple Duck Note: *The sapphire golem art appears on page IV.*

GREENFEEDER

Roughly humanoid, this creature is composed of fallen branches, bone shards, and scattered battlefield debris. Its ivy and vine wrapped limbs end in rusty blades plucked from the ground.

GREENFEEDER (CR 3; XP 800)

CN Large aberration

Init +5; **Senses** darkvision 60 ft., scent; Perception +0

DEFENSE

AC 15, touch 10, flat-footed 14

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

hp 34 (4d8+16)

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

OFFENSE

Speed 30 ft.

Melee 2 short swords +8 (1d6+6/19-20 plus bleed)

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

Special Attacks bleed (1d4)

STATISTICS

Str 22, **Dex** 12, **Con** 18, **Int** 4, **Wis** 10, **Cha** 3

Base Atk +3; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth)

Skills Stealth +5 (+9 forest), Survival +5 (+15 track by scent); **Racial Modifiers** +4 Stealth in forests, +10 Survival to track a bleeding creature

ECOLOGY

Environment forest, ruins

Organization solitary, or hunting pack (2-7)

Treasure standard

During battle, blood feeds the living earth, and the trees hungrily devour the red rain. A soldier returning to the same battlefield a year later often discovers that verdant greenery cloaks the land.

Sometimes this bloody bounty proves insufficient for the land. The living earth develops a hunger for more sustenance. Greenfeeders arise from this thirst, the scent of blood, and the desire for nourishing gore. Combat draws them, and they rush in to ensure that those who bleed do so generously and often. Once they complete their horrific mission, they sink back into the reddish mud, waiting for the next unfortunate victim to venture into the forest.

They are extensions of the forest, and they have no true will or life of their own. Not every drop of spilled blood calls a greenfeeder—if the surrounding trees are healthy and well nourished, the forest has no need to supple-



ment its diet with warm blood. Greenfeeders last about a month before falling apart, though most sink back into the forest floor long before their unnatural lives end. The healthier a forest, the less need for greenfeeders.

SUMMONING A GREENFEEDER

Bloodshed summons greenfeeders from the forest's floor. While in the forest, there is a base 1% chance per five points of damage inflicted in a single attack that a greenfeeder arises. Greenfeeders arise within 1d4 miles of the bloodshed.

ON PORPHYRA

Greenfeeders are a common threat in the Holdfast of Celestial Parishes where the blood of many fey, aasimar and avoodim fell. All who travel the Celestial Parishes are cautious on the old battlegrounds for the land still yearns for blood.

HADRIEL, DUCHESS OF DOMINATION

Stepping through the retinue of female devils is she whom they follow; infernally beautiful, human but for her unnaturally large, beckoning eyes, and the cruel hooks and barbs that make up her wrists and hands.

HADRIEL (CR 14; XP 38,400)

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +25

Aura fear (20 ft.; W-DC 24)

DEFENSE

AC 29, touch 15, flat-footed 23

(+6 Dex, +14 natural, -1 size)

hp 199 (19d10+95)

Fort +11, **Ref** +17, **Will** +16

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25

OFFENSE

Speed 40 ft.

Melee 2 bone hooks +23 (2d8+4, 19-20/x3 plus drag, grab)

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

Special Attacks greater domination, rend (2 claws; 2d8+6)

Spell-Like Abilities (CL 19th; concentration +24)

At-will—*charm monster* (W-DC 19), *detect chaos*, *detect good*, *misdirection* (W-DC 17), *tongues*

2/day—*geas/quest*, *protection from good*

1/day—*false vision*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *mass suggestion* (W-DC 21), *mislead* (W-DC 21), *veil* (W-DC 21)

STATISTICS

Str 18, **Dex** 22, **Con** 21, **Int** 20, **Wis** 17, **Cha** 20

Base Atk +19; **CMB** +24 (+28 drag, grapple); **CMD** 40

Feats Cleave, Cleaving Finish, Deadly Finish, Devastating Strike, Dispel Synergy, Iron Will, Power Attack, Spell Penetration, Vital Strike, Weapon Focus

Skills Bluff +27, Climb +30, Diplomacy +27, Disguise +27, Intimidate +27, Knowledge (arcana) +25, Knowledge (planes) +28, Perception +25, Sense Motive +25, Spellcraft +27, Stealth +24; Racial Modifiers +4 Climb

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ change shape (*alter self*; Small or Medium humanoid)

ECOLOGY

Environment planes (outer)

Organization unique or retinue (Hadriel plus 2-5 gladiatrixes, 2-5 pain mistresses, 2-5 pain shriekers or 2-5 strigae)

Treasure triple standard

SPECIAL ABILITIES

Bone Hooks (Ex) In her natural form, large bone hooks protrude from her wrists. With them, she deals piercing and slashing damage.

Greater Domination (Sp) Hadriel has a towering will that allows her to dominate nearly any foe. Treat this as the *dominate monster* spell (caster level 19th), but with a save Will DC of 30 and a duration of 3 months. She can use this ability three times per day, each time against a single target, or once per day against 1d6 targets at once.

The infernal denizens of Hell, the devils, are as capable of combat and destruction as their chaotic counterparts. That being said, the infinite possibilities of political and personal manipulation are the meat and ale of the Hell-bound fiends, and Hadriel is one of the premiere practitioners of the dominative arts. It is said that she will have no being in her presence that is not bound to her will, that is not part of her overarching plan of infernal and Prime Material control. This is probably infernal propaganda, as she is obliged to follow the summons of her father, Lord Sathax, or, indeed, any other Pit Lords or Arch-Devils. Though her proclivities tend toward the female, it is known to students of the infernal that Hadriel's reluctance to take a consort, male or otherwise, is a consternation to Hell's aristocracy. It is whispered that Hadriel seeks a consort from the ranks of the non-infernal gods, and control of that consort will propel The Ambitious One into at least demi-goddess status.

Hadriel always deals from a position of political or situational strength, her own personal preference, which raises a few brimstone-laced eyebrows in Hell, as ambition is usually associated with risk. She walks to the beat of her own drummer, though, and has created a network of spies, servants, and cat's-paws that make her all but invulnerable to the machinations of her fellow-devils. She hosts an annual festival in Hell, celebrated also by her devotees on the Prime Material plane, in which gladiatorial contests are conducted; this also has increased her popularity in the lower planes, and in martially-oriented mortal communities.

ON PORPHYRA

Centers of devotion to Hadriel on Porphyra include certain cities of the Empire of the Dead, and the more decadent aristocracy of the Jheriak Continuance. There have been rumored connections between Hadriel and Rolterra, especially in Pium, in the Middle Kingdoms.

Hadriel is credited creating with the following artifact.

HADRIEL'S ACTUARIAL ABACUS

Slot none; **Aura** strong divination; **CL** 20th; **Weight** 3 lbs.

DESCRIPTION

The would-be arch-devil Hadriel sometimes lets her useful *actuarial abacus* fall into the hands of mortals to tempt them with the profits of infernal risk management, thereby subtly drawing them to Hellish corruption. The user can use the *touch of law* domain ability 3 times/day, or an additional 3 times/day if they already have that domain. By manipulating the ruby and jet beads upon it, the user may cast *augury* at will, with a casting time of 1 standard action. The success chance is 95%, failing only on a 1 on d20. If the result of the question is “Weal”, the user gains +1 to all rolls pertaining to that action. If the success roll is a 1, all further rolls for the next 24 hours will be at -1.

DESTRUCTION

The *abacus* will fall to pieces if nibbled on by a mouse summoned by a *rod of wonder*.



HUMANOID, ELF

The slender humanoid before you has pointed ears and a thin build— you can sense the centuries behind her eyes, eyes that have seen much in the quiet halls of the ancient forest.

ELF (CR ½; XP 200)

Female elf runecaster 1

N Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 8 (1d8)

Fort +2, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged dart +0 (1d4)

Special Attacks ward 6/day (1d6+3 fire; R-DC 13; 1 minute)

Runecaster Words per Day (2; CL 1st; concentration +4/+6 defensive)

Effects—*force shield* (1st), *servitor I* (1st), *wrack* (1st; F-DC 13)

Meta—*boost* (0th), *distant* (0th)

Target—*barrier* (3rd), *burst* (1st), *cone* (0th), *line* (1st), *personal* (0th), *selected* (0th)

STATISTICS

Str 10, **Dex** 10, **Con** 10, **Int** 17, **Wis** 13, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 10

Feats Extra Wards

Skills Craft (woodworking) +7, Fly +4, Heal +5, Knowledge (arcana) +9, Knowledge (nature) +7, Perception +7, Spellcraft +7 (+9 identify magic properties); **Racial modifiers** +2 Knowledge (arcana), +2 Perception, +2 Spellcraft to identify properties of magic items

SQ dreamspeaker, elven magic, fleshrune, sociable, voiceless

Languages Common, Elf, Celestial, Orc, Sylvan

ECOLOGY

Environment any

Organization solitary, family (2-5), band (6-11), or clan (12-120)

Treasure NPC gear (4 darts, quarterstaff, formula book, spell component pouch, other treasure)

The long-lived race of elves are found on many worlds of the Multiverse, and are thought by some sages to be the template by which all other humanoid races are



based. While not as adaptable to varying environments as humans, elves can be found in secluded mountain valleys, ancient towers, isolated caverns, mossy moors, humid jungles, even arid deserts, as well as their stereotypical home of forested lands. They reproduce slowly and infrequently among their own kind, though some curious member of the race mate with humans and other compatible humanoids. On worlds where the influence of Faerie is strong, the elves are drawn to it, and even are rulers and dominant parts of fey culture. The relationship between elves and Faerie is mysterious and little-discussed, and the general consensus seems to be that the elves either created the dimension and magic that is Faerie, or that they were an elemental part of it that sought self-determination, becoming free-willed, independent beings.

Elven communities are loosely-knit affairs, rarely larger than a few hundred, though centers of magic and higher learner may be somewhat bigger. Elven nations are usually places that elves just happen to like to live, and congregate out of preference. Warfare is primarily defensive. It is almost always a given that elves are powerfully tied to arcane magic, which is reasonable considering the rumors of their origin. Magic, to elves, is the purpose for living so long, to study and craft it and to absorb all the vast knowledge made available.

ELF RACIAL CHARACTERISTICS

Elves are defined by their class levels—they do not possess racial Hit Dice. All elves have the following racial characteristics.

- **+2 Dexterity, +2 Intelligence, –2 Constitution:** Elves are nimble, both in body and mind, but their form is frail.
- **Medium:** Elves are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Elves have a base speed of 30 feet.
- **Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light.
- **Arcane Focus:** Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption that each is destined to be a powerful magic-user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.
- **Dreamspeaker:** A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma scores of 15 or higher may use *dream* once per day as a spell-like ability (caster level is equal to the elf's character level).
- **Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- **Keen Senses:** Elves receive a +2 racial bonus on Perception checks.
- **Magical Training:** Elves receive a +2 racial bonus on Knowledge (arcana) checks.
- **Sociable:** When elves attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.
- **Languages:** Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

ON PORPHYRA

The elves of Porphyra have been, in the past, a people of peace, tranquility and contemplation, content to delve in the ways of magic and the primal living world. Growing conflict with humans and their mystic obsession with Elementalism led to uneasy truces of tribute-payment and containment in the forests of The Great Green and a few other enclaves. Increasing conflict and oppression forced the elves to join together with their polar opposites, the brutish orcs, for each saw in the other the potential to help throw off their shackles, and leave their prospective ghetto-territories. From this union sprang new advances in rune-magic, weaponry, beast-taming, dimensional seeing, and philosophy, for each race had to be able to conceive of the concept of a 'god' and what worship of one would mean, for the Word to be successful. As a side effect, the race of half-orcs were created, amalgamations of magic and passion previously unknown on Porphyra, and these hybrids were the last catalyst to move forward and magically summon the New Gods to Porphyra, an act that created incalculable consequences for all beings on that world.

Since that wonderful, cataclysmic event, elves have spread out from The Great Green somewhat, and some variant groups are prominent. The Nori'sylvaen, the Black Elves of forge and mountain, have a strong presence in Azag-Ithiel; the longevity-obsessed Necrom elves of the shunned Almuut peninsula, and the Purple Tower elves of the shimmering city of Eleoporphyrene are just a few of the more notable groups. Rumors of wild elves in the jungles of Californ and the Pynian coast, driven to savagery by the influx of divine magic into an otherwise arcane magosphere are used to frighten children, but explorers go missing all the time.

The addition of Morah'silvanath, the World Tree, was somewhat of a mixed blessing to the hopeful elves of Porphyra. The Tree appeared on top of the seat of elven-Elementalist sympathizers, the Colothorians, and brought Landed elves from another, dying reality, the faithful of Saren the Untamed, who became their deific patron. The Colothorians, sometimes called Shade Elves or Poison Fay, are a blemish on the otherwise noble race, a casualty of the massive changes made to the Patchwork Planet of Porphyra.

HUMANOID, ORC

This muscular humanoid has gray-green skin and beast-like fangs, but bears a cunning look in its black eyes.

ORC (CR ½; XP 200)

Male orc runereaper 1

N Medium humanoid (orc)

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

DEFENSE

AC 13, touch 10, flat-footed 13

(+1 armor, +2 shield)

hp 14 (1d12+2)

Fort +4, **Ref** +0, **Will** +0; +2 vs. fear

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee sickle +6 (1d6+5)

Special Attacks bloodlust +1d6

STATISTICS

Str 19, **Dex** 10, **Con** 14, **Int** 11, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 15

Feats Combat Reflexes, Weapon Focus (sickle)

Skills Climb +8, Knowledge (nature) +4, Survival +4, Swim +8

SQ bloodrune power (luck), born to the land (forest), bloodrunes (4), weapon familiarity

Languages Common, Orc

ECOLOGY

Environment any

Organization Solitary, gang (2-5), hunting party (6-20 plus 3 3rd level leaders), band (21-120 plus 100% non-combatants plus 1 runereaper of 3rd level per 10 adults, plus one divine spellcaster of 5th level per 20 adults, plus 1 chief of 8th level)

Treasure NPC Gear (leather armor, heavy wooden shield, sickle, other gear)

The quasi-bestial race of orcs is much maligned throughout the myriad planes of the multiverse, usually with good reason. When placed in close proximity to soft-living humanoids, their natural aggression and pugnacity typically results in raids, slaughter, and warfare. The physical and psychological focus on strength precludes the development of intellectual pursuits, and that strength is needed to survive in the marginal areas of the worlds that orcs live on- literally, to be born into those areas, is to be an orc, because orcs can survive there. With rapid maturity, multiple birth (twins and triplets



are much more likely among orcs than humans), intestinal fortitude, orcs hit the ground running, ambitiously carving out a niche for their race to thrive.

This physical focus often leaves orcs vulnerable to manipulation from those forces that can dominate them through magic, force of arms, demand for divine devotion, or other manipulation. It is this tradition that creates the greater part of orcs' malignant reputation. Orcs love to follow warlords, evil high priests, power-hungry mages, mad gods, what have you. Left to their own devices and shown a stiff potential for resistance, orcs will respect boundaries (within reason) and heave to their own pursuits, in the territory they feel most comfortable in. They and their leaders realize that an orc in silks and sunlight is no orc, and would cease to be so very quickly.

All this being said, orcs love physical pursuits and fighting, dislike agriculture and animal husbandry, and have been known to not play well with others. Hunting parties can turn quickly into raiding parties, should vulnerabilities be observed; a loose cow is dinner on the hoof, and power named is power taken. Orcish attitude to slaves (and breeding with them) is a dark issue, with some groups enthusiastically breeding for half-orcs as brighter leaders, while others disdain the dilution of the blood of the strong with the milk of the weak, as a lesser orc, is no orc at all.

ORC RACIAL CHARACTERISTICS

Orcs are defined by their class levels—they do not possess racial Hit Dice. All orcs have the following racial characteristics.

- **+4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma:** Orcs are brutal and savage.
- **Orc:** Orcs are humanoids with the orc subtype.
- **Medium:** Orcs are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Orcs have a base speed of 30 feet.
- **Darkvision:** Orcs can see in the dark up to 60 feet.
- **Born to the Land:** Orcs gain a +2 dodge bonus to their AC when in the terrain type similar to their original tribe. At character creation select one non-planar terrain from the ranger's favored terrain list to be their traditional homeland. Once selected this cannot be changed.
- **Fearless:** Orcs gain a +2 racial bonus on all saving throws vs. fear effects.
- **Ferocity:** Orcs can remain conscious and continue fighting even if their hit point totals fall below 0. Orcs are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.
- **Weapon Familiarity:** Orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.
- **Languages:** Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, Undercommon.

ON PORPHYRA

The homeland of the orc race is Azagor, between the Bay of Plagues and The Great Green. The walled hole in the earth that was The Pit of Melkon serves as a rugged capital and mine-works, held with grudging affection in the hearts of the orcish diaspora. The orcs developed a neutral moralistic attitude than those of other worlds due to several factors; the isolation of their homeland, the absence of war-gods to drive the people to massed conflict, and the reluctance of the orcish people to be absorbed by the Elementalists.

This is not to say that there are not evil and savage members of the orcish race, far from it. Orcs respect strength above all, the ability to survive, if that means alliance with those deemed different, then so be it. The Cormazog Alliance signed in blood in BC 23 brought about exchanges in culture for three short decades: the

Nori'silvanath, or Black Elves; the orc-elf hybrids commonly called half-orcs; great leaps in orcish magical knowledge, and martial techniques for the elves.

The Calling, and the two centuries of the NewGod Wars changed the face of the world. Whole clans of orcs were captured by slavers from the Jheriak Continuance for the arena pits, Málite incursion limited travel, and, finally, the Blackwater plague and erection of the Yellow Wall in 102 and 116 AC, making Azagor technically part of the pestilential Kingdom of Avandrool. Azagor struggles to survive, the orcs seeking refuge in the depths of the land, or a better life abroad, with many making the journey through the Ghadab to the Orc-Holds of Nor-du-Mag, to escape the downfall brought about by fell magic.

THE CORMAZOG ALLIANCE

War between the elves and hobgoblins was inevitable. The orcs informed each side that whoever won the next battle would be their ultimate ally. Each side prepared for the showdown, and the hobgoblins created a legendary weapon for their champion, Gerath—the result was Heartseeker. Gerath ate the hearts he stole, and swore to feast on the elven king, Tythiran's heart, and make a gift of Heartseeker to the orc high-chief, to solidify the alliance.

Tythiran retreated to his palace with many spellcasters—some that had been banished centuries before. The king emerged, hidden in a palanquin, and was borne off to the battlefield. The elves met the hobgoblin host, and the orcish delegation watched nearby, ready to join the victor. Gerath mounted his mawgriff and set to meet the 'weak' elf king. Gerath charged and transfixing the elven king on the first pass. No blood flowed from the pale king, and he removed one of Gerath's ears with his sword. A stab of Heartseeker made true its name, hitting Tythiran's chest. Gerath only stared as Tythiran snatched away the weapon, and with it removed his head. He pitched the head and the spear into a creek, and rode to the orcish embassy. The orc high-chief challenged the elven king; "Where is my spear?" to which he replied, "Perhaps this gift will be a better one, since Gerath could not give it to you." In the small box Tythiran gave him was his still-warm heart... a gift from the Mummy King.

HYMELE

A svelte elven girl sits on a log in the clearing. Her skin has a ruddy complexion, and her hair is a deep red, and trails down her back. White flowers are knitted throughout her hair.

HYMELE (CR 1; XP 400)

CE Medium fey

Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 13 (3d6+3)

Fort +2, **Ref** +6, **Will** +5

Weakness symbiosis

OFFENSE

Speed 30 ft.

Melee slam +1 (1d3 plus grab)

Ranged shortbow +5 (1d6); includes PBS

Special Attacks poison kiss

Spell-Like Abilities (CL 3rd; concentration +5)

At-will—*control plants* (W-DC 20), *pass without trace* 3/day—*charm person* (W-DC 13), *entangle* (R-DC 13)

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 16, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 14

Feats Improved Initiative, Point Blank Shot

Skills Bluff +8, Escape Artist +9, Intimidate +5, Knowledge (nature) +9, Perception +8, Sense Motive +8, Stealth +9, Survival +5

Languages Common, Goblin, Sylvan

ECOLOGY

Environment forest

Organization solitary or cluster (2-4)

Treasure standard

SPECIAL ATTACKS

Poison Kiss (Ex) A hymele can kiss a grappled target as a melee touch attack or a helpless target as a free action.

Poison Kiss—Contact; *save* Fort DC 12; *frequency* 1/round for 4 rounds, *effect* 1d3 Dex and 1 Con damage; *cure* 2 saves. The save DC is Constitution-based.

Symbiosis (Su) Every cluster of hymeles is mystically bound to a single, lush hemlock shrub and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. The hymeles' hemlock does not radiate magic



Hymeles are wild, beautiful spirits of the poisonous hemlock plant. Like the dryads they consider rivals, hymeles are found deep in secluded woodlands, but rather than being a mysterious source of aid to travelers and woodsmen, a hymele is a mysterious source of aggravation and death.

Hymeles are aggressive and traitorous rather than shy or maiden-like. While they dislike melee, they are more than willing to take a shot at a woodsman from distant cover, their laughter ringing ominously through the forest. Hymeles use their charm abilities to lure victims away from their friends to their deaths as often as for simple mischief. If a group of travelers is discovered by a hymele, she will often try to kill off the group's animals before engaging the travelers themselves. Should a cluster of hymeles' hemlock shrubs be discovered, they will fly into a frenzied defense of the plants, whether the bushes are attacked or not.

ON PORPHYRA

Clusters of hymele are known to dwell in the Snakewood Forest. Their aggressive attacks on the loggers of Sanity Lost makes snakewood one of the rarest of all woods harvested in the Tuthon Barony. Tuthon snakewood is prized for its beauty and is often used in the construction of exquisite music instruments.

ICE OOZE

With glacial speed, this transparent blue ooze stretches out a frosty pseudopod to grasp at you.

ICE OOZE (CR 3; XP 800)

N Large ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5

Aura freezing cold (10 ft., F-DC 16)

DEFENSE

AC 4, touch 4, flat-footed 4

(-5 Dex, -1 size)

hp 52 (7d8+21)

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

Defensive Abilities ooze traits, split

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +7 (1d6+3 plus 1d4 cold)

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

Special Attacks engulf (R-DC 1d4 cold and freezing cold)

STATISTICS

Str 17, **Dex** 1, **Con** 17, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +9; **CMD** 14 (can't be tripped)

Skills Climb +11

SQ transparent

ECOLOGY

Environment cold

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Freezing Cold (Su) The air around an ice ooze is extremely frigid. All within 10 feet of the ice ooze, who lack cold immunity, must make a Fortitude save DC 16 or suffer a -2 penalty to all attacks, saves, and skill checks until they leave the area. The save DC is Constitution-based.

Split (Ex) If attacked with fire, an ice ooze will ignore up to 10 hp of fire damage, and split into two adult ice oozes, each with half of the original's current hit points. No further division or heat absorption can take place for one month.

Transparent (Ex) Due to its light blue colouration, an ice ooze is difficult to discern in cold and snow-laden environments. A DC 15 Perception check is required to notice a motionless ice ooze. Any creature that fails to notice an ice ooze and walks into it is automatically engulfed.



Ice oozes spend much of their time in a stasis-like state to conserve energy. They are very hard to detect, as they appear to be a coating of ice upon the ground, wall, rock surface or even tree. They are stirred to action by the presence of heat within their blindsight. Though they live in cold climates, they are not immune to cold, nor are they vulnerable to fire. In fact, if subjected to fire magic, an ice ooze will reproduce asexually into two identical adult oozes.

ON PORPHYRA

When the Ice Tyrant held domain over the Ice Giants and Frost Giants of the Northlands, he used his divinity to bring ice ooze into existence by combining the essence of a slime with that of a water elemental. Too small a creature to be a threat to his giant forces, the ice ooze, though mindless, were very effective at destroying humanoid encampments and boltholes.

IOUN REMNANT

A beautiful, coruscating collection of variegated gems floats towards you, spinning around a central crystal globe, seemingly under intelligent control.

IOUN REMNANT (CR 7; 3,200 XP)

NE Diminutive construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3

Aura rainbow pattern (20 ft., W-DC 20)

DEFENSE

AC 21, touch 17, flat-footed 17

(+3 Dex, +4 natural, +4 size)

hp 82 (15d10)

Fort +3; **Ref** +6, **Will** +6

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

Defensive Abilities all-around vision

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Ranged 8 ioun rays +22 touch (special; see below)

Space 1 ft.; **Reach** 0 ft.

Special Attacks suggestion

STATISTICS

Str 6, **Dex** 16, **Con** —, **Int** —, **Wis** 16, **Cha** 16

Base Atk +15; **CMB** +9; **CMD** 22 (can't be tripped)

Languages telepathy 100 ft.

SQ domancy

ECOLOGY

Environment ruins

Organization solitary

Treasure 0-8 ioun stones

SPECIAL ABILITIES

Dormancy (Ex) When an ioun remnant has been deprived of its eight *ioun stones* it rests as a single crystal globe in a dormant state. While in this state it acts as a cursed *crystal hypnosis ball* (see *Pathfinder Roleplaying Game Core Rulebook*) and uses its power to implant the suggestion in the minds of others to recover eight *ioun stones* and bring them to it. Once there are eight or more *ioun stones* within 100 ft., the ioun remnant may instantly take control of all such *ioun stones* and come to life again.

Although it takes eight *ioun stones* to activate a dormant ioun remnant, once activated, it will remain active until all of its secondary stones are destroyed or its central stone is destroyed. A secondary *ioun stone* may be targeted and destroyed individually (AC 24, touch 18,

flat-footed 24, hp 10, hardness 10).

Ioun Rays (Su) An ioun remnant can produce up to 8 magical rays each with a range of 100 ft. Each round it can fire all of its rays at any number of targets within range. It cannot make physical attacks in the same round as it fires its ioun rays. The save DC for the ioun rays is 20. The save DC is Charisma-based. The types of powers are dependant on the types of *ioun stones* used in activation.

- Central stone - *suggestion* (Will negates)
- Dull Grey - 2d6 piercing
- Clear - 4d6 nonlethal (Fort half)
- Dusty Rose - armor gains the broken condition (*magic armor* gets a Fort save)
- Deep Red - 1d2 Dex damage (Fort negates)
- Incandescent Blue - 1d2 Wis damage (Will negates)
- Pale Blue - 1d2 Str damage (Fort negates)
- Pink - 1d2 Con damage (Fort negates)
- Pink and Green - 1d2 Cha damage (Will negates)
- Scarlet and Blue - 1d2 Int damage (Will negates)
- Dark Blue - *slow* (Will negates)
- Iridescent - *crisis of breath* (Will negates, Fort partial) (Psionics Unleashed)
- Pale Green - *crushing despair* (Will negates)

Ioun Effects (Su) Not all ioun stones grant the ioun remnant powerful ray attacks. Some ioun stones provide other benefits to the remnant.

- Pale Lavender - absorbs spells of 4th level or lower. Once the stone has absorbed 20 levels worth of spells it becomes dull grey.
- Pearly White - gains fast healing 1
- Orange - +2 DC on all ray attacks
- Vibrant Purple - stores six levels of spells, as a *ring of spell storing*
- Lavendar and Green - absorbs spells of 8th level or lower. Once the stone has absorbed 50 levels worth of spells it becomes dull grey.

Immunity to Magic (Ex) An ioun remnant is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- If affected by an *anti-magic* effect, the ioun remnant must make a Fortitude save or instantly become dormant for 3d6 rounds or as long as the *anti-magic* effect persists.

Rainbow Pattern (Su) The continual and scintillating orbits of an ioun remnant's revolving stones create a *rainbow pattern* effect (Will negates DC 20). The effect is

always centered on the ioun remnant itself. The save DC is Charisma-based.

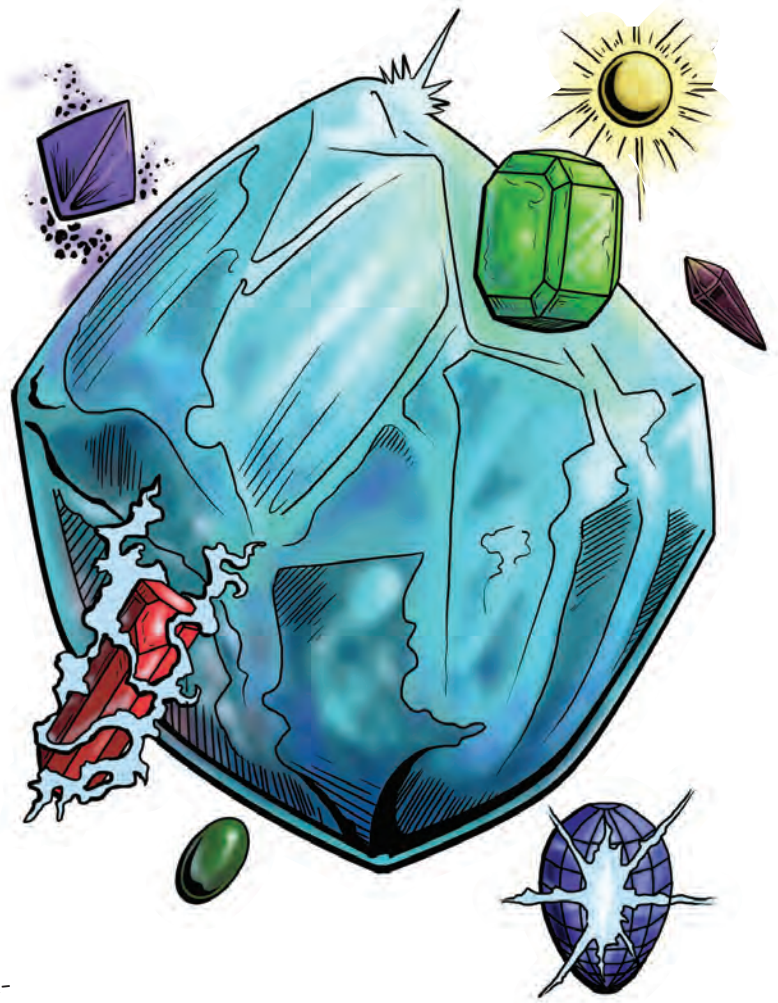
Scrying (Su) At will, an ioun remnant may *scry*.

Suggestion (Su) Whether dormant or active, an ioun remnant may use its central stone to implant a *suggestion* (Will save DC 20) once per round. The *suggestion* is delivered telepathically and is therefore not language-dependant.

Scholars have long posited that lithic intelligences, those composed of stone or crystal, have established civilizations past and present, existing alongside our own. The oreads, and perhaps the dwarves, as well, have legends about the 'crystal ancients' and their geode kingdoms in the ground. Hardly believable to surface people are the stories that these crystalline sentients created automatons of their own- to protect their demesnes while they were otherwise dormant, asleep to the stones of organic beings.

Foremost and most fearsome are the Remnants, powered and armed by magical ioun stones, those most desired of personal magic items. They are named 'remnants' by organics, as they are the most animate remains of the crystal ancients' society. That ioun stones are so intrinsic to the remnants' existence gives strong evidence to the origin of such items- or perhaps the stone beings are more adaptable to outside conditions that we give them credit. The ioun remnants act as guardians and protectors of deep ruins, repositories of ancient knowledge, or as mobile war machines of inventive and unscrupulous wizard-plunderers.

In any case, ioun remnants appear as a group of eight levitating ioun stones circling a central crystal globe, the whole arrangement emitting a rainbow pattern with the corresponding effects. The mobile construct patrols a programmed area, and follows complex instructions for millennia, to the point of rearming itself if deprived of the ioun stones it needs to be animate. They do not reason or negotiate, and only those who know the particular language and formulae can alter their orders, though the remnant itself will communicate to implant suggestions as it has been instructed. With its scrying power, an ioun remnant can monitor an entire dungeon complex, and has been frequently know to do so, to would-be archaeologist's dismay.



CONSTRUCTION

Much like ioun stones, solid information on the construction of this wondrous construct have been lost to the ages. All attempts at creating a controllable ioun remnant has resulted in failure and the death of the craftsman who challenged fate on this matter.

ON PORPHYRA

Ioun remnants were the special bodyguards of the Elemental Lords, and some still remain in the fastness of hidden elemental strongholds. Their construction predates The Calling and some argue it even predates the Elemental Lords. Most often ioun remanants are now encountered in the ruins of the old world.

INVIDIAN

The shopkeeper leads you to a back room, then turns and smiles a horrible grin, reaching out with suddenly harsh and crooked claws...

INVIDIAN (CR 3; XP 800)

CE Medium monstrous humanoid (shapechanger)

Init +0; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 11, flat-footed 15

(+1 dodge, +5 natural)

hp 27 (5d10)

Fort +3, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+1 plus grab)

Special Attacks steal visage (grab)

STATISTIC

Str 12, **Dex** 11, **Con** 11, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +6 (+10 grapple); CMD 17

Feats Deceitful, Dodge, Great Fortitude

Skills Bluff +17, Disguise +9, Perception +9; **Racial**

Modifiers +8 Bluff

SQ change shape (*alter self*; any Small or Medium humanoid whose visage has been stolen)

ECOLOGY

Environment urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Steal Visage (Su) If the invidian begins its turn with an opponent grappled, it can attempt a new combat maneuver check. If it succeeds, the opponent must make a Fortitude save (DC 14) or have its face removed. The victim is left blinded, deaf and mute. The victim could also die of starvation if the face is not restored. The invidian may discard the stolen face or apply it to its own face as a standard action. While wearing the stolen face the invidian gains the ability to speak any languages of the opponent as well as its speaking voice and mannerisms. If the opponent dies while the visage is stolen, the mask persists. A stolen visage can be restored to an opponent by a invidian or by powerful healing like a *regenerate* spell.

The laws of piety regard the sin of envy to be lesser, a sin of the flesh. Those persons that are consumed with envy are monsters in whatever flesh they hold, but sometimes,



in the presence of dire and ancient magic, ordinary humanoids are transformed into foul monsters with specific and horrific powers. Such are the invidians. An invidian constantly strives to get “better” faces and identities, though likely the satisfaction of one of these evil things has never been reached.

Invidians have no ‘natural’ form, as the race of doppelgangers do; as they acquire faces from victims, their form becomes that of the victim. A victim of their steal visage attack becomes a horror themselves, and there have been several instances of struggling victims being slain in an invidian’s wake. They become eyeless, earless, mouthless freaks, with only a pair of nostrils with which to breathe. The invidian possessing their face must be forced to return it to the victim, before he or she starves to death.

ON PORPHYRA

Invidians on Porphyra are called wajari, created by a cabal of renegade elementalists that consorted with the newly discovered race of demons. Most also have at least one type of element resistance 3, usually fire.

IRON CRAB

This large crab appears to be completely made of metal.

IRON CRAB (CR 7; XP 3,200)

N Medium magical beast (aquatic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 20
(+10 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +1

DR 5/wood; **Immune** poison, pressure; **Resist** cold 10;

SR 18

OFFENSE

Speed 20 ft.

Melee 2 claws +10 (1d6+4 plus grab plus poison)

Special Attacks constrict (1d6+4)

Spell-Like Abilities (CL 8th; concentration +7)

1/day—*iron body*

STATISTICS

Str 19, **Dex** 10, **Con** 19, **Int** 14, **Wis** 9, **Cha** 9

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 20 (32 vs. trip)

Feats Ability Focus (poison), Power Attack, Skill Focus (Craft [jewelry]), Weapon Focus (claw)

Skills Climb +15, Craft (jewelry) +13, Perception +10 (+18 gems and metals), Swim +15; **Racial Modifiers** +8 to Perception for gems and metals

SQ amphibious

Language Aquan, Trench

ECOLOGY

Environment aquatic

Organization solitary

Treasure double (only metals and gems)

SPECIAL ABILITIES

Metallic Poison (Ex) Claws—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 2 saves

Found on the ocean floor near hydrothermal vents, these creatures resemble large crabs with a thick coat of metal over their shell. The shell is built up of armor plating shaped from minerals collected around hydrothermal vents. Iron crabs look like a drunken metal smith made them. Ungainly, nonsymmetrical, and badly balanced, they appear more humorous than threatening—but they are far more dangerous than their appearance suggests.



Iron crabs are the preeminent metallurgists of the seas. They are intelligent creatures, well versed in gems, precious metals, jewelry and similar items. They spend their days scouring the ocean floor for minerals and gemstones, hiding away their findings in their cave lairs until they have a vast horde of unworked metal and gemstones.

Iron crabs then go on a crafting spree, transforming their hoard into fine pieces of art. Once the horde is all finished goods, the crabs seal up their cave and go looking for a new one, starting the cycle of gathering and crafting all over again. It usually takes a century to build up a hoard of sufficient size and craft it all into jewelry. No one knows what drives the creatures to do this, or why they leave behind vast storehouses of wealth in their caves just to start all over again with nothing.

Because of their hoards, iron crabs are often sought out by nefarious sorts hoping to steal their vast wealth. They do not share with others, however, unless they are done a great service, shown great respect, or taught something new about metallurgy.

ON PORPHYRA

Given the gift of metal bonding by Elementalist Lords, iron crabs served a mercenary role in the NewGod Wars, in the waters surrounding the Rainbow Isles.

IRONCLAD LICH

An ironclad lich is a malevolent combination of construct and undead psionist.

APPEARANCE CHANGES

Ironclad liches have a humanoid form, but are composed completely out of metal. They skull floats an a tank while their mechanical form burns linite to mantain it. A number of soul cages are chained to its iron body.

CREATING AN IRONCLAD LICH

“Ironclad Lich” is an acquired template that can be applied to any psionic creature capable for creating the required mechanical body. An ironclad lich uses all of the base creature’s stats and abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Size: Size increases on category step, adjust the base creature’s Str, Dex, and natural armor modifier based upon the monster advancement rules (see Pathfinder Bestiary).

Type: The creature’s type becomes undead. Do not change the BAB, saves, or skill ranks.

Senses: An ironclad lich gains darkvision 120 ft. and lifesense 120 ft.

AC: The ironclad lich has its natural armor bonus increased by +10. They can no longer wear armor.

Hit Dice: Change all of the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, ironclad liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: An ironclad lich gains +4 channel resistance, DR 10/magic and adamantine, immunity to cold, resistance 20 to electricity and fire, and power resistance equal to CR+11. The ironclad lich also gains the following defensive abilities.

Firebox Vulnerability (Ex) An ironclad lich’s firebox fails when completely submerged in water or any other liquid. An ironclad lich is stunned when its firebox is unlit.

Repair (Ex) An ironclad lich cannot be healed by negative energy as undead typically can but it can receive healing from the power *psionic repair*. It heals 1 point of damage per manifestation.

Reliance on Fuel (Ex) Ironclad liches require linite to funtion. They require refueling (roughly 5 pounds of linite) every 12 hours. If not refueled, its next hour of operation is spent fatigued. After that, the ironclad



lich becomes exhausted for one hour, after which it is stunned. At this point, its firebox must be re-lit before it can function again. An ironclad lich engaged in strenuous activity must refuel after 6 hours.

Rejuvenation (Su) When an lich’s body is destroyed, its primary soul cage (one of which, considered the primary soul cage, is hidden by the ironclad lich in a safe place) immediately begins to rebuild the undead psionist’s mechanical body nearby. This process takes 1d10 days—if the mechanical body is destroyed before that time passes, the primary soul cage merely starts the process anew. After this time passes, the ironclad lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack/Damage: An ironclad lich gains two claws attacks as primary natural weapons that deal damage appropriate for one size category larger.

Special Attacks: An ironclad lich gains the special attack described below.

Soul Cage Psionics (Su) Beyond the psionics an ironclad lich normally possesses, it can use a number of soul cages to trap psionic energy as a 17 power point, cognizance crystal. Unlike normal cognizance crystal, soul cages are filled with the psionic energy of those creatures that die within 30 ft. of it. The amount of psionic en-

ergy gained is summarized below:

- Creatures with a power pool: ½ of all power points remaining at the time of death.
- Creatures with psi-like abilities: ½ the power points needed to manifest each of their powers once.
- Non-psionic creatures: a number of power points equal to the sum of their mental ability modifiers.

An ironclad lich possesses a primary soul cage (hidden; see above) plus one soul cage per 4 Hit Dice. It is not an action for the soul cages to absorb the psionic energy of creatures that are killed. The ironclad lich can access this psionic energy as if each of the soul cages were a separate cognizance crystal. As opponents, assume an ironclad lich has 1d10+7 power points store in each of their soul cages.

Abilities: Str increase due to its size must be at least 20, if it is below this value then raise it to 20. Int +2, Wis +2, Cha +2. Being undead an ironclad lich has no Constitution score.

Skills: Ironclad Liches have a +8 racial bonus to Perception and Sense Motive. They always treat Autohypnosis (Wis), Craft (machines) (Int), Knowledge (psionics) (Int), and Spellcraft (Int) as class skills. Otherwise, skills are the same as the base creature.

THE BODY AND SOUL CAGES

An integral part of becoming an ironclad lich is the creation of the body in which the character stores his soul and the soul cages it traps its memory and psionic energy within. The only way to get rid of an ironclad lich for sure is to destroy its body and soul cages.

Each ironclad lich must create its own ironclad body using the Craft Construct feat and its own soul cages by using the Craft Cognizance Crystal feat. The character must be able to manifest powers and have a manifester level of 11th or higher. The iron body costs 24,500 gp to create and its soul cages for 30,000 gp a piece.

The most common form of soul cage is a metal lantern with an embedded crystal that radiates light in a 30 ft. radius. The lantern is sealed and has psionic sigils covering its surface. The soul cage is tiny has 40 hit points, hardness 20, and break DC of 40.

SAMPLE IRONCLAD LICH

This sample ironclad lich uses a female human cryptic 11 as its base creature.

PATTERN OF SUFFERING (CR 12; XP 19,200)

NE Large undead (augmented humanoid, psionic)

Init +1; **Senses** darkvision 120 ft., lifesense 120 ft., Perception +16

DEFENSE

AC 23, touch 11, flat-footed 22

(+1 Dex, +12 natural)

hp 88 (11d8+32)

Fort +5, **Ref** +8, **Will** +9

Defensive Abilities altered defense 3 (9 rounds/day), evasion, rejuvenation, repair

Weakness firebox vulnerability, reliance on fuel

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d8+5)

Ranged touch disrupt pattern +9 (1d6+5 plus 6d6)

Special Attacks disrupt pattern (humanoid, outsider), soul cages (13/14/15 hidden)

Powers Known (ML 11th; concentration +16); 63 **pp**
4th level—*disrupting strikes*, *fold space*

3rd level—*dispel psionics*^A, *evade burst*^A, *sharpened edge*

2nd level—*animal affinity*^A, *concealing amorph*^A, wall walker

1st level—*call to mind*^A, *inevitable strike*^A, *offensive prescience*^A

0th level—*create sound*, *psionic repair*

A augmentable

STATISTICS

Str 20, **Dex** 12, **Con** —, **Int** 21, **Wis** 15, **Cha** 14

Base Atk +8; **CMB** +9, **CMD** 21

Feats Craft Cognizance Crystal, Craft Wondrous Item, Extra Disruption Type, Improved Disruption, Merge Designs, Power Penetration, Psionic Body, Scribe Tattoo

Skills Craft (machines) +18, Craft (trap) +29, Disable Device +15, Knowledge (psionics) +18, Perception +24, Sense Motive +24, Spellcraft +18, Use Magic Device +16

SQ hidden pattern, insight (disrupted healing, empower trap, fast stealth, shatter pattern, swift trigger), pattern designs, swift trapper, trapfinding, trapmaker

Languages Common, Goblin, Gnoll, Infernal

Gear NPC Gear (21,000 gp worth of gear; including up to 21 psionic tattoos plus one hidden soul cage)

ON PORPHYRA

Ironclad lichs are incredibly rare. They are almost always based near linite mines (see *Godmetals of Porphyra* for information on linite).

IRONWIFE

This contraption is as tall as a man, but formed as a female warrior.

IRONWIFE (CR 8; XP 4,800)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 23, touch 11, flat-footed 22; (+1 Dex, +12 natural)

hp 75 (10d10+20); **fast healing** 5

Fort +3, **Ref** +5, **Will** +6

DR 10/adamantine; **Defensive Abilities** spikeskin; **Immune** construct traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (1d6+5) or 2 claws +15 (2d4+5 plus grab)

Special Attacks berserk, impale (3d4+7)

STATISTICS

Str 20, **Dex** 12, **Con** —, **Int** 10, **Wis**, 13, **Cha** 4

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 25

Feats Body Guard, Combat Reflexes, Improved Initiative, Lightning Reflexes, Lunge

Skills Perception +15, Sense Motive 15; **Racial Modifiers** +4 Perception, +4 Sense Motive

Languages any one

ECOLOGY

Environment any

Organization solitary

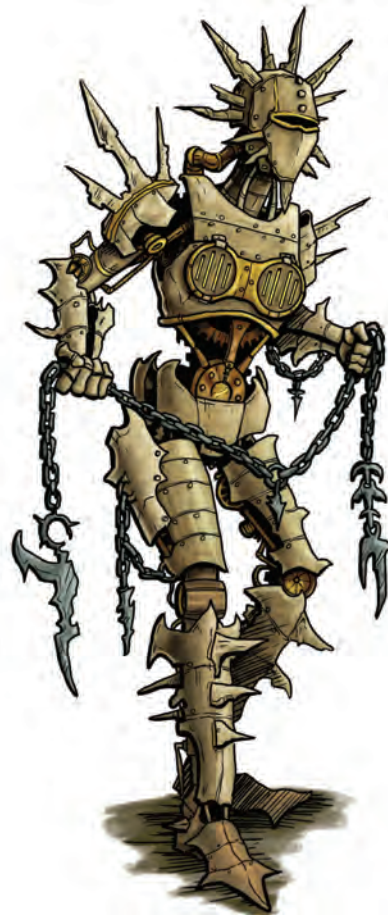
Treasure none

SPECIAL ABILITIES

Berserk (Ex) When an ironwife enters combat, there is a cumulative 2% chance each round that its bound spirit within it breaks free and the ironwife goes berserk. The unbond construct runs amok and attacks the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The maiden's master, if within 100 feet, can try to regain control by speaking firmly, persuasively, or threateningly to the construct, which requires a successful Charisma check (DC 15). It takes 30 seconds of rest by the maiden to reset its berserk chance to 0%.

Impale (Ex) A transformed ironwife deals 3d4+7 points of damage on a combat maneuver check when grappling or being grappled.

Spikeskin (Ex) As a move action, the ironwife can transform to reveal a multiple of spikes and blades about her



body. When in this form she has 2 claw attacks as listed above, and the ironwife's reach is improved to 10 ft. She transforms into this form as a free action when berserk.

Ironwives are constructs infused with the soul of a loyal guardian whose mortal time has passed. They are female in form and as they are intelligent. They accompany their master everywhere to ensure their safety.

CONSTRUCTION

An ironwife's body must be constructed out of 600 pounds of iron and fastened together with rare godmetals worth at least 2,000 gp.

IRONWIFE

CL 9th; **Price** 42,000 gp

CONSTRUCTION

Requirements Craft Construct, *keen edge*, *heat metal*, *limited wish*; **Skill** Craft (armor) or Craft (weapons) 14; **Cost** 22,000 gp

ON PORPHYRA

Ironwives are common among arms merchants in the city of Treadwell in the Clockwork Lands.

ITH'N YA'ROO

Humanoid in shape, they are typically crouched like apes, with heavy white fur, large fangs and claws, gnarled horns and bearish features.

ITH'N YA'ROO (CR 5; XP 1,600)

LE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 18, touch 10, flat-footed 18

(+1 Dex, +8 natural, -1 size)

hp 66 (7d10+28)

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

Resist cold 10

OFFENSE

Speed 40 ft.

Melee reinforced bone greataxe +12/+7 (3d6+9/x3) or 2 claws +12 (1d6+6)

Ranged reinforced bone javelin +7 (1d8+6)

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

Special Attacks berserker rage

Spell-Like Abilities (CL 7th, concentration +8)

At-will—*magic weapon, reinforce armaments*

STATISTICS

Str 22, **Dex** 12, **Con** 19, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +7; **CMB** +14 (+16 sunder); **CMD** 25 (27 vs. sunder; 29 vs. bull rush, drag)

Feats Cleave, Great Cleave, Improved Sunder, Power Attack

Skills Acrobatics +1 (+5 balance, +5 jump), Intimidate +11, Perception +13, Sense Motive +10, Survival +13;

Racial Modifiers +4 Acrobatics check to balance

Languages Ith'n Ya'roo

ECOLOGY

Environment cold

Organization solitary, hunters (2-5), tribe (4-16 plus 1, 3rd-level oracle and 1, 5th-level ranger)

Treasure standard

SPECIAL ABILITIES

Berserker Rage (Ex) Ith'n ya'roo as a free action can enter a berserker rage for 14 rounds per day. During this rage, the Ith'n ya'roo gain a +4 morale bonus to Strength and Constitution, as well as a +2 more bonus to Will saves. Any attacks made with natural or manufactured weapons deal an additional 1d8 points of cold damage. The ith'n ya'roo suffers a -2 penalty to Armor Class.

Firm Grip (Ex) Ith'n ya'roo have spent so much time traversing ice and treacherous terrain that it no longer



feels slippery or unsteady under their feet. They gain a +4 racial bonus on Acrobatics checks concerning balance as well as a +4 racial bonus to resist bull rush and drag attempts.

The ith'n ya'roo are a proud and barbaric arctic race. Fully upright, most ith'n ya'roo would stand about 9 feet tall, however their posture lowers them almost 2 feet. Their weapons are always carved out of the remains of their fallen enemies. This is a matter of pride to the ith'n ya'roo, and they use no other weaponry, except their claws. Ith'n ya'roo are savage and temperamental, not trusting outsiders or foreign ideas.

Despite their xenophobia, the ith'n ya'roo have a passion for two products not of their own make: red wine and gold. They trade with other races for these two precious commodities, but only with select individuals. Typically the ith'n ya'roo trade carved bone or ivory items, although some tribes have been known to trade glacier beast hides and horns.

Ith'n ya'roo have their own language, although it does not have a written form, and they rarely learn another race's language unless they deem the entire race intelligent.

Ith'n ya'roo society is shamanistic, tribal, and nomadic. They live in villages of mobile tents, which

they cart across the arctic landscape, following the path of food through the seasons. Due to the lack of trees in their lands, all of their belongings, including their homes, are made from either bone or hide.

Ith'n ya'roo villages are led by a council of elders, who decide the laws and the judgments, and command the movement of the village. The four eldest ith'n ya'roo in the village as well as the eldest shaman are the only ones eligible to sit on the council. Each village is considered a separate nation and has its own laws and customs. Villages often clash over prime hunting territories, especially in times of shortages.

Ith'n ya'roo have unusual ideas about what constitutes intelligence in other races. Generally, ith'n ya'roo believe all other beings are animals, and should be treated as such. Certain foreign individuals may prove themselves intelligent to the ith'n ya'roo, but this has no bearing on how the ith'n ya'roo treat other members of the race. Typically, anyone who can provide the ith'n ya'roo with gold or wine and who can prove themselves in battle is treated as intelligent, and is considered a potential trading partner.

Ith'n ya'roo youth must prove themselves in the hunt. Often large bands of ith'n ya'roo wait at a distance and watch as a young warrior attacks alone. Survivors are considered of age, and are entitled to take a mate. The most revered and honored prey of the ith'n ya'roo is the terrible glacier beast. Glacier beasts are never faced alone. Anyone helping to defeat one of these monsters is highly elevated in status, and can marry multiple mates.

Purple Duck Note: *In May of 2012, I was already beginning to sit on a lot of art for this project. Sitting on art can be expensive so to help defray some of that cost we launched the Fehr's Ethnology line of racial supplements to spread out the cost of a full color monster book. The Ith'n Ya'roo was the first "new" race, Perry Fehr developed. He was not shown the monster entry and only had the picture to work from, yet he came up with something quite similar which I think is a testament to Gary Dupuis's ability to tell a story with his art.*

ON PORPHYRA

Ith'n Yaroo are a race of arctic beastmen forged from the amalgamation of human and yeti stock. They live in the Frozen North, the Northlands, and the Eternal Ice regions of Porphyra.

Ith'n Ya'roo Racial Characteristics

Ith'n Yaroo characters are defined by their class levels and the following racial characteristics.

- **+2 Strength, +2 Wisdom, -4 Intelligence:** Ith'n ya'roo have heavy muscles under their fur, and have a knack for craft and understanding the natural world. Their harsh wilderness life, however, has limited their development of abstract thought.
- **Monstrous Humanoid:** Ith'n ya'roo are monstrous humanoids from the polar wastes.
- **Medium:** Ith'n ya'roo are medium creatures, with no penalties or bonuses due to size.
- **Darkvision:** Ith'n ya'roo have darkvision 60 feet.
- **Normal Speed:** Base speed for ith'n ya'roo is 30 feet.
- **Natural Armor:** The thick pelt of the ith'n ya'roo gives it a +2 bonus to armor class.
- **Natural Attack:** A pair of hooked horns are the ith'n ya'roo's natural weapons, and do 1d6 plus strength bonus as a primary attack.
- **Resistance to Cold:** Adaptation to their environment has given the ith'n ya'roo cold resistance 5.
- **Vulnerability to Fire:** Ith'n ya'roo are vulnerable to fire attacks, both due to their climatic adaptation, and their long fur. Ith'n ya'roo take an additional 50% damage from fire attacks.
- **Bonecrafter:** Ith'n ya'roo gain +2 on all Craft or Profession checks to create objects from stone or bone. Ith'n ya'roo use Wisdom instead of Intelligence for all Craft checks involving bone. Ivory counts as bone for this purpose.
- **Bonechanter:** Using traditional incantations, ith'n ya'roo can use *reinforce armaments* as a spell-like ability twice per day, with the caster level equal to the character's Hit Dice.
- **Languages:** Ith'n ya'roo characters begin play speaking Common and their own language, Ya'roo. Ith'n ya'roo with high intelligence can choose from the following; Giant, Draconic, Sylvan, and the dialect of any human groups from the arctic region.

KAHRN

This furry creature possesses four powerful arms that end in grasping three-fingered hands. Its mouth is filled with multiple rows of teeth and its eyes are a solid silver colour.

KAHRN (CR 7; XP 3,200)

CN Large magical beast

Init +5; **Senses** low-light vision; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19

(+1 Dex, +10 natural, -1 size)

hp 115 (10d10+60); fast healing 5

Fort +12, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee 4 claws +14 (1d6+5 plus grab), bite +14 (1d8+5 plus anti-poison)

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

Special Attacks rend (2 claws, 2d6+7)

STATISTICS

Str 21, **Dex** 12, **Con** 20, **Int** 7, **Wis** 15, **Cha** 14

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 27 (31 vs. trip)

Feat Combat Reflexes, Improved Initiative, Light Sleeper, Power Attack, Toughness

Skills Perception +15

SQ spawn

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Anti-Poison (Ex) Bite—*save* Fort DC 20; *frequency* 1/round for 5 rounds; *effect* heals 2d8; *cure* 1 save; The save DC is Constitution-based.

Spawn (Su) After 4 rounds of continuous combat, the kahrn can, as a full-round action, attempt to reproduce. The spawn forms as a bud on its back, which spurts open the following round, producing a larval kahrn (as kahrn with the young creature template applied twice). The creature can use this ability only once every six months.

Kahrn are creatures of evolved to live and thrive in an environment of violence. Asexual creatures, these magical beasts draw energy from combat with other sentient creatures in which to fuel their own propagation. They are not mindless beasts though and will often take the time to evaluate a foe at a distance to determine if it can



provide them with the energy they need before attacking.

For obvious reasons, the kahrn seeks out combat. It has no interest in fighting an opponent it cannot defeat. In combat, it usually refrains from using its bite. However, if a weak opponent appears to be faltering, the kahrn uses the healing poison in its bite to restore and sustain it, so it can continue to fight. The kahrn will never use its bite on an obviously superior foe.

Kahrn larvae look like smaller versions of the parents. They feed on combat like adults, and they are born hungry, eager to join in the battle that gave them life. They are about 4 feet high and 3 feet long. Their hairless bodies are covered in moist grey flesh. After about a year, the larvae mature into adults, but they are forced to fend for themselves immediately.

ON PORPHYRA

Kahrn are prolific in any land that is experiencing conflict. The Jheriak Continuance employs kahrn in its mercenary training programs to provide them with an endless supply of potential opponents. It is said that groups of kahrn have begun to assemble in the Giant's Retreat near the foot of the Dagger Peaks. As kahrn are typically solitary creatures, it is very concerning to many who study them that so many are converging in one place.

KAKODAIMON

This creature is roughly spherical, with no visible limbs or manipulating organs. It is essentially an ugly, round floating demon head. Unholy fires burn within its mouth.

KAKODAIMON (CR 11; XP 12,800)

CE Large outsider (evil, extraplanar, fire)

Init +1; **Senses** darkvision 60 ft., Perception +22

DEFENSE

AC 23, touch 11, flat-footed 21

(+1 Dex, +1 dodge, +12 natural, -1 size)

hp 119 (14d10+42); **regeneration** 5 (good)

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

DR 10/good; **Defensive Abilities** noxious fumes; **Immune** acid, fire; **Resist** electricity 10; **SR** 22

Vulnerable cold

OFFENSE

Speed fly 60 ft. (perfect)

Melee bite +18 (2d6+7)

Ranged Touch spit fire +14 (special)

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

Spell-Like Abilities (CL 14th; concentration +16)

At-will—*detect thoughts* (W-DC 14), *grease*, *greater teleport* (self plus 50 lbs. of gear), *locate creature*, *protection from good*, *see invisibility*

3/day—*dispel magic*

1/day—*acid fog*, *repulsion* (W-DC 18)

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 15

Base Atk +14; **CMB** +20; **CMD** 32 (can't be tripped)

Feats Alertness, Dodge, Flyby Attack, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run

Skills Bluff +19, Intimidate +19, Perception +22, Sense Motive +22, Stealth +14, Survival +18

Languages Abyssal, Infernal, telepathy 100 ft.

ECOLOGY

Environment planes (outer, inner)

Organization solitary or gang (2-5)

Treasure standard

SPECIAL ABILITIES

Noxious Fumes (Ex): Kakodaimons produce a foul stench when injured; anyone within 30 feet of a kakodaimon when it suffers damage must make a Fortitude save (DC 22) or be nauseated for one round. The save DC is Constitution-based. Furthermore, these fumes are explosive; if a fire-based attack or effect occurs within 30 feet of the kakodaimon within the next round, the whole area is filled with a fiery explosion that does 4d6 points



of fire damage (Reflex save, DC 17 for half damage).

Spit Fire (Su): A kakodaimon can spit a gout of fiery slime as a ranged touch attack with a range increment of 30 feet. Any target hit by this flame takes 2d8 points of fire damage and 1d6 points of unholy damage in the first round, 2d6 points of fire and 1d6 unholy in the second round and 2d4 points of fire damage and 1d4 points of unholy damage in the third round. A character can wash off the clinging fire by pouring holy water on himself.

Kakodaimons are sentries and hunters spawned on certain lower planes where more conventional trackers such as hellhounds or retrievers cannot navigate the terrain. They bear a strong resemblance to certain other floating many-eyed horrors, leading some sages to speculate that kakodaimons are the damned souls of such beings. Kakodaimons are often employed as torturers and jailers of the other damned.

ON PORPHYRA

Kakodaimons are sometimes employed as assassins by erkunae, and through that association by the femanx as well. The flickering lights seen in the mists surround Erkusaa are either kakodaimons sentries or the flames of playful dragons.

KECH

This creature is a monkey-like man-sized humanoid with sapphire blue eyes and brown leaves covering its body.

KECH (CR 3; XP 800)

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13

(+2 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +6, **Will** +5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +5 (1d6+1), 2 claws +5 (1d4+1)

Special Attacks rend (2 claws, 1d4+1)

Spell-Like Abilities (CL 4th)

Constant—*pass without trace*

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Mobility

Skills Acrobatics +6, Climb +9, Perception +10, Stealth +13 (+21 in forests), Survival +8; **Racial Modifiers** +2 Perception, +4 Stealth (+8 Stealth in forests)

Languages Common, Kech

ECOLOGY

Environment forests, jungle

Organization pack (2-5), or band (1-8 plus 50% non-combatants)

Treasure standard

Kech are monkey-like humanoids standing about 6 feet tall and weighing about 150 pounds. They make their homes in trees and prefer to move through the trees rather than on the ground. They have an almost human organization and society among the various tribes and clans. Family units dwell in a single lair (usually a hollowed tree or small hut built among the branches of a leafy tree). The kech has leathery skin that on first glance resembles a covering of leaves and foliage. Kech speak their own language and many learn to speak Common.

KECH CHARACTERS

Kech are defined by their class levels, as a playable race they do not possess racial Hit Dice. All kech have the following racial characteristics.

- **+2 Dexterity, +2 Wisdom, -2 Intelligence:** Kech are



agile creatures with a keen sense of their surroundings but are more savage and uneducated than standard races.

- **Medium:** Kech are Medium creatures and have no bonuses or penalties due to their size.
- **Quick and Agile:** Kech have a base speed of 40 ft. and possess a climb speed of 20 ft.
- **Darkvision:** Kech can see in the dark up to 60 feet.
- **Leaf-Like Skin:** Kech possess a +4 racial bonus to Stealth in forested areas and possess a +2 natural armor bonus.
- **Natural Weapons:** Kech possess 2 claws (1d4) and a bite (1d6) attack as natural weapons.
- **Untraceable:** Kech of 4th level possess *pass without trace* as a constant magical effect.
- **Weapon Unfamiliarity:** Kech are slow to learn how to use manufactured weapons. They do not gain any weapon proficiencies for taking a heroic class. You must take feats to acquire proficiency in new weapons.

ON PORPHYRA

Kech are found in among the limbs of the World Tree and within the Great Green. They tend to be gregarious creatures who trade and form alliances with other races.

KHUZDAN JACKAL

An oddly solitary jackal jitters and jumps in your backtrail, watching you from a distance. Thin drool falls from its muzzle- but it does not seem to be rabid.

KHUZDAN JACKAL (CR 1/4; XP 100)

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11

(+3 Dex, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +3 (1d4-2 plus poison)

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 13

Base Atk +0; **CMB** +2 (+4 steal); **CMD** 10 (12 vs. steal, 14 vs. trip)

Feats Agile Maneuvers, Improved Steal^B

Skills Acrobatics +7 (+15 jumping), Perception +5, Sleight of Hand +4; **Racial Modifiers** +4 Acrobatics, Perception

ECOLOGY

Environment desert, plains

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Narcotic Bite—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1d2 Intelligence damage; *cure* 1 save.

Though jackals are a common enough species in grassy plains and warm savannahs, sometimes there are encountered a slightly different breed, that act just as skittish as their common relatives, but with somewhat more purpose. They seem to jitter and hop with every move, but their beady yellow eyes never seem to leave the target they stalk. These are khuzdan jackals, so named by migratory hill dwarves for the 'hoarding' that they do. They seem to pursue the manufactured goods of humanoids as much as they do small game of the warm plains. They have become partially vegetarian, subsisting in lean times -or times in which their thieving obsession takes up all of their hunting time- on the mildly narcotic julka weed, which does not harm them. Their bite does affect potential prey and victims, and a hunting mated pair



can thus bring down an antelope with nip, or befuddle a lone traveler enough to steal his travel-bags, and drag them off to their shallow lair-holes. Those that would follow a khuzdan jackal and rob the thief had better beware. or their goods may also end up in the hoarder's hoard. Khuzdan jackals will also steal opportunistically, if an item is unattended-they especially desire metallic or shiny objects.

KHUZDAN JACKAL COMPANIONS

Starting Statistics: **Size** Small; **Speed** 50 ft; **AC** +0 natural armor; **Attack** bite (1d4); **Ability Scores** Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 13; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2

ON PORPHYRA

Khuzdan jackals are common on the fringes of the southeastern desert lands, and the zendiqi regard them fondly. To throw a tidbit or a shiny trinket to a khuzdan jackal is to court good luck among the fierce desert people- to brag of killing one will see the killer staked out for the khuzdan themselves.

KNOLLMAN

When the corpse rises strips of flesh fall away to expose bones. Its face retains enough meat to show its fury at your intrusion.

KNOLLMAN CR 8 (XP 4,800)

CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 15, flat-footed 16

(+5 Dex, +6 natural)

hp 102 (12d8+48)

Fort +7, **Ref** +9, **Will** +12

DR 5/slashing; **Defensive Abilities** +2 channel resistance

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d4+6 plus 1d6 negative energy plus 1 Str)

Special Attacks chill touch, entangle, leech

STATISTICS

Str 22, **Dex** 21, **Con** —, **Int** 5, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +14; **CMD** 29

Feats Alertness, Cleave, Improved Initiative, Toughness, Weapon Focus (claw), Iron Will

Skills Perception +13, Stealth +14

Languages Common

ECOLOGY

Environment ruins

Organization solitary

Treasure standard

SPECIAL ABILITIES

Chill Touch (Su) The bony hands of a knollman delivers an additional +1d6 of negative energy damage on a successful melee attack. Creatures struck must also succeed on a DC 19 Fortitude save or take 1 point of Strength damage. The save DC is Charisma-based.

Entangle (Su) The knollman is the master of his domain, and has the power to call forth the roots of the earth, which will *entangle* any creature within his burial mound. This power works as the spell of the same name, caster level 12th.

Leech (Su) Instead of making a normal attack, the knollman can make a ranged touch attack with a range of 30 ft. that draws the strength of its victim, causing 1d4 points of Strength damage. The Strength damage can be negated with a DC 19 Fortitude save. The save



DC is Charisma-based.

Knollmen are broken spirits trapped in the mounds of ancient kings. They look much like human skeletons, though with pieces of rotten meat attached to the white bones. A white layer of spiderwebs coat the bones, as if spiders had lived there for a thousand years. The skull is the least rotten part of this creature, as it has wrinkled skin and eyeballs, even a layer of thin white hair.

These undead are angry spirits, protective of the mounds where they are trapped. Their existence is a curse, as they are bound by an oath to the king in whose mound they are trapped. They can never leave this place and must keep anyone from entering the inner sanctum. The mound is their domain and they control it completely. They often guard ancient treasures against thieves and grave robbers. A knollman fights fiercely, using all its powers to gain the upper hand and keep any from entering his king's grave.

ON PORPHYRA

Knollmen can be found throughout the ruins of Porphyra, any land destroyed by The Calling will contain numerous impromptu burial mounds of ancient and forgotten kings.

KNÜK

This four-armed, cat-like humanoid possesses small gray horns and a military bearing.

KNÜK (CR ½; XP 200)

Male knük monk 1

LN Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +3

DEFENSE

AC 16, touch 16, flat-footed 13

(+3 Dex, +3 Wis)

hp 9 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6) or unarmed flurry of blows +2/+2 (1d6)

Ranged shuriken +3 (1d2) or shuriken flurry of blows +2/+2 (1d2)

Special Attacks flurry of blows, stunning fist (1/day; F-DC 13)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 6, **Wis** 16, **Cha** 13

Base Atk +0; **CMB** +0; **CMD** 13 (14 vs. trip)

Feats Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Stealth +7

SQ four-armed

Languages Catfolk, Common

ECOLOGY

Environment forest, hills, jungle, plains, urban

Organization solitary, pair, patrol (3-6 plus 1, 3rd level leader), troop (11-18 plus 2, 3rd level sergeants, 1, 3rd level priest, and 1, 5th level lieutenant), or colony (21-120 plus 50% noncombatants, plus 1, 3rd level sergeant per 5 adults, 1, 3rd level priest per 20 adults, 5, 5th level lieutenants, 2, 7th level captains, and 1, 9th level priest)

Treasure NPC gear (5 shuriken, other treasure)

The race of the knük is an ancient and distinguished one. As the knük society evolved, they became more spiritual and introspective, and their territories were soon overrun by a variety of other races.

KNÜK RACIAL CHARACTERISTICS

Knük are defined by their class levels—they do not possess racial Hit Dice. All knük have the following racial characteristics.



- **+2 Dexterity, +2 Wisdom, -2 Charisma:** Knük are agile and observant of the world around them, but have difficulty in social interaction.
- **Medium:** Knük are Medium creatures and have no bonuses or penalties due to their size.
- **Humanoid:** Knük are humanoids of the catfolk subtype.
- **Normal Speed:** Knük have a base speed of 30 ft.
- **Low-Light Vision:** Knük can see twice as far as humans in conditions of dim light.
- **Four Armed:** Knük possess four arms. One hand is considered primary and all others are considered to be off hands.
- **Nimble Faller:** Knük land on their feet even when they take lethal damage from a fall. Furthermore they gain a +1 racial bonus to their CMD to resist trips.
- **Languages:** Knük begin play speaking Catfolk and Common. Knük with high Intelligence scores can choose from the following: Asherake, Dwarven, Elven, and Orc.

ON PORPHYRA

The knük deny any relation to the two-armed psionic race of catfolk known as qi'tar. Rumors persist that qi'tar and knük intermarry and produce three-armed kits.

KOMORI-NINJA

Gliding on membranes between shoulder, wrist and foot, the human-like creature bears vicious eastern weapons, face concealed with a dark hood.

KOMORI-NINJA (CR 2; XP 600)

NE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 15, touch 14, flat-footed 11

(+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 20 ft. (poor), glide 40 ft.

Melee wakizashi +6 (1d6+1/19-20)

Ranged shuriken +6 (1d2+1)

Special Attacks death attack (F-DC 16)

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 16, **Wis** 16, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 17

Feats Pack Attack, Weapon Finesse

Skills Climb +7, Craft (weapons) +9, Fly +6, Intimidate +7, Perception +9, Stealth +10, Survival +9

Languages Common, Infernal, Sign Language

ECOLOGY

Environment hills, mountains, plains

Organization solitary, or clan (2-16)

Treasure standard

SPECIAL ABILITIES

Death Attack (Ex) Komori-ninja can perform a death attack as if they possessed assassin prestige class levels equal to their racial hit dice.

Glide (Ex) A komori-ninja can slowly fall 40 ft. in a round taking no damage. During this fall they can move up to 40 ft. horizontally as well.

Fearsome and feared slayers in the night, the komori-ninja are a xenophobic race with characteristics of both bats and humanoids. Some purport that they are nomadic, killing randomly for food and treasure, where others, pointing out certain dark contracts made between the secretive race and powerful warlords, say they are the equivalent of human 'adventurers', seeking loot and prestige to establish positions within their larger society. What that society might be is a mystery, as they cannot be traced back to any kind of larger city or community of komori, containing young or elders or keeper



of their racial lore. They do establish lairs in any current territory, almost always accessible only by flight, but sometimes in a cave or cavern, or even an abandoned building.

The skill of these humanoids in combat is evident, as they have mastered many of the techniques ascribed to the secret caste of ninja -killers- and can coordinate their attacks and activities with a complicated form of sign language. Komori-ninja can understand one another's sign language even with darkvision. They prefer hit-and-run attacks, heavily incorporating their flight and gliding abilities to their best advantage. If they are pursued, by vengeful militia or righteous adventurers, they will set up aerial ambushes, luring grounded opponents to a vantage point of their where they can observe prey, gaining intelligence for a death attack, taking out even seasoned opponents.

ON PORPHYRA

Their name meaning "bat-killer" in the Samsariyu language of the Lotus Blossom Steppes, the race may be a result of some fell plan of the half-rakshasa overlords, killing machines still thirsting for the blood of any race foolish enough to turn their backs.

LERNAEATI

The richly robed being before you has reptilian claws and a forest of snakes where its head should be— but the eyes of those snakes gleam with a malevolent intelligence.

LERNAEATI (CR 8; XP 4,800)

LE Medium outsider (evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 22, touch 15, flat-footed 17

(+5 Dex, +7 natural)

hp 105 (10d10+50)

Fort +8, **Ref** +12, **Will** +8

DR 5/good; **Defensive Abilities** vigilance; **SR** 19

OFFENSE

Speed 40 ft.

Melee 6 bites +11 (1d4+3 plus poison), 2 claws +11 (1d6+3)

Special Attacks infectious claws

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*hold person* (W-DC 17), *summon monster III*

2nd (7/day)—*glitterdust* (W-DC 16), *summon monster II*, *web* (R-DC 16)

1st (7/day)—*charm person* (W-DC 14), *grease*, *mage armor*, *magic missile*, *summon monster I*

0th (at-will)—*acid splash*, *detect magic*, *ghost sound* (W-DC 13), *haunted fey aspect*, *message*, *spark*, *touch of fatigue*

STATISTICS

Str 16, **Dex** 20, **Con** 20, **Int** 18, **Wis** 12, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 26

Feats Augment Summoning, Combat Reflexes, Eschew Materials^B, Silent Spell, Spell Focus (conjunction), Spell Penetration

Skills Bluff +16, Diplomacy +16, Linguistics +17, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +14, Sense Motive +14, Spellcraft +17, Stealth +18, Use Magic Device +16

Languages Abyssal, Aklo, Common, Draconic, Infernal, up to 10 additional languages

ECOLOGY

Environment desert, plains, planes (outer), ruins

Organization solitary or clutch (2-7)

Treasure standard

SPECIAL ABILITIES

Infectious Claws (Ex) Wounds inflicted by the lernaeti's claw attacks cannot be healed by magic. They



will heal naturally over time.

Poison (Ex) Bite—*injury save* DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex; *cure* 1 save.

Spells Lernaeti cast spells as 7th level sorcerers.

Vigilance (Ex) A lernaeti never sleeps and can see in all directions at once owing to its many heads. It cannot be flanked or caught flat-footed.

The sinister and intelligent lernaeti are not just another leftover of ancient reptilian empires. They are beings carefully engineered by the infernal forces of Hell, to promote shadowy cults and tempting cabals of power on the Material Plane. They seek to conceal their infernal origins and connections and adjust their cause to suit their manipulative ways. Lernaeti prefer to send waves of subordinates at their foes instead of entering combat.

ON PORPHYRA

Lernaeti exist in remnant pockets around Freeport, and have done so from before The Calling, paying tribute to Eshsalqua for her patronage through stolen sacrifice. Rolterranean provocateurs secrete them within enemy states as a showcase of that government's "corruption", though the lernaeti often escape and set up shop on their own.

LYCANTHROPE, MONSTROUS

A monstrous lycanthrope is a creature of humanoid form that can assume the form of another creature, or even take a form that is a hybrid of the two. Natural monstrous lycanthropes can control their forms and communicate the curse of lycanthropy to other creatures with its natural attacks. Afflicted monstrous lycanthropes are slaves to the phases of the moon, becoming monstrous at certain times.

APPEARANCE CHANGES

Were-forms are typically somewhat larger than normal for the species, whereas hybrid forms incorporate the attack and special movement aspects of the monstrous form.

CREATING A MONSTROUS LYCANTHROPE

“Monstrous Lycanthrope” is a template that can be added to any living humanoid, monstrous humanoid, or other creature with generally humanoid form. The monstrous lycanthrope template can be an inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes) template.

CR: Same as the base creature or base were (the second creature) +1.

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The monstrous lycanthrope takes on the characters of some other creature (referred to hereafter as the base were) within one size category of the base were’s size. A monstrous lycanthrope’s hybrid form is the same size of the base were or base creature, whichever is larger.

AC: In hybrid or base were form the monstrous lycanthrope has the natural armor bonus of the base were increased by +2.

Defensive Abilities: A natural monstrous lycanthrope gains DR 10/silver in base were or hybrid form. An afflicted monstrous lycanthrope gains DR 5/silver in base were or hybrid form.

Speed: Same as the base creature or base were, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed or the base were’s speed whichever is better.

Melee: A monstrous lycanthrope gains natural attacks in base were and hybrid forms according to the base were.



Special Attacks: A monstrous lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or base were form it gains the special attacks, qualities, and abilities of the base were. A monstrous lycanthrope also gains the senses of its base were form in all forms and the following:

Change Shape (Su) All monstrous lycanthropes have three forms—a humanoid form, a were form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and base were form. A natural monstrous lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted monstrous lycanthrope can assume base were or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted monstrous lycanthrope gains a +5 morale bonus to Constitution checks made to assume base were or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted monstrous lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain monstrous lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural monstrous lycanthrope's bite attack (or reasonable alternative) in base were or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates).

If the victim's size is not within one size category of the monstrous lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural monstrous lycanthropes can communicate and empathize with creatures related to their base were form. They can use Diplomacy to alter such a creature's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted monstrous lycanthropes only gain this ability in base were or hybrid form.

Ability Scores: +2 Wis, -2 Cha in all forms; +2 Str, +2 Con in hybrid and were forms. Monstrous Lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature's stats, a monstrous lycanthrope's ability scores change when he assumes hybrid or base were form. In humanoid form, the monstrous lycanthrope's ability scores are unchanged from the base creature's form. In base were and hybrid form, the monstrous lycanthrope's ability scores are the same as the base creature's or the base were's, whichever ability score is higher.

MONSTROUS LYCANTHROPY

Affliction with monstrous lycanthropy follows the same rules as normal lycanthrope as detailed in the *Pathfinder Bestiary*.

SAMPLE MONSTROUS LYCANTHROPE

For the sample monstrous lycanthropes I started with a 2nd level gnome gunslinger (using some of the deeds from *Rogue Genius Games' Ultimate Options: Grit and Gunslingers* marked with an *) and the gnome has the dreaded stirge-based strain of lycanthropy. For the second sample I started with a 1st level ogre barbarian paired with the even more dreaded otyugh-based strain of lycanthropy.

WERESTIRGE (GNOME FORM) (CR 2; XP 600)

Gnome natural werestirge gunslinger 2

NE Small humanoid (gnome, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 13; +4 dodge vs. giants

(+2 armor, +2 Dex, +1 dodge, +1 size)

hp 19 (2d10+4)

Fort +4, **Ref** +4, **Will** +3; +2 vs. illusion

OFFENSE

Speed 20 ft.

Melee dagger +1 (1d3-1/19-20)

Ranged pistol +4 (1d6/x4); 10 bullets

Special Attacks deeds (exhibition shot*, quick clear, trick shot*), hatred +1 (reptilian, goblinoid)

STATISTICS

Str 8, **Dex** 15, **Con** 15, **Int** 12, **Wis** 16, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 11

Feats Gunsmithing, Point Blank Shot

Skills Acrobatics +6, Craft (alchemy) +7, Heal +7, Perception +9, Survival +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Goblin, Gnome, Sylvan

SQ change shape (gnome, hybrid, and stirge; *polymorph*), gnome magic, grit (3), lycanthropic empathy (stirges), nimble +1, weapon familiarity

ECOLOGY

Environment urban

Organization solitary, colony (2-4), flock (5-8), or storm (9-14)

Treasure NPC Gear (mwk leather armor, dagger, pistol, 10 bullets, other treasure)

WERESTIRGE (HYBRID FORM)

NE Small humanoid (gnome, shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 15; +4 dodge vs. giants (+2 armor, +4 Dex, +1 dodge, +2 natural, +1 size)

hp 21 (2d10+6)

Fort +5, **Ref** +6, **Will** +3; +2 vs. illusion

DR 10/silver

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee touch +2 (attach)

Ranged pistol +6 (1d6/x4); 10 bullets

Special Attacks blood drain (1 Constitution), curse of lycanthropy (transmitted with blood drain), deeds (exhibition shot*, quick clear, trick shot*), hatred +1 (reptilian, goblinoid)

STATISTICS

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

Base Atk +1; **CMB** +0 (+8 grapple when attached);

CMD 13

Feats Gunsmithing, Point Blank Shot

Skills Acrobatics +8, Craft (alchemy) +7, Fly +6, Heal +7, Perception +9, Survival +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Goblin, Gnome, Sylvan

SQ change shape (gnome, hybrid, and stirge; *polymorph*), diseased, gnome magic, grit (3), lycanthropic empathy (stirges), nimble +1, weapon familiarity

SPECIAL ABILITIES

Diseased (Ex) Any creature subjected to a werestirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease.

Werestirges came into being from transmitted blood diseases run rampant, melding the species of predator and prey.

WEREOTYUGH (OGRE FORM) (CR 5; XP 1,600)

Ogre natural wereotyugh barbarian 1

CE Large humanoid (giant, shapechanger)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 9, flat-footed 18
(+4 armor, +5 natural, –1 size)

hp 55 (4d8+1d12+25)

Fort +10, **Ref** +1, **Will** +5

OFFENSE

Speed 40 ft. (50 ft. base)

Melee mwk greatclub +10 (2d8+9)

Ranged javelin +3 (1d8+7)

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

Special Attacks rage (8/day)

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 6, **Wis** 14, **Cha** 3

Base Atk +4; **CMB** +12; **CMD** 22

Feats Iron Will, Toughness

Skills Climb +9, Perception +7, Survival +5, Swim +11

SQ change shape (ogre, hybrid, otyugh; *polymorph*), lycanthropic empathy (otyugh)

Languages Giant

ECOLOGY

Environment hills

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

WEREOTYUGH (HYBRID FORM)

Ogre natural wereotyugh barbarian 1

CE Large humanoid (giant, shapechanger)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 23, touch 9, flat-footed 23
(+4 armor, +10 natural, –1 size)

hp 60 (4d8+1d12+30)

Fort +11, **Ref** +1, **Will** +5

DR 10/silver

OFFENSE

Speed 40 ft. (50 ft. base)

Melee bite +11 (1d8+8 plus disease and curse of lycanthropy; F-DC 15), 2 tentacles +6 (1d6+4 plus grab)

Ranged javelin +3 (1d8+8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Special Attacks constrict (tentacle, 1d6+4), rage (8/day)

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 9, **Wis** 14, **Cha** 4

Base Atk +4; **CMB** +13; **CMD** 23

Feats Iron Will, Toughness

Skills Climb +12, Perception +7, Survival +5, Swim +12

SQ change shape (ogre, hybrid, otyugh; *polymorph*), lycanthropic empathy (otyugh)

Languages Giant

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; *save* Fortitude DC 17; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Smaller-than-average ogres sometimes become very cave-ridden, even to the point of sharing close quarters with the odious race of otyughs. Over time, otyugh diseases blend the life-stuff of the two races, with bizarre, tentacular results.

ON PORPHYRA

Since the arrival of Vaar's Moon, monstrous lycanthropes have been steadily on the rise on Porphyra. Nemesis Nights is when they congregate in variations of their three forms. Rotwald in the Middle Kingdoms is naturally plagued with many types.

MAGGOT HOUND

This large canine beast is ravaged by disease, its skin covered in sores, its hair matted. A large mass of terrible wriggling worms squirm upon the spot where its face should be.

MAGGOT HOUND (CR 3; XP 800)

CE Large aberration

Init +0; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 9, flat-footed 15

(+6 natural, -1 size)

hp 34 (4d8+16)

Fort +5, **Ref** +1, **Will** +4

Immune disease

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee multiple bites +7 (2d6+4 plus grab), 2 claws +6 (1d6+4)

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

Special Attacks flesh burrow (4d6+8)

STATISTICS

Str 19, **Dex** 10, **Con** 18, **Int** 2, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (22 vs. trip)

Feats Diehard^B, Endurance, Weapon Focus (multiple bites)

Skills Perception +7

ECOLOGY

Environment underground

Organization solitary or pack (5-10)

Treasure none

SPECIAL ABILITIES

Flesh Burrow (Ex) If the maggot hound begins its turn with an opponent grappled, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, the opponent takes 4d6+8 points of damage as the maggots burrow into its flesh.

Multiple Bites (Ex) The many squirming heads of the maggot hound act as a single unit for the purpose of attacks, however the damage is dealt as if the creature were one size larger.

While underground, a miner's mind clings to the familiar memories of the lighted world; green grass, soft beds, the glowing sun, family, friends. Even the creatures of the sunlit surface become a thing of nostalgia. Perhaps that is why the incongruous sight of the maggot hound, a foul aberration of the subterranean depths, bewilders



surface dwellers so much. Even wolves are creatures of the forests and the brightly lit snows. These creatures seek no warm fires or humanoid servitude, only to silently kill, and feed on victims until only glistening bones remain.

Maggot hounds are as unwholesome as their names, with mere patches of fur on their sore-ridden bodies, their faces past the ears bearing no features whatsoever, just a mass of wriggling worms. No maggots these, the worms that the 'hound uses to devastating effect in its attacks bond with it in a symbiotic relationship, worm to canine. How this relationship came to be is hard to fathom, and rather unsettling if considered. The worms that compose its sensory organs and feeding apparatus cannot, thankfully, infest other types of creatures, and do not live long outside the larger body, being quickly reabsorbed. The social habits of the beast give some clue, as only individuals or packs are encountered, and nothing in between.

ON PORPHYRA

Maggot hounds are prevalent in Creeper's Rift, due to an accidental bonding of alien aberrant worms and a pack of huskies trained to pull mining cars. Due to their new mobility, the new worm/dogs are spreading through the Underdeep, and are now troubling the dwarven miners of Nor-Du-Mag.

MAGICAL CONSTRUCT

Spellcasters carefully craft golems and other constructs to serve as guardians, servants, and attack “beasts.” More creative artisans have forged huge steel dragons, hounds made of stone, and terrible copper nagas.

APPEARANCE CHANGES

Magical constructs look much like their mundane counterparts, except that they are formed from stone or metal.

CREATING A MAGICAL CONSTRUCT

“Magical Construct” is an inherited template that can be added to any living creature. A magical construct uses the base creature’s stats and abilities except as noted here.

CR: If the base creature’s is 10 or less (CR +2), if it is greater than 10 hit dice (CR +1).

Type: The base creature’s type is changed to construct. Do not recalculate saves.

AC: The natural armor bonus is increase by +8 for stone constructs, and by +12 for metal constructs.

Hit Dice: A magical construct has a d10 per racial hit dice plus bonus hit points based upon their size as per the construct type.

Speed: All non-fly speeds become 3/4 as fast as the base creature. Fly becomes 1/2 as fast and maneuverability drops on category.

Special Attacks: A magical construct retains all the special attacks of the base creature, except those that involve changing shape. It also gains one of the following additional abilities. If they allow a save they use a DC equal to 10 + ½ the base creature’s hit dice + its Str modifier.

Breath Weapon—Petrification (Su) It can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the magical construct’s breath weapon a second time while petrified. A creature exposed to the breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally.

Breath Weapon—Poison (Su) Cloud 10 ft. cube—inhaled; save Fort DC as above; frequency 1/round for



2 rounds; effect 1d4 Con damage; cure 1 save. Usable every 1d4+1 rounds.

The magical construct can use this ability on the first or second round of combat as a free action. The cloud fills a 10 ft. cube directly in front of the construct and persists for round. This ability can be used as a free action every 1d4+1 rounds.

Breath Weapon—Sleep Gas (Su) 60 ft. cone—inhaled; save Fort DC as above; effect sleep for 1d10 minutes. Usable ever 1d4 rounds.

Haste (Su): After it has engaged in at least 1 round of combat, the construct can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Slow (Su): The construct can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save to negate. The ability is otherwise the same as the spell.

Special Qualities: The magical construct loses any special qualities it had based upon its creature type and gains construct traits in their place.

Abilities: Str +10, Dex -4, Wis -2, Cha -10; Magical constructs do not possess Constitution or Intelligence scores.

Skills/Feats: A magical construct loses all skills and

feats based on its creature's hit dice but retains racial modifiers to skills as well as bonus feats.

Alignment: always neutral

Treasure: none

SAMPLE MAGICAL CONSTRUCT

This is based on the bandersnatch, and I decided to go with the metal variety. I dropped planar acclimation and quick recovery because they no longer seemed appropriate.

METAL BANDERSNATCH (CR 18; XP 153,600)

N Gargantuan construct

Init +5; **Senses** blindsense 120 ft., darkvision 120 ft., low-light vision, scent; Perception +11

DEFENSE

AC 43, touch 11, flat-footed 38

(+5 Dex, +32 natural, -4 size)

hp 186 (23d10+60); **fast healing** 10

Fort +13, **Ref** +18, **Will** +8

Defensive Abilities quick recovery, quill defense; **Immune** construct traits, fear, paralysis, poison, sleep

OFFENSE

Speed 45 ft., climb 15 ft.

Melee bite +37 (2d8+18 plus grab), 2 claws +37 (2d6+18), tail slap +27 (2d8+27/×3 plus pain)

Ranged 4 quills +24 (1d10+18/19–20)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Special Attacks bounding charge, brutal tail, gaze, haste, lash out, pounce, rake (4 claws, +37, 2d6+18), rend (2 claws, 2d6+27)

STATISTICS

Str 46, **Dex** 21, **Con** —, **Int** —, **Wis** 13, **Cha** 8

Base Atk +23; **CMB** +45 (+49 grapple); **CMD** 60 (68 vs. trip)

Skills Acrobatics +13 (+19 when jumping), Climb +26, Perception +11, Stealth -3 (+9 in forests), Survival +1 (+21 when tracking); **Racial Modifiers** +8 Acrobatics, +10 Perception, +4 Stealth (+12 forests), +20 Survival when tracking

SQ relentless tracker

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Bounding Charge (Ex) A metal bandersnatch can move through difficult terrain when it charges.

Brutal Tail (Ex) The quills and barbs on a metal bandersnatch's tail cause triple damage on a critical hit from its tail slap. A bandersnatch adds 1-1/2 times its strength bonus on attack rolls when using its tail slap.

Gaze (Su) Confused, range 30 feet, Fortitude DC 21 negates. A metal bandersnatch can direct its gaze attack against a single foe as a swift action. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

Lash Out (Ex) As a swift action, a metal bandersnatch can make a single attack with a bite, claw, or tail slap. A bandersnatch cannot lash out on the same round it charges.

Pain (Ex) Whenever a creature takes damage from a metal bandersnatch's tail slap attack, quills, or quill defense, that creature must make a DC 26 Reflex save or a quill lodges in its flesh, causing the creature to become sickened until the quill is removed. Removing one quill requires a DC 20 Heal check made as a full-round action. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d10+6 points of damage to the victim. The save DC is Dexterity-based.

Quill Defense (Ex) Any creature that strikes a metal bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d10 points of piercing damage from the metal bandersnatch's quills and suffers from the bandersnatch's pain attack.

Quills (Ex) With a snap of its tail, a metal bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Launched quills regrow in a single round, during which the bandersnatch's defensive abilities are unaffected.

Relentless Tracker (Ex) A metal bandersnatch can move at up to double its speed and still track without penalty. It gains a +10 competence bonus on Survival checks made to track creatures it has wounded.

ON PORPHYRA

Magical constructs are most common in the Clockwork Lands, but many in nobility employ them as guardians; they are deemed more loyal than the rabble or underclass.

MANGONNEL

This reptilian creature with a slim, dragonlike body, head, and wings. Its body cascades easily through the waves before soaring into the air.

MANGONNEL (CR 3; XP 800)

NE Small dragon (aquatic)
Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 18, touch 15, flat-footed 13
(+4 Dex, +3 natural, +1 size)
hp 25 (3d12+6)
Fort +5, **Ref** +7, **Will** +4
Immune acid, sleep, paralysis

OFFENSE

Speed 10 ft., fly 50 ft. (average), swim 60 ft.
Melee bite +5 (1d6+1 plus saliva), tail slap +0 (1d4)
Special Attacks saliva

STATISTICS

Str 13, **Dex** 19, **Con** 14, **Int** 4, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +3; **CMD** 17 (can't be tripped)
Feats Flyby Attack, Skill Focus (Perception)
Skills Fly +12, Perception +10, Stealth +14, Swim +9, Survival +7
SQ amphibious

ECOLOGY

Environment aquatic
Organization solitary or pod (3-12)
Treasure standard

SPECIAL ATTACKS

Saliva (Ex) Mangonnal saliva contains toxic enzymes that rapidly break down and soften bone. Anyone bitten by a mangonnal must succeed on a DC 13 Fortitude save or suffer 1d4 points of Constitution damage. If the initial saving throw is failed, the victim must make a second save 1 round later or suffer temporary damaging effects to a body part. The save DC is Constitution based. This is considered a poison-based attack.

d%	Body Part	Additional Effect (1d6 rounds)
1-40	arm	-4 penalty to attack rolls
41-80	leg	half base speed
81-100	torso or head	fatigued

The mangonnal is a small and distant relative of true



dragons that is surmised to have evolved from small dragons that adapted to an aquatic environment. It is amphibious, and can fly through the air as easily as it can swim through water. The mangonnal has no legs, and must slither along like a snake when on land. The mangonnal is famous for the enzymes it produces in its saliva. These enzymes seep into flesh, and can turn the bones of a man to goo in a matter of seconds. A mangonnal does not like to let prey escape, so if it has wounded a creature with its bite it will continue to track its prey for hours or days.

The saliva of the mangonnal is its real treasure, and anyone slaying one can extract 1d2 doses of the saliva with a DC 15 Survival or Heal check. This saliva can be used to coat any weapon like a poison, and if kept fresh, delivers the same effects as the bite of the mangonnal.

An arcane spellcaster who is 7th level and selects the Improved Familiar feat may gain a mangonnal as a familiar if they are of neutral evil alignment.

ON PORPHYRA

Mangonnal are known to inhabit the Bay of Jade to the north-east of the Last Kingdom. It is thought that mangonnal were bred by the erkunae of G'sho'laa'n'rr to help control their slaves but the mangonnal escaped captivity and migrated north to cooler waters.

MAWGRIFF

Tall as a giraffe and similar in appearance, these carnivores lack the distinctive spotting seen in giraffes but do sprout powerful horns.

MAWGRIFF (CR 4; XP 1,200)

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 10, flat-footed 15

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

hp 42 (5d8+20)

Fort +8; **Ref** +5; **Will** +2

OFFENSE

Speed 60 ft.

Melee gore +7 (1d8+5), 2 hooves +2 (1d6+2)

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

Special Attacks powerful charge (gore +9, 2d8+7)

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Perception)

Skills Acrobatics +7, Perception +9

ECOLOGY

Environment forest, hills, plains

Organization solitary or herd (2-8)

Treasure none

The mawgriff is a tall carnivorous equine beast, somewhat like a giraffe in appearance. They are partially domesticated; while many still remain in the wild, they are increasingly being used as powerful mounts, as their height makes them an excellent place from which to attack ground troops. In the wild, mawgriffs live in small packs, using their scent and speed to run down prey. If hungry, they eat nearly any creature smaller than themselves. And since a mawgriff stands 9 feet high, and is nearly as long, this means it may try to eat almost anything. Mawgriffs are often used in the hunt, as their olfactory talents can be employed with a rider in place. In addition to humans, several other races employ the use of mawgriffs such as avoodim, changelings, and dragonbloods.

TRAINING A MAWGRIFF

A mawgriff requires training before it can bear a rider in combat. Training a mawgriff requires six weeks of work and a DC 20 Handle Animal check. Riding a mawgriff



requires an exotic saddle. A mawgriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check or has the Mounted Combat feat.

Due to a mawgriff's height, Medium or smaller riders have difficulty striking Medium or smaller creatures on the ground without at least a 10 foot reach. The same applies to Medium or smaller creatures on the ground attacking a mawgriff's rider.

Carrying Capacity: A light load for a mawgriff is up to 400 pounds; a medium load, 401-800 pounds; and a heavy load, 801-1,200 pounds. A mawgriff can drag 6,000 pounds.

MAWGRIFF COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 60 ft.; **AC** +3 natural armor; **Attack** gore (1d6), 2 hooves* (1d4); **Str** 12, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 7

4th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** gore (1d8), 2 hooves* (1d6); **Str** +8, **Dex** -2, **Con** +4; **Special Attacks** powerful charge

* This is a secondary attack

ON PORPHYRA

Cavaliers in the Holdfast of the Celestial Parishes favor the mawgriff as a mount for their superior height.

MEZADEVS

You see a horned humanoid dressed in a tattered, hooded dark green robe. It waits in the middle of the forest road, almost daring you to enter its domain.

MEZADEVS (CR 11; XP 12,800)

LE Medium fey

Init +6; **Senses** low-light vision; Perception +25

DEFENSES

AC 24, touch 16, flat-footed 22
(+2 Dex, +4 deflection, +8 natural)

hp 117 (18d6+54)

Fort +9, **Ref** +13, **Will** +15

DR 10/cold iron; **Resist** acid 10, cold 10, electricity 10;

SR 22

OFFENSE

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

Melee 2 claws +19 (2d8+20)

Spell-Like Abilities (CL 18th; concentration +22; +26 defensively)

At-will—*bane* (W-DC 15), *cause fear* (W-DC 15), *darkness*, *dominate animal* (W-DC 17), *entangle* (R-DC 15), *hold animal* (W-DC 16), *plant growth*, *summon nature's ally III*

3/day—*blight* (F-DC 19), *command plants* (W-DC 18), quickened *contagion* (F-DC 17), *spike stones* (R-DC 18) quickened *summon nature's ally V*, quickened *wall of thorns*

1/day—*animate plants*, *control plants* (W-DC 22), *control weather*, *shambler*, *summon nature's ally IX*

STATISTICS

Str 14, **Dex** 14, **Con** 16, **Int** 15, **Wis** 19, **Cha** 19

Base Atk +9; **CMB** +19 (+21 bull rush); **CMD** 31 (33 vs. bull rush)

Feats Awesome Blow, Combat Casting, Improved Bull Rush, Improved Initiative, Power Attack, Quick Bull Rush, Quicken Spell-Like Ability (*contagion*, *summon nature's ally V*, *wall of thorns*)

Skills Acrobatics +23 (+27 jump), Craft (trap) +23, Fly +19, Intimidate +25, Knowledge (nature) +23, Perception +25, Stealth +23, Survival +25

SQ might of the forest

Languages Common, Sylvan

ECOLOGY

Environment forest, jungle

Organization solitary

Treasure double standard

SPECIAL ABILITIES



Might of the Forest (Su) MezaDevs are fueled by the might of the forest in which they live. While in a forest they gain a +8 divine bonus to their melee attacks, their size is considered to be Colossal for natural weapon damage, CMB, CMD, maneuver restrictions, and feat prerequisites. They gain a +18 divine bonus to their melee damage.

The mezaDev is a mighty and terrible spirit of the forest, haunting the woodland borders and demanding bloody tribute from humans living nearby. The creature has supernatural power over every living thing in its territory, from bushes and roots to wild beasts; those crossing the mezaDevs must be prepared to fight against a whole forest. Rather than entering combat personally, a mezaDev prefers to use its magical abilities to cause nature itself to attack and destroy its opponents.

ON PORPHYRA

These ferocious fey spontaneously appear in any land that possesses dense forest, from Rotwald and Dunmark in the east, to The Great Green and Jotun in the west—not excluding the boreal fastness of the Northlands. The only place they have no power in are the fetid jungles of the Pynian coast.

MIRAGE MENACE

You come upon a wadi that you thought was dry- but a glimmering pool sits there, dry bones and the tantalizing remains of some traveler on its shore.

MIRAGE MENACE (CR 7; XP 3,200)

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 4, touch 4, flat-footed 4

(-5 Dex, -1 size)

hp 105 (10d8+60)

Fort +9, **Ref** -2, **Will** -2

Defensive Abilities suspended animation; **Immune** ooze traits

OFFENSE

Speed 10 ft.; swim 10 ft.

Melee slam +11 (2d4+7 plus 1d6 acid plus grab)

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

Special Attacks constrict (2d4+7 plus 1d6 acid)

Spell-Like Abilities (CL 10th; concentration +5)
constant—*major image* (when in suspended animation)

STATISTICS

Str 20, **Dex** 1, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +13; **CMD** 18 (can't be tripped)

Skills Swim +13

SQ transparent

ECOLOGY

Environment desert

Organization solitary

Treasure none

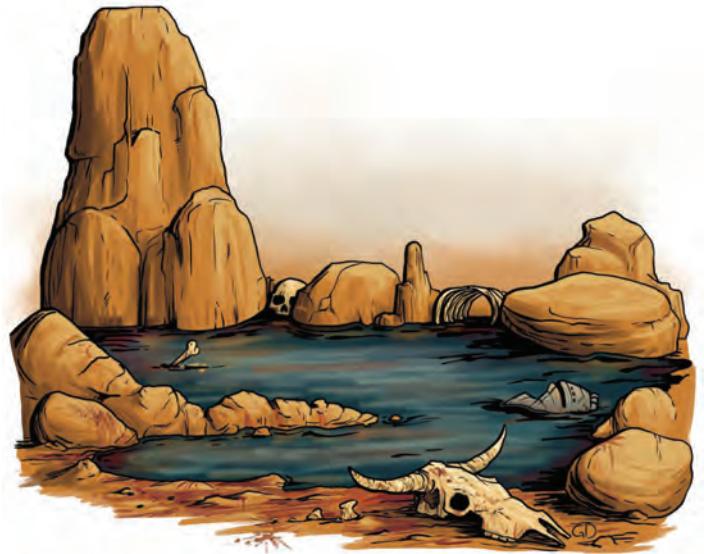
SPECIAL ABILITIES

Acid (Ex) A mirage menace's acid does not harm bone or stone.

Suspended Animation (Ex) When not actively moving, the mirage menace can flatten itself to look like a large pool of water. When in suspended animation, the menace is not recognizable by mundane or magical means as a living thing. It takes a move action to enter or exit suspended animation.

Transparent (Ex) Due to its lack of coloration, a mirage menace is difficult to discern. A DC 20 Perception check is required to notice a motionless mirage menace.

An atypical ooze to tolerate the outdoor elements of harsh sun and heat, the mirage menace simulates a prime drawing point for living prey in the desert, appearing



quite similar to water when it finds a proper resting place. Even in functional oases, mirage menaces can blend in like a living oil slick to entrap those who come for life-giving water. They possess some element of sensitivity to the thoughts of its prey, as they can maintain a strong illusion of attractive objects, luscious plants, or perhaps even a habitation, while in their dormant hibernatory state. As individual oozes never vary their mirages, it is believed they get them from the psychic impression of the first creature they consume after their fission-birth.

Somewhat more picky than most oozes, mirage menaces do not dissolve bone, specifically, calcium, and reject all water contained in prey they consume. This supports the desert ecosystem, and their hunting grounds often become oases in their own right, especially after a camel caravan makes their last stupid mistake.

ON PORPHYRA

The zendiqi denizens of the southern wastes name the 'mirage menace' mutarga; "death water". This is not a term of fear, for they use immature specimens as a macabre water-still to turn captured enemies into precious water in the deep desert. "Deathwater Wine" is a rare and prized drink for those chieftains who have the prowess to provision it. Some larger oozes are tolerated near borders as breeding stock and impromptu living border guards.

NJUZU

Sitting by the waterhole is a beautiful woman, composed entirely of water. Her cold eyes regard you as she reaches for a small lizard to stroke.

NJUZU (CR 2; XP 600)

N Small outsider (elemental, native, water)

Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15

(+5 natural, +1 size)

hp 19 (3d10+3)

Fort +2, **Ref** +3, **Will** +5

DR 5/—; **Immune** elemental traits

Vulnerable sonic

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +4 (1d4+1)

Special Attacks drench, water mastery, whirlwind (1/week, 5 – 15 ft. high, 1d4+1, R-DC 12)

Spell-Like Abilities (CL 3rd; concentration +5)

At-will—*speak with animal*

2/day—*summon nature's ally II*

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 6, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 13

Feats Skill Focus (Bluff, Stealth)

Skills Bluff +11, Knowledge (local) +4, Perception +11, Stealth +6, Swim +9

Languages Aquan, Common

SQ change shape (reptiles only, *beast shape I*)

ECOLOGY

Environment aquatic, marsh, jungle, planes (inner)

Organization solitary

Treasure standard

Njuzu are enigmatic water spirits that are given watch over rivers and waterholes, and the animals that dwell there. They appear as beautiful women composed of flowing water, swimming or sitting watching the ebb and flow of life at their particularly chosen area. If strangers approach her area, a njuzu will often take an animal form, to observe their intentions. As they most prefer reptiles, especially crocodilians, they are generally appeased rather than venerated by nearby humanoid communities. Though not possessed of great martial ability, their connection to the water and the local fauna is strong, and their will is difficult to oppose, should one



cross an njuzu. Though these elementals can summon animals to fight for them, it is often just as likely that the common animals of the area will defend them, as well. The most common interaction between njuzu and humanoid is a simple ritual for appeasement to use the water in her area, but sometimes a humanoid will ask for knowledge from an njuzu. Though they are not particularly smart, what an njuzu does know is often very old and valuable, as long as it pertains to the area the njuzu frequents.

ON PORPHYRA

The njuzu on Porphyra are very primal spirits, and tied closely to the land and living things—they defied and still defy domination by Elementalism, though they are more inclined to aid those of the Old Way more than religious upstarts. As elemental spirits they can occupy any place that suits their fancy, but seem to be drawn to oases, and are honored as protectors of such in the harsh Ghadab.

OAKSTUMP

The little man... isn't so little. Though only the height of a halfling, he is very broad. The muscles flexing under his chestnut-brown skin look like smooth rocks moving beneath thick leather.

OAKSTUMP (CR 1; XP 400)

CG Small fey

Init +0; **Senses** low-light vision; Perception +0

DEFENSE

AC 13, touch 10, flat-footed 13

(+3 natural)

hp 11 (2d6+4)

Fort +2, **Ref** +3, **Will** +3; +4 vs. alcohol

OFFENSE

Speed 20 ft.

Melee battleaxe +6 (1d8+6)

Special Attacks improved rage

STATISTICS

Str 18, **Dex** 11, **Con** 14, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +5, **CMD** 15

Feats Power Attack

Skills Acrobatics +5, Bluff +4, Climb +9, Perception +5, Sense Motive +5, Swim +9

Languages Common, Dwarf, Sylvan

SQ big for their size

ECOLOGY

Environment forest

Organization solitary, squabble (2-5), brawl (6-12), or riot (13-40)

Treasure standard

SPECIAL ABILITIES

Big For Their Size (Su): The oakstump's strength is partially magical. For purposes of weapon use, CMB, CMD and encumbrance, they are considered to be Medium, not Small. In areas where magic does not work, oakstumps are treated as Small creatures and suffer a –6 circumstance modifier to strength.

Improved Rage (Ex) Oakstumps do not have the rage class ability, but if they take a level of barbarian they gain 2 additional rounds of rage and a bonus rage power for which they qualify.

Oakstumps are unusual fey. They do not have wings, they have no spell-like abilities and they are loud, boisterous and gregarious. They dwell in old forests, especially those with truly large trees such as oaks and redwoods and while they guard their lands from despoilers, they



are often willing to deal with humans who will respect their terms and their territory. They tend to actually like lumberjacks, who share with them a general appreciation for the simpler pleasures of life and the arrival of a squabble of oakstumps in a logging camp usually means a night of drunken revelling rather than an attack on invaders. This only goes so far –the oakstumps allow careful harvesting of their forests, but not desecration and they can turn from boisterous friends to deadly foes very quickly if their limits are violated.

Where most fey shy away from physical conflict, the oakstumps live for it. Among themselves, they are perpetual brawlers, settling even the smallest dispute with a rough-and-tumble wrestling match. Since they tend to be a cantankerous, argumentative lot, this means any gathering of oakstumps will quickly turn into a free-for-all.

ON PORPHYRA

Not surprisingly, wherever there are old growth forests, there are oakstumps. The Great Green, the Jotun Forest, Rotwald and the treelines of the Northlands are common homes for them.

OCTOSPINE

A floating humanoid skull, with eight spinal columns dangling beneath it, drifts silently through the moonless night.

OCTOSPINE (CR 5; XP 1,600)

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 51 (6d10+18)

Fort +5, **Ref** +4, **Will** +6

DR 5/good or lawful; **Immune** undead traits

OFFENSE

Speed 40 ft.; fly 80 ft. (perfect)

Melee 8 tentacles +7 (1d4+3), bite +7 (1d6+3)

Special Attacks blood drain (1d3 Con), constrict (1d4+4), death rattle

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 19 (can't be tripped)

Feats Improved Initiative

Skills Fly +10, Intimidate +12, Perception +10, Stealth +11

Languages up to eight

ECOLOGY

Environment ruins, underground

Organisation solitary or cohort (2–5)

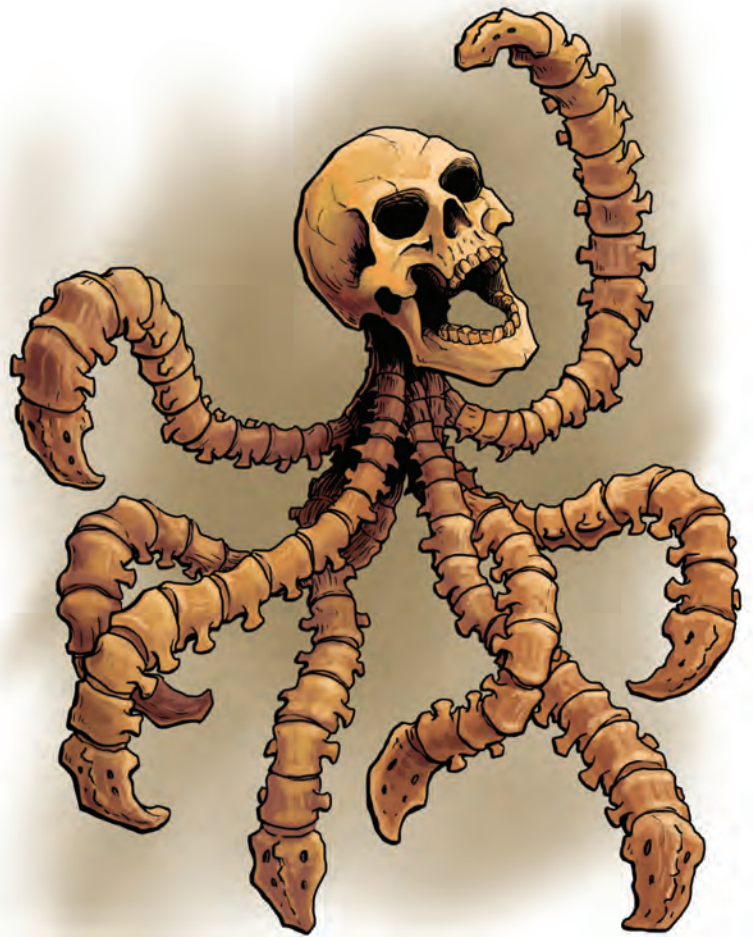
Treasure standard

SPECIAL ABILITIES

Death Rattle (Su) As a full-round action, the octospine can shake all of its tentacles and emit a fearful howl. This is a sonic, mind-affecting, fear attack. All within 60 ft. of the octospine must make a Will save (DC 16) or become frightened for 2d6 turns. The save DC is Charisma-based.

The octospine is a hideous creature, believed to be the creation of a demon lord. It consists of a skull, usually humanoid, beneath which dangle eight spinal columns, all growing from the base of the skull. While it can skitter along the ground on these bony limbs, it prefers to glide silently through the air. It is a skilled hunter and stalker and it prefers to attack from ambush.

The octospine is free-willed, but usually has some purpose which was assigned to it by a more powerful being. They are often employed as guardians of tombs, necro-



mantic labs or unholy temples. Normally, they will lurk out of sight and watch as beings enter their territory; if the intruders pass a particular point without speaking a pass phrase, making a gesture or revealing some sign or symbol, the octospine will attack. Octospines are too intelligent to be easily fooled by thrown rocks and will ignore normal animals and similar minor entities unless they had been explicitly instructed otherwise. Octospines remember little or nothing of their time as living beings. Since they are composed of no fewer than eight corpses, what few memories they have are confused and often contradictory.

ON PORPHYRA

Octospines are a particularly favored personal bodyguard in the Empire of the Dead, especially when an intelligent undead ambassador is traveling in the lands of the often-hostile living. They can additionally be used as translators, due to their multiple construction and language abilities.

OGRILLON

This ugly brute appears to be a mix of orc and perhaps ogre blood. Its skin is covered in closely fitting bony plates and nodes akin to an alligator.

OGRILLON (CR 1/3; XP 135)

Ogrillon warrior 1

CE Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 natural)

hp 8 (1d10+2)

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

OFFENSE

Speed 30 ft.; 40 ft. charge, run, withdraw

Melee ogre hook +5 (1d10+4/x3)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 15

Feats Desperate Battler, Weapon Focus (ogre hook)

Skills Intimidate +4

Languages Common, Orc

ECOLOGY

Environment any

Organization solitary, gang (2-5), tribe (5-30 plus 1 sergeant of 4th level per 10 adults and 1 leader of 5th-7th level) or warband (3-8 plus 10-24 orcs)

Treasure NPC gear (ogre hook, other treasure)

Ogrillons are a fierce half-ogre race born of a union between a female orc and a male ogre. They tend to act like ogres, but they are far more violent and aggressive than their larger kin. Ogrillons are usually only slightly taller than orcs, with features that strongly favor their orc parent — so much so that most ogrillons are indiscernible from normal orcs. Ogrillons love nothing more than combat. They are a race so inborn to be warriors that they seem almost depressed and dejected

when they are not involved in melee. They only time an ogrillon laughs is when it is the center of a whirlwind of melee and covered in its opponent's blood. Ogrillons do not care for armor or weapons and in fact carry very little gear at all. They do, however, like gold pieces and usually keep a few in a filthy pouch with other shiny trinkets as lucky charms.

OGRILLON RACIAL CHARACTERISTICS

- **+2 to Strength, +2 Wisdom and -2 Intelligence:** Ogrillon characters tend to be strong and observant but poor learners.
- **Medium:** Ogrillon are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Ogrillons have a base speed of 30 ft.
- **Darkvision:** Ogrillons can see in the dark up to 60 ft.
- **Combat Ready:** Ogrillons begin play with one combat feat for which they qualify, typically Improved Unarmed Strike.
- **Dense Hide:** Ogrillons possess a +2 natural armor bonus.
 - **Orc/Ogre Blood:** Ogrillons count as both orcs and ogres for any effect related to race.
 - **Sprinter:** Ogrillons gain a +10 ft. racial bonus to speed when using the charge, run or withdraw actions.
 - **Weapon Familiarity:** Ogrillons are proficient with greataxes and any weapons with the word “orc” or “ogre” in its name as a martial weapon.
 - **Languages:** Ogrillons begin play speaking Common and Orc. Ogrillons with high intelligence scores can choose from the following: Abyssal, Giant, Infernal, Goblin, or Undercommon.



ON PORPHYRA

Large numbers of ogrillons serve as mercenaries in the Jheriak Continuance.

OOZECRAWLER

Made of nearly-transparent rubbery green goo, an oozecrawler resembles an 8-foot-long spider. It has no recognizable organs, though a dark nucleus floats at its center.

OOZECRAWLER (CR 6; XP 2,400)

N Large ooze

Init +1; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 10, touch 10, flat-footed 9

(+1 Dex, -1 size)

hp 59 (7d8+28)

Fort +6, **Ref** +3, **Will** -3

Immune ooze traits; **Resist** acid 10, fire 10

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +9 (1d8+7 plus poison)

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

Special Attack jelly, web (+5 ranged, DC 17, hp 7)

STATISTICS

Str 20, **Dex** 12, **Con** 19, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +11, **CMD** 22 (can't be tripped)

Skills Climb +13

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb (Ex) An oozecrawler that successfully grapples an ochre jelly sucks the jelly into its body. Once per round as a free action, the oozecrawler can inflict 4 points of damage to the jelly and cure itself of a like amount. If the oozecrawler is destroyed, the ochre jelly is freed. An oozecrawler can only hold one jelly at a time.

Jelly (Ex) A creature whose Constitution is reduced to 0 by an oozecrawler's poison immediately dissolves, becoming a mindless ochre jelly. A *greater restoration* spell can return a creature so transformed to normal.

Poison (Ex) Bite—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 1 save.

Puddle (Ex) As a standard action, an oozecrawler can dissolve into a 5-foot-radius pool of jelly, or return to its spider form. When in its pool form, the oozecrawler cannot attack or cast webs, but it is also immune to damage from weapons. It takes a successful DC 15 Perception or Knowledge (dungeoneering) check to recognize an oozecrawler in pool form as anything more than a pool



of murky water.

Oozecrawlers are gelatinous arachnids that dissolve and consume organic matter. Oozecrawlers survive by feeding on oozes, and are able to reduce even ordinary creatures to puddles of jelly with their poison. Their preferred prey is the ochre jelly, but they can digest almost any sufficiently liquid and amorphous creature. They make their homes in holes, wells, and dark caverns, pooling in gaps where they rest between meals. They can live for several weeks without sustenance, but prolonged hunger causes their bodies to dry out and crack.

Oozecrawlers randomly wander large areas to hunt, searching for living creatures. They begin combat by casting their webs, then trying to bite their opponents. Oozecrawlers absorb ochre jellies they find as quickly as possible, even at risk to themselves. An oozecrawler that is badly injured and cannot heal will dissolve into a pool, trying to prevent further harm.

ON PORPHYRA

Oozecrawlers are found in many large cities of Porphyra, lurking in their vast sewer systems, and are considered by most to be worth the trouble, as they consume things more dangerous than they are. Their spread is rather unchecked in Nor-du-Mag and in certain sectors of G'sho'laa'n'rr.

OOZE QUEEN

Rising from the yawning pit is a titanic being of protoplasmic construction, yet with palpable intelligence that immediately begins to caress your mind.

OOZE QUEEN (CR 16; XP 76,800)

NE Colossal ooze

Init -1; **Senses** blindsight 240 ft.; Perception +35

DEFENSE

AC 1, touch 1, flat-footed 1

(-1 Dex, -8 size)

hp 400 (32d8+256); **regeneration** 5 (sonic)

Fort +18, **Ref** +11, **Will** +13

Defensive Abilities ooze traits

Weakness mind-affecting effects

OFFENSE

Speed 10 ft.

Melee 2 slams +29 (2d8+18/19-20 plus 2d6 acid) or 2 bites +29 (4d6+18/19-20 plus disintegration)

Ranged ooze bolt +15 touch (see below)

Space 30 ft.; **Reach** 30 ft. (10 ft. with bite)

Special Attacks engulf (R-DC 40, 6d6 acid), lure (W-DC 30, 1d6 rounds)

STATISTICS

Str 35, **Dex** 9, **Con** 27, **Int** 17, **Wis** 16, **Cha** 15

Base Atk +24; **CMB** +55; **CMD** 65 (can't be tripped)

Feats Ability Focus (engulf, lure), Awesome Blow, Dazzling Display, Dreadful Carnage, Flanking Foil, Furious Focus, Gory Finish, Intimidating Prowess, Improved Critical (bite, slam), Lightning Reflexes, Power Attack, Weapon Focus (bite, slam), Skill Focus (Intimidate)

Skills Bluff +34, Intimidate +50, Diplomacy +34, Perception +35, Stealth +16

SQ brood mother

Languages Common, Dwarven, Undercommon

ECOLOGY

Environment underground

Organization solitary

Treasure double

SPECIAL ABILITIES

Brood Mother (Su) The ooze queen can control all lesser oozes (mindless, or lower HD) within her blindsight radius as a free action.

Disintegrating Bite (Ex) The ooze queen can form mouths to bite nearby enemies. Should the ooze queen score a critical hit against a creature the creature must make a Fortitude save (DC 34) or be disintegrated by a massive dose of digested acid. If the save is successful



they still take 6d6 points of acid damage. The save DC is Constitution-based.

Lure (Su) As a full-round action, the ooze queen can attempt to charm any creature within its blindsight radius in an attempt to get it to move toward her and become engulfed. The creature may make a Will save (DC 30) to resist the effect. This is mind-affecting effect. The save DC is Charisma-based.

Ooze Bolt (Ex) The ooze queen can violently spawn oozes of different kinds from her body as a standard action. This is a ranged touch attack that has dimensions equal to the size of the ooze projected and can be used to target any creature within a range of 60 ft. Any creature struck by the ooze is considered engulfed and begins to take damage according to the projected ooze type.

The colossal ooze queen originates from decades of perfect conditions underground, and myriad types of well-fed oozes congregating and intermingling, developing will and intelligence. This process is sometimes accelerated by humanoid activities and quasi-religious depravity, and ooze queens are quite willing to be served.

ON PORPHYRA

Ooze cults are a plague on many worlds of the Multiverse; however, the deity destined to have oozes in its portfolio was prevented from arriving (Najim the Hidden God) and as such, ooze queens assume demigodhood of their 'children' and the mad humanoids that propitiate them.

OOZE SWALLOWER

This heavily muscled, slimy creature seems to be all mouth and legs, lacking sensory organs or limbs other than clawed legs. A grayish slime drips from its jaws.

OOZE SWALLOWER (CR 4; XP 1,200)

N Large aberration

Init -1; **Senses** tremorsense 90 ft.; Perception -1

DEFENSE

AC 15, touch 15, flat-footed 15

(-1 Dex, +7 natural, -1 size)

hp 37 (5d8+15)

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

Defensive Abilities unhampered movement; **Immune** gray oozes

OFFENSE

Speed 40 ft., climb 10 ft.

Melee 2 claws +6 (1d8+4)

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

Special Attacks disgorge ooze

STATISTICS

Str 19, **Dex** 8, **Con** 17, **Int** 7, **Wis** 8, **Cha** 12

Base Atk +3; **CMB** 8; **CMD** 17

Feats Intimidating Prowess, Iron Will, Lightning Reflexes

Skills Climb +12, Intimidate +12, Stealth +3

Languages telepathy 150 ft.

ECOLOGY

Environment marsh, underground

Organization pair or family (3-5)

Treasure none

SPECIAL ABILITIES

Disgorge Ooze (Ex) As a standard action that provokes attacks of opportunity, an ooze swallower may cough up a gray ooze. The ooze is telepathically linked to the ooze swallower and will follow its mental commands to the best of its ability. If the ooze is killed it takes 1d4 weeks for an ooze swallower to generate a new one.

No Breath (Ex) Ooze swallowers do not need to breathe and are immune to inhaled substances.

Unhampered Movement (Ex) Ooze swallowers are well adapted to swampy terrain. They never consider marshland to be difficult terrain.

These lumpish creatures seem to defy classification, existing in a tightly symbiotic relationship with a life form, the gray ooze, that seems inimical to most fleshly life. The “swallower” can even grow the pernicious oozes



within its body, suggesting a bodily adaptation closely linked one to the other. The creatures seem almost blind without their accompanying slimy partner, and tend to flee if their partner is dispatched, to sulk in a corner of their beloved swamps until they can harbor another. Against conventional expectation, the ooze swallower is both telepathic and somewhat intelligent, the former mostly to communicate with the unknowable mind of the gray oozes they travel with, and the latter probably a remnant of some previous form of more complete creature, whatever that might have been.

Though hermaphroditic, ooze swallowers form family groupings that claim a specific area of a swamp, keeping watch from mangrove and cypress trees that they can climb with a nimbleness that belies their size. They have a fairly good sense of the inhabitants and threats in their environs, useful information if those inquiring have enough of a show of strength to coerce the aberrations into negotiating.

ON PORPHYRA

Ooze swallowers were originally brought to Porphyra in the jungles of the Pynian Coast, and are hunted for certain unique properties of their brains and stomachs, by the decadent inhabitants there.

ORCAM

This hulking, black-and-white skinned humanoid bears armor and weapons cleverly made from products of the sea.

ORCAM (CR 1/2; XP 200)

Male orcam barbarian 1

NG Medium humanoid (orcama)

Init +2; **Senses** echolocation, low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 15 (1d12+3)

Fort +5, **Ref** +2, **Will** +1

Resist cold 2

OFFENSE

Speed 40 ft, swim 30 ft.

Melee greatspear +2 (2d6+1/19-20) or gut razor +2 (1d4+1/x3)

Ranged net +3 (entangle)

Special Attacks rage (7 rounds/day)

STATISTICS

Str 13, **Dex** 14, **Con** 17, **Int** 6, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 14

Feats Skill Focus (Craft [weapon])

Skills Craft (weapon) +5, Perception +5, Swim +5; ACP -4

Languages Aquan, Orcam

SQ hold breath

ECOLOGY

Environment aquatic

Organization solitary, group (2-6), or pod (7-60 plus 100% noncombatants plus 1 4th level war-leader per 20 orcam, 1 3rd level druid per 40 orcam, and 1 leader 5th-10th level)

Treasure NPC Gear (scaly armor, great spear, gut razor, net, other gear)

These sea dwellers are carnivores that prefer fish or seal meat, but their favorites are shark or blood fish. They are mammals and are able to survive underwater, even at great depths, due to their large lung capacity. Orcam spend much of their time hunting for food, preferring to snack several times a day instead of eating fewer large meals. Orcam mate for life; when one partner dies, the other never seeks another mate. Mated couples produce off spring every few years and these births are almost always of a single child. Twins are seen as a sign of extraor-

dinary luck. The whales they coexist with are a vital part of their community and are treated more as family than as pets. They are welcome in any gathering or discussion and are often consulted on tribal matters through the magic of the sea druids.

ORCAM RACIAL CHARACTERISTICS

Orcam are defined by their class levels—they do not possess racial Hit Dice. All orcam have the following racial characteristics.

- **+2 Con, +2 Cha, -2 Int:** Orcam tend to be hardy folk with a friendly disposition. Formal education is not highly valued in orcam society.
- **Medium:** Orcam are Medium creatures who have no bonuses or penalties due to their size.
- **Humanoid:** Orcam are humanoids with the orcam subtype.
- **Speed:** Orcam have a base land speed of 30 ft. and can swim at a speed of 30 ft. as well.
- **Low-Light Vision:** Orcam can see twice as far as humans in dim light.
- **Echolocation:** As a move action, orcam can emit a high-frequency sound, inaudible to most creatures that allow them to locate objects and creatures within 30 feet. A *silence* spell negates this ability and forces the orcam to rely on its other senses. This ability only works underwater.
- **Cold Resistance:** Orcam are very accustomed to the cold of the deep ocean. They possess cold resistance 2.
- **Hold Breath:** Orcam can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.
- **Weapon Training:** Due to their traditional hunting practices orcam are always proficient with spears, tridents, and nets.
- **Whale Rider:** Orcam receive a +2 racial bonus on Ride checks with whales and dolphins.
- **Languages:** Orcam begin play speaking Aquan and Orcam. Orcam with high Intelligence scores can choose from the following: Aboleth, Aklo, Common, Whalesong; speak with whales.

ON PORPHYRA

Orcam inhabit the Sea of Ithreia in northern Porphyra. They have been known to make daring raids on Gulag Blue to the west.



OSILATH GEMINION

One of the two heads of the tree-like being bears foliage, the other, dead branches. While one sleeps, the other fixes you with an intense stare.

OSILATH GEMINION (CR 10; XP 9,600)

NG/NE Large plant

Init +1; **Senses** low-light vision, mistsight; Perception +20

DEFENSE

AC 22, touch 10, flat-footed 22

(+1 Dex, +12 natural, -1 size)

hp 120 (16d8+48)

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

DR 10/slashing; **Defensive Abilities** dual brain; **Immune** plant traits; **Resist** fire 20

OFFENSE

Speed 20 ft.

Melee 2 claws +18 (2d6+7 plus bleed 1d4)

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

Spell-Like Abilities (CL 16th; concentration +18)

1/month—*commune with nature*, *shambler*

1/week—*control plants* (W-DC 20), *plant growth*, *speak with plants*

1/day—*faerie fire*, *obscuring mist*, *spike growth* (R-DC 15), *pass without trace*

STATISTICS

Str 25, **Dex** 12, **Con** 17, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +12; **CMB** +20; **CMD** 31 (39 vs. bull rush, trip, reposition)

Feats Bolstered Resilience, Cleave, Deadly Finish, Flanking, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Diplomacy)

Skills Diplomacy +24, Knowledge (geography) +16, Knowledge (nature) +16, Perception +20, Stealth +16 (+28 in dense forest); **Racial Modifiers** +12 Stealth in dense forest

Language Giant, Sylvan, Treant

ECOLOGY

Environment forest, jungle

Organization solitary

Treasure standard

SPECIAL ABILITIES

Dual Brain (Ex) All orlanths possess two brains. One brain is neutral good and the other is neutral evil in alignment. The evil head is conscious and in control of the body during fall and winter months, while the good head is conscious and in control of the body during the



spring and summer months. Each head has no memory of the other head's actions or thoughts. The orlanth can never be surprised or caught flat-footed.

Rooted (Ex) Orlanth can extend powerful roots into the soil as an immediate action and gain a +8 competence bonus to CMD to resist bull rushes, trips and reposition attempts.

It is believed that the osilath geminions are a magically bred species, probably some cross between ettins and treants. Whatever their original purpose, they are now extremely territorial, and lethal if aroused. They are less like trees than they are like animate thorns; their resistance to fire and the gushing wounds they leave owing testament to their deadly potential. They likely feed from the moisture of blood in the soil, but gain sufficient nutrition in the clement months that they do most of their 'hunting' in the winter.

ON PORPHYRA

The isolationist Herbocracy of Osilath once held sway over large expanses of the northwest Great Green. Geminions were magically bred to maintain and nurture in the temperate months, and mercilessly defend in the inclement months.

OTYUGH

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

OTYUGH (CR 4; XP 1,200)

N Large magical beast

Init +0; **Senses** all-around vision, darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

AC 17, touch 9, flat-footed 17
(+8 natural, -1 size)

hp 45 (6d10+12)

Fort +7, **Ref** +5, **Will** +3

Immune disease

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+6 plus disease), 2 tentacles +7 (1d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+3)

STATISTICS

Str 22, **Dex** 10, **Con** 15, **Int** 9, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 21 (23 vs. trip)

Feats Ability Focus (disease), Stealthy, Weapon Focus (tentacle)

Skills Escape Artist +2, Perception +14, Stealth -2 (+6 in lair); **Racial Modifier** +4 Perception, +8 Stealth in lair

Languages Common, (or Femanx)

ECOLOGY

Environment underground, urban

Organization solitary, pair, or cluster (3–4)

Treasure standard

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based; the diseases carried by otyughs are modified by their unique and magical physiology so the DCs are calculated and do not use standard values.

Otyughs are particularly vile and horrid creatures that lurk in places most sane creatures avoid. Their lairs are middens, cesspools, offal pits, toxic swamps, and sewers—the greater a lair's filth, the greater the draw to the refuse-eating otyugh. They glory in the role of scavenger, wandering through vast underground caverns in search



of the choicest cuts of garbage and waste. Otyughs spend most of their time in these filthy dens, which they keep constantly filled with carrion, dung, and worse sorts of stinking effluvia.

Intelligent creatures dwelling in subterranean areas near an otyugh often form a partnership of convenience with the disgusting beast. These creatures gladly provide their refuse and piles of raw meat to the otyugh, transforming the creature into an effective form of trash disposal. In return the otyugh leaves its benefactors alone, and may even act as a guardian. The most horrifying thing to most races about the notorious otyugh is not the nature of its diet or its choice of lairs, but rather that a creature with an otyugh's tastes can be anything other than a mindless scavenger. Most otyughs understand the fact that other creatures find them unpleasant.

ON PORPHYRA

Otyughs are magical beasts created by the Femanx to help manage their waste and garbage on interstellar journeys. When the Femanx colony ship crashed on Porphyra, the otyughs escaped their captivity and multiplied quickly throughout the world.

PAINSHRIEKER

Wielding two handscythes, this eyeless, featureless humanoid seems completely devoid of any hair. Its sudden appearance and unnatural movements are unsettling.

PAINSHRIEKER (CR 4; XP 1,200)

LE Medium aberration

Init +2; **Senses** blindsight 120 ft.; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 37 (5d8+15)

Fort +4, **Ref** +3, **Will** +4

DR 5/silver; **Immune** sight-based attacks

OFFENSE

Speed 30 ft.

Melee 2 masterwork handscythes +7 (1d6+1/x4)

Special Attacks shock (W-DC 11), sonic barrage

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 16

Feats Two-Weapon Fighting, Weapon Finesse, Weapon Focus (handscythes)

Skills Knowledge (planes) +10, Perception +8, Spellcraft +10, Stealth +10

Languages Aklo, Sylvan

ECOLOGY

Environment forest, hills, jungle, marsh

Organization solitary or gang (2-5)

Treasure standard

SPECIAL ABILITIES

Shock (Su) The sight of a painshrieker is so disturbing that a viewer must succeed at a Will save (DC 11) or be paralyzed with fear for 1d3 rounds. Whether or not the save is successful, that creature cannot be affected again by that painshrieker's shock ability for one day. When confronted with a group of painshriekers, a viewer attempts only one save, but the DC is increased by 1 for each additional painshrieker (maximum DC 15). The save DC is Charisma-based.

Sonic Barrage (Su) A painshrieker can create a devastating sonic attack in a 50-foot-long cone. Anyone within the cone immediately takes 1d8 damage with no save. If the painshrieker maintains the attack, those affected continue to shake as the harmonics rise to a frenzied pitch. On the second round within the cone, they must succeed at a Fortitude save (DC 15) or take 1d12 damage. On the third round they must save again or take



2d8 damage. Successful saves halve the damage. The save DC is Constitution-based.

Painshriekers are aggressive aberrations in a humanoid form. They appear designed to create the maximum amount of emotional disturbance on beings viewing them, and the fact that this ability gets stronger as the creatures gather in numbers supports their use as shock troops. Whatever dark war they were created for never materialized, and the painshriekers themselves appear to have no knowledge of their purpose.

Painshriekers do anything they can to maximize their shocking appearance, darting out suddenly from behind a tree, or dropping from a low branch. They typically follow up with their sonic barrage, being careful not to catch any of their allies within the cone. A gang of painshriekers work together with great precision, striking down their foes with great efficiency.

ON PORPHYRA

These aberrations are a contribution to the NewGod war effort by the minions of Eshsalqua, with the help of Rolterra, who incorporated into them the way of the scythe.

PARAGON CREATURE

A paragon is a reflection of perfection made manifest upon the material plane. It is rumored that paragons are the template creatures from which all the mortal creatures are made by the gods. Paragons radiate mythic power in their form and actions.

APPEARANCE CHANGES

Paragon creatures are more perfect versions of their mundane counterparts. They are stronger, faster, smarter, wiser, more charismatic, and harder. They are simply better versions of their original form.

CREATING A PARAGON

“Paragon” is an inherited template that can be added to any creature. The paragon template adds a number of benefits to the base creature and then it gains the mythic subtype. The mythic subtype and its associated benefits should be added last to the base creature.

CR: Determine the creature’s CR based on the monster creation rules (see *Pathfinder Bestiary*). The paragon template can add uneven benefits to different monsters so it is best to use the Table: Monster Statistics by CR instead of applying a straight CR bonus.

AC: The paragon creature gains a +5 bonus to its natural armor.

Speed: All movement speeds of a paragon creature are tripled. Fly maneuverability improves to perfect.

Hit Dice: A paragon creature’s Hit Dice is improved one step and they gain a bonus 12 hp per Hit Dice.

Defenses/Qualities: Paragons gain the following special defenses and qualities: DR 10/epic, Resist cold 10 and fire 10, SR 11+CR, and fast healing equal to their Constitution bonus.

Damage: All natural attacks are increased by two damage steps.

Abilities: All the paragon creature’s ability scores are increased by +10.

SECONDARY TEMPLATE (THE MYTHIC SUBTYPE)

The mythic subtype appears in the *Mythic Adventures* book but the parts of the subtype needed as summarized below.

Type: Add the mythic subtype to your adjusted creature. This makes the following changes.

MR: Gain a mythic rank equal to ½ the final CR de-

termined before this template.

CR: The final CR is adjusted to equal determined CR in the first template + ½ the MR.

AC: Increase the natural armor bonus by your mythic rank.

hp: Gain bonus hit points equal your hit dice for each mythic rank.

SR: Add the mythic rank to your SR.

Feats: Add one mythic feat for each odd mythic rank earned.

Mythic Abilities: The creature gains a number of mythic abilities equal to MR+1 from the mythic path abilities or they could be created new to better reflect the character of the templated creature.

SAMPLE PARAGON

For the sample paragon creature, I decided to use one of the weakest monsters in the game, the flumph. The flumph is originally a CR 1 monster, but after applying the initial template he has a very uneven CR. His hit points place him at about CR 4, his armor class puts him way up at CR 13, while his attacks place him closer to 5th level and his damage is closer to 3. I’m going to set his CR at 6 due to his high defenses before assigning the mythic template. This gives him a CR 7 and a MR 3 (CR 6 + ½ MR). For mythic abilities it made sense to take items from the guardian path to round out the paragon flumph.

PARAGON FLUMPH (CR 7/MR 3; XP 3,200)

LG Small aberration (mythic)

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

DEFENSE

AC 31, touch 19, flat-footed 23

(+8 Dex, +12 natural, +1 size)

hp 65 (2d10+54); fast healing 5

Fort +5, **Ref** +8, **Will** +10

DR 10/epic; **Resist** cold 10, fire 10; **SR** 21

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee sting +10 (1d8+8 plus acid injection)

Special Attacks mythic power (5/day; surge +1d6), stench spray

STATISTICS

Str 20, **Dex** 26, **Con** 21, **Int** 20, **Wis** 24, **Cha** 20

Base Atk +1; **CMB** +5; **CMD** 23

Feats Extra Mythic Power^M, Weapon Finesse^M

Skills Diplomacy +7, Fly +23, Perception +12, Sense

Motive +8, Stealth +16

Languages Aklo, Common

ECOLOGY

Environment vacuum

Organization solitary, pair, or colony (4–16)

Treasure standard

SPECIAL ABILITIES

Acid Injection (Ex) When a paragon flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d8 points of acid damage immediately and another 1d8 points of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Heal check. A creature that grapples or swallows the paragon flumph takes this acid damage automatically every round it maintains this contact with a living paragon flumph.

Always a Chance (Ex) The paragon flumph does not automatically miss when it rolls a natural 1 on an attack roll.

Crusader (Ex) The paragon flumph has followers as if it possessed the Leadership feat with a leadership score of 14.

Elemental Fury (Su) The paragon flumph can cause his body to erupt with elemental power. As a move action, the paragon flumph gains immunity to acid and adds an extra 1d6 points of acid damage to all its attacks. This ability requires the use of one mythic power and lasts 3 round per use.

Stench Spray (Ex) A paragon flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 15 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based. Alternatively, the paragon flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the paragon flumph must succeed at a ranged touch attack (+10 for most paragon flumphs). If the target is hit, it must make a DC 15 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

To the Death (Ex) The paragon flumph does not fall unconscious when reduced below 0 hit points but is

instead staggered. He loses 1 hit point at the end of each turn when he takes a standard action.

THE TALE OF THE PARAGON FLUMPH

The Great One arrived as a brighter streak of light among lesser ones, from the blackness of the Dark Tapestry, a green-white harbinger of events from Beyond—perhaps for good, perhaps for ill. The world was a small one, mottled with patches of purple-regions that were part of the world, but not of it. The Great One and his fellows cared not about the divisions of the world below, for all divisions of creed and philosophy would fade before the revelation the Harbingers would bring! A myriad of beings on the fractured purple world saw the arrival, and most ascribed prophecies of weal for themselves, or woe for their enemies, as they maneuvered armies and commando groups, pilgrimages and holy wars against their fellows. Only a few had the inherent curiosity to investigate the conjectured site of arrival, in a lonely valley improbably located between membranous purple sea, gravity-reversing mountains crazily arranged against the sky, and a bizarre peak riddled with shards of arcane amethystine crystal.

Tall, pointy eared creatures of regal bearing and decadent mindsets found the Harbingers, surrounded by the Great One in a hastily-assembled shelter in the crater of their violent arrival. The elven patrol from Eleoporphyrene saw, in the shadows of the twilight lair bizarre, floating beings, pale and disked like levitating mushrooms, above a conglomeration of syringe-like spikes and restless tentacles. The fearful functionaries slew two before they could look into the empathic eyes of the beings, albeit ones that stood on rugose stalks like a crab's. Another of the armored would-be greeters was impaled by two of the aroused beings, grappled and injected with strong defensive acid with a rubbery “Flumph!” sound. But, streaking out from the rear of the primitive chamber came a current of viscid fluid, which struck, second by second, each of the remaining interlopers in turn. The powerful chemical effect of the spray leveled the elven warriors, and they fell to their knees, expecting annihilation from some dark Lernaen dragon charged with acid. And indeed, the scent of acid was in the air as another of the floating beings came forth, shining as if with an internal light, and addressed the combatants with agonized squirts of controlled air, through some unnameable organ on its acid-glistening body:

“I. Am. Called. Ed'vest'nik! Peace! We must not fight

one another! Far greater dangers face us from the dark heart of the universe... We, the oiv'hass, have come across the far-flung reaches of the Dark Tapestry to warn this world- we were barely able to precede a foulness known to your world, but not to this region. Ghastly aberrations that will make life for your nation impossible, and will destroy your beautiful city!"

The remaining stench-covered elves clutched one another, their ornate purple armor ruined, not knowing what to think. This bizarre, "flumphing" being exuded a sparkling mist of acrid acid about it, its remaining dozen followers flanking it, like a dream army after a night of too much boiled squid. The patrol commander summoned up all of his dignity and declared, "I will take you to our king."

And so it was the nation of Purple Mountain, led by King Eletheremon and the 'flumph' paragon champion Ed'vest'nik prepared for invasion; it was a testament to the will of the elves and the tenacity of the oiv'hass that a strike force was assembled for the projected incursion, with many of the oiv'hass pledging to the strange 'gods' that so many of the inhabitants of this small purple world adhered to. The strike force was prepared, with Ed'vest'nik leading the way, floating nobly into adventure! The strike

force was two score strong, elves and flumph (as they were lovingly called) and they did not quaver when the great, greasy, glowing stone fell from the heavens into a foul swamp in the Valley of Loss, to the south of Eleoporhyrene. They did not shake when eyeless horrors, the burrowers of rognak noisomely emerged to pave the way for what was to come behind them. Ed'vest'nik led his mushroomlike forces forward, and the elves peppered the psionic aberrations with magical arrows and bolts of force. The two bands of aberrations, one of chaotic

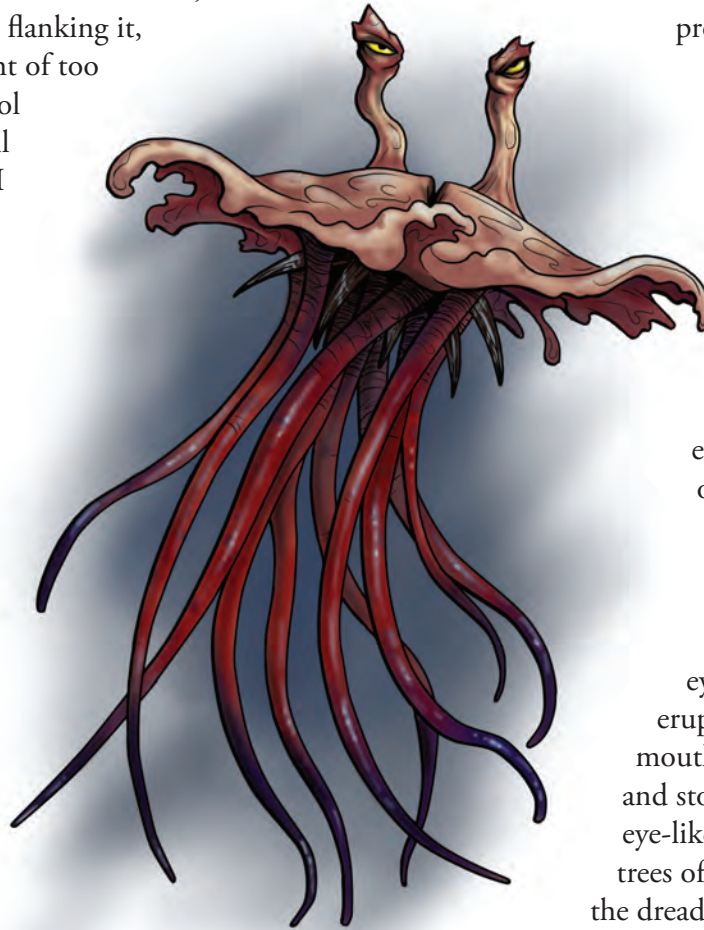
destruction and evil, and one of law-abiding defense and goodness, clashed on the blasted heath, supported by the elven mage-warriors, riding on unicorn and mawgriff-back. Then, rising from the shattered hulk of the star-stone, came a swarm of tentacles- gruesome yellow eyes at the end of each... following them came the scale-armored hulk of a huge beast, nightmarish maw dripping foul ichor-and it spoke, in the tongue of aberrations, of the tentacled things from far or deep places:

"Do not interfere, weak one! This land is claimed by the Starfallen, in this land

promised to those who will use it to bring an age of dominance on this pathetic rock! Your warnings will not bring enough to defeat me, and the destruction my eyeblasts will bring! Flee now, while you can!"

But the paragon of all flumphs did not falter, even as his brethren engaged the insectile burrowers of rognak, likely to their own deaths- Ed'vest'nik plunged into that animate nest of tentacle eyes to plunge his acidic stinger in the dread eyebeasts' face! The roar that erupted from the yellow-fanged mouth seared itself into the swamp and stone around it, and even today, eye-like whorls can be seen in the trees of the Swamp of Fallenstone... the dread eyebeast attempted to blast the irritating creature from its body, but

only succeeded in suffusing both of them with powerful destructive energies. Ed'vest'nik's last act, driving his attacks of acid and mythic power into his long-propheesied and prepared-for nemesis, until all that remained was a pool of squamous slime- and floating upon it, a single pearl-like egg, a seed...



POLARISK

A mountain of fur, four times the size of a man, moves across the ice on six thick, furred legs. Its jaw is filled with vorpal teeth and red scales can be seen hidden under its fur.

POLARISK (CR 10; XP 9,600)

NE Huge magical beast (cold)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 24, touch 10, flat-footed 24

(+2 Dex, +14 natural, -2 size)

hp 147 (14d10+70)

Fort +13, **Ref** +11, **Will** +5

Immune cold

Vulnerable fire

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +21 (2d8+8/19-20), 2 claws +21 (1d8+8/19-20 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks freezing gaze, severing jaws

STATISTICS

Str 26, **Dex** 14, **Con** 18, **Int** 4, **Wis** 12, **Cha** 10

Base Atk +14; **CMB** +24 (+28 grapple); **CMD** 36 (44 vs. trip)

Feats Endurance, Improved Critical (bite, claw), Improved Initiative, Toughness, Weapon Focus (bite, claw)

Skills Acrobatics +12, Perception +11, Swim +16

ECOLOGY

Environment cold

Organization solitary or family (2-5)

Treasure incidental

SPECIAL ABILITIES

Freezing Gaze (Su) Turn to ice permanently, 30 ft., Fortitude DC 17 negates. The save DC is Charisma-based.

Severing Jaws (Ex) Upon a successful critical hit with its bite attack against a creature of huge or smaller size, that creature must make a Fort Save (DC 25) or lose a portion of its extremities (primarily a hand), suffering a -4 circumstance penalty to all attacks, saves and checks due to extreme pain until the damage dealt is healed. The polarisk can swallow any one-handed weapon, or similarly sized object, (wand, rod, etc.) along with any jewelry worn on the limb (rings, bracelets, and bracers.) At the end of the first round following the loss of its extremity, the victim takes 2d6 points of damage, on the end of the second round the victim is reduced to -1 and is dying.



This effect can be halted with a Heal check (DC 15) or by any form of magical healing. The save DC is Strength based.

It is uncertain how, when or why the merger of polar bear and basilisk took place but it did, and now the creatures breed true. The polarisk is a terror to all those that live in the frozen realms. A hunter by nature, the polarisk can subsist on fish and seal but it prefers the taste of humanoid flesh.

Polarisks are egg-layers who will protect their lair and raise their young. The freezing gaze of the polarisk doesn't develop until the young is four months old. Polarisks are naturally afraid of fire and will attempt to freeze any creature carrying fire with their gaze. The polarisk cannot consume creatures it has turned to ice so it tends to leave what it perceives to be weaker prey in their normal form so that it can consume them.

ON PORPHYRA

Ith'n ya'roo hunters in the Frozen North are known to raid the lairs of polarisks to steal their eggs. If raised and trained from the egg, a polarisk can be a powerful and loyal addition to the ith'n ya'roo tribe.

POLKAN

Before you is a centaur-like being with a shaggy-haired lower body, primitively armored but with a cheerful face.

POLKAN (CR ½; XP 200)

Male polkan oracle of battle 1

N Medium humanoid (quadrapped)

Init -1; **Senses** low-light vision; Perception +1

DEFENSE

AC 14, touch 10, flat-footed 14

(+6 armor, -1 Dex, -1 size)

hp 9 (1d8+1)

Fort +1, **Ref** +0, **Will** +3

OFFENSE

Speed 40 ft.

Melee heavy mace +2 (1d8+2)

Ranged light crossbow -2 (1d8/19-20)

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

Oracle Spells Known (CL 1st; concentration +3)

1st (4/day)—*cure light wounds*, *burning disarm* (R-DC 13), *magic weapon*

0th (at-will)—*detect magic*, *guidance*, *light*, *stabilize*

Mystery battle

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +0; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Bludgeoner, Weapon Focus (heavy mace)

Skills Craft (weapon) +5, Intimidate +6, Knowledge (history) +5, Knowledge (religion) +5, Spellcraft +5

SQ oracle's curse (*tongues*; Celestial), revelation (weapon mastery [heavy mace]), sociable

Languages Common, Samsaran

Gear NPC gear (breastplate, heavy mace, light crossbow, 10 bolts, other gear)

ECOLOGY

Environment hills, plains

Organization Solitary, couple, family (3-5), or stado (6-24 plus one barbarian or fighter of 4th level)

Treasure standard

Polkan are lesser centaurs of the steppes and northern plains, more used to dealing with humanoids, and eager for adventure.

POLKAN RACIAL CHARACTERISTICS

Polkan are defined by their class levels—they do not possess racial Hit Dice. All polkan have the following racial characteristics.



- **+2 Wisdom:** Polkan have strong bodies and are very observant of others and the environment.
- **Monstrous Humanoid:** Polkan are monstrous humanoids, but they do not possess darkvision.
- **Medium:** Polkan are Medium creatures and have no bonuses or penalties due to size.
- **Low-Light Vision:** Polkan can see twice as far as humans in dim light.
- **Normal Speed:** Polkan have a base speed of 30 ft. (modified by quadrapped below)
- **Quadrapped:** Polkan have two arms and four legs, given them a +4 racial bonus against trip attempts and gain a +10 bonus to their base speed.
- **Sociable:** When a polkan attempts to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.
- **Languages:** Polkan speak Samsaran. Polkan with high intelligence can choose additional languages from the following list: Common, Draconic, Sylvan, and Terran.

ON PORPHYRA

Polkan tribes roam the lands known as the Lotus Blossom Steppes which was their traditional home from the time before their rhakshasa overlords. Their tribes tend to dominate the north-west of the country.

PSEUDONATURAL

The forces of primal chaos, which lurk “beyond”, both physically and metaphysically, are opposed to the orderly arrangement of all things corporeal, and the minions of Chaos are known for their wild variety. Beings that have been overwhelmed by the forces of extraplanar chaos, most often by accident, but sometimes through ritualistic power-seeking, are known as pseudonaturals, beings that appear typically normal, but possess the hidden strength of unchecked chaos, and can assume an aberrant form when it is time to destroy the weak, ordered ones.

APPEARANCE CHANGES

The bodies of pseudonaturals seethe and change with each passing moment, typically manifesting excess numbers of eyes, mouths, and tentacles, moving to any and all exposed portions of the base creature’s body.

CREATING A PSEUDONATURAL

“Pseudonatural” is an inherited template that can be added to any corporeal creature. A pseudonatural uses the base creature’s stats and abilities except as noted here.

CR: Same as base creature +1 if HD is less than 10, +2 if the hit dice is greater than or equal to 10.

Type: The base creature’s type changes to outsider with the chaotic and extraplanar subtypes. It retains any other subtypes that it possesses that are not linked to the creature type.

AC: Natural armor improves by +4. They gain a profane bonus to their AC equal to the CR bonus listed above.

Hit Dice: Change the base creature’s racial hit dice to d10s.

Saves: Recalculate saves so that Fortitude and Will are considered good saves (HD/2+2).

Defensive Abilities: Pseudonatural creatures are immune to ability damage, ability drain, critical hits, disease and flanking. Additionally they gain spell resistance equal to 11 + CR, plus DR and resistances as listed on the chart to the right.

Speed: Increase the base creature’s movement rates by +10 ft.

Abilities: Increase the base creature’s physical characteristics (Str, Dex, Con) by +6.

Hit Dice	Resist Acid + 1 other	DR
1-5	5	—
6-10	5	DR 5/magic
11-15	10	DR 5/magic and law
16-20+	10	DR 5/magic and law

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following special qualities.

Change Shape: The pseudonatural creature can take the form of a grotesque, tentacled mass (or other gruesome alien form). In this form they are unable to wear manufactured armor or wield manufactured weapons, but the pseudonatural creature gains the following abilities:

Blindsense 60 ft., scent, constrict (tentacles), grab (tentacles), horrific appearance (causes 1d6 rounds/4 hit dice of paralysis on a failed Will save), resistances are doubled. Additionally the creature gains 4 tentacle attacks with damage increased two steps plus 1d3 bleed).

Change shape (alien form; *monstrous physique IV*)

SAMPLE PSEUDONATURAL

The stats below represent the pseudonatural ogre and pseudonatural dire rat their alien forms.

PSEUDONATURAL OGRE (CR 4; XP 1,200)

CE Large outsider (chaotic, extraplanar)

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 21, touch 11, flat-footed 21

(+2 Dex, +9 natural, +1 profane, –1 size)

hp 42 (4d10+20)

Fort +9, **Ref** +3, **Will** +4

DR 5/magic; **Immune** pseudonatural traits; **Resist** acid 10, electricity 10; **SR** 15

OFFENSE

Speed 50 ft.

Melee 4 tentacles +10 (2d6+8 plus 1d3 bleed plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (2d6+8 plus 1d3 bleed), horrific appearance (W-DC 10)

STATISTICS

Str 27, **Dex** 14, **Con** 21, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +12 (+16 grapple); **CMD** 24

Feats Iron Will, Toughness

Skills Climb +10, Perception +2

SQ change shape (alien form, *monstrous physique IV*)

Languages Giant

ECOLOGY

Environment hills, mountains

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard

PSEUDONATURAL DIRE RAT (CR 1; XP 400)

N Small outsider (chaotic, extraplanar)

Init +6; **Senses** blindsense 60 ft., low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 18, flat-footed 16

(+6 Dex, +4 natural, +1 profane, +1 size)

hp 9 (1d10+4)

Fort +6, **Ref** +8, **Will** +3

Immune pseudonatural traits; **Resist** acid 10, fire 10; **SR** 12

OFFENSE

Speed 50 ft., climb 30 ft., swim 30 ft.

Melee 4 tentacles +4 (1d6+3 plus disease plus 1d3 bleed plus grab)

Special Attacks constrict (1d6+3 plus disease plus 1d3 bleed), disease, horrifying appearance (W-DC 7)

STATISTICS

Str 16, **Dex** 23, **Con** 19, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** +2 (+6 grapple); **CMD** 18 (24 vs. grapple, trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +14, Swim +14; **Racial Modifiers** uses Dex to modify Climb and Swim

SQ change shape (alien form; *monstrous physique IV*)

ECOLOGY

Environment urban

Organization solitary or pack (2–20)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; *save* Fort DC 14; onset 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.



evidence that the condition can emerge in a humanoid bloodline generations after exposure, creating a powerful ‘freak of nature’. Pseudonaturals that are allowed to mature are often manipulated by their betters, as the condition does not increase mental abilities, and the unfortunates frequently need to be sheltered from the superstitious and the eugenically minded.

ON PORPHYRA

The Masters of Chaos, and the most prevalent creators of pseudonaturals are the erkunae, from the Isle of Erkusaa, has had several outbreaks of the beings, often used as tools in the power struggles within the Endless Halls. In more outwardly-directed times, the erkunae chaos-wizards skillfully crafted pseudonaturals as sleeper agents, after experimenting (and being experimented on themselves) with the wild forces of Limbo. A band of pseudonatural courtiers within a foreign enemy palace could be useful, indeed. Today, fragments of chaos-magic stolen or sold to power-hungry magicians still create pseudonaturals, as does ‘bubbles’ of chaos that can emerge spontaneously due to overuse of planar magic.

The unnatural transformative condition afflicting pseudonaturals is brought about both by design and accident, through magical experimentation and random chance caused by ‘bubbles’ of chaos. There is also

QUICKGRASS

The pleasant, verdant hillside disappears beneath your feet. In its place emerges a giant maw filled with sharp teeth.

QUICKGRASS (CR 4; XP 1,200)

N Huge plant

Init -5; **Senses** tremorsense 60 ft.; Perception +3

DEFENSE

AC 17, touch 7, flat-footed 17

(+4 cover, -5 Dex, +10 natural, -2 size)

hp 45 (6d8+18)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities blind, camouflage, cover; **Immune** plant traits

OFFENSE

Speed 0 ft.

Melee bite +8 (2d6+7 plus grab)

Space 15 ft. (main body); **Reach** 0 ft. (see Slick)

Special Attacks slick, swallow whole (2d4+7 bludgeoning plus 1d6 acid, AC 12, 4 hp)

STATISTICS

Str 21, **Dex** 1, **Con** 15, **Int** 2, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 15 (can't be tripped)

Feats Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +3, Survival +6

ECOLOGY

Environment hills

Organization solitary or garden (2-10)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) Quickgrass looks like normal shrubbery when at rest. A character can recognize it for what it is with a DC 20 Survival or Knowledge (nature) check.

Cover (Ex) Since a quickgrass's body is buried in the ground, it has cover against other creatures (+4 AC and +2 bonus on Reflex saves against attacks originating from the other side of the cover). The AC bonus is included in the statistics block.

Slick (Ex) If the quickgrass detects prey, it can rapidly fold its blades flat towards its center, creating a slick one way surface that causes all creatures within a 30 foot radius to begin sliding toward its maw. Anyone in the area must succeed on a DC 18 Reflex save (higher if on a steep slope) or slide 25 feet toward the quickgrass (provoking an attack of opportunity from the quickgrass upon entering its threatened area), landing prone. The



shrubby hiding the creature's body is retracted at this point to prevent creatures from grabbing onto it. The save DC is Strength-based. Creatures who succeed on their saves must succeed on DC 15 Acrobatics checks each round to move in the slick area. Falling causes a creature to slide 25 feet toward the quickgrass, as above.

Quickgrass is one of the leading causes of disappearances in civilized lands. Quickgrass appears to be a patch of grass, usually growing on a gentle slope or hollow, with a leafy shrub growing at its center. Quickgrass grows in fields of ordinary grass, making detection difficult. The only way to distinguish quickgrass is by the slightly slimy quality to its blades or by walking upon it. When quickgrass is trod upon, its blades all flatten into a slick surface, and its shrubby retracts, revealing a large and hungry mouth. Those upon it slide into the creature's maw and are swallowed down. Then, as quickly as it attacked, the grass springs back up and the shrubby returns, revealing nothing of what took place.

ON PORPHYRA

Quickgrass are a common enough pest in the Fourlands and Parl Pardesh that regular burning of the plains are undertaken if enough are detected.

REAPER

This floating horror is roughly spherical, covered with horny plates and slimy tentacles. Its single, glaring eye resides improbably behind vicious, jagged teeth.

REAPER (CR 14; XP 38,400)

CE Huge aberration

Init +5; **Senses** blindsense 120 ft.; Perception +25

Aura maddening aura (30 ft; W-DC 22)

DEFENSE

AC 29, touch 9, flat-footed 28

(+1 Dex, +20 natural, -2 size)

hp 190 (20d8+100)

Fort +10, **Ref** +7, **Will** +14

OFFENSE

Speed 5 ft., fly 20 ft (good), swim 15 ft.

Melee bite +21 (2d6+8), 4 tentacles +19 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (20 ft. with tentacle)

Special Attacks devour, disgorge magic (varies)

STATISTICS

Str 26, **Dex** 13, **Con** 18, **Int** 18, **Wis** 15, **Cha** 15

Base Atk +15; **CMB** +25 (+29 bull rush); **CMD** 26
(can't be tripped, 30 vs. bull rush)

Feats Cleave, Flyby Attack, Greater Bull Rush, Hover, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness

Skills Acrobatics +24, Fly +24, Intimidate +25, Knowledge (arcane) +27, Perception +25, Spellcraft +27, Stealth +16, Swim +39

Languages Undercommon, telepathy 120 ft.

SQ enhanced advancement

ECOLOGY

Environment ruins

Organization solitary

Treasure double

SPECIAL ABILITIES

Devour (Ex) Reapers are voracious eaters who are only limited by their narrow feeding tentacles. They can consume a Fine helpless creature in 1 round, Diminutive creature in 2 rounds, Small creature in 4 rounds, and so on). A devoured creature can only be restored by a *miracle* or *wish*.

Disgorge Magic (Su) Reapers become reservoirs for arcane power as they devour creatures with spell-like or supernatural abilities. The powers of the devoured creatures can be expended as a magical attack (this includes any supernatural, spell-like or spellcasting consumed). When using one of these consumed abilities, roll a d20.



If the result is less than the reaper's hit dice, it gains a negative level. These can only be reversed by devouring other creatures. A newly encountered reaper is considered to have previously eaten 1d6 creatures with spell-like abilities and be able to access those powers at the GM's discretion.

Enhanced Advancement (Su) Reapers do not grow normally, but any time they devour a creature with one or more supernatural or spell-like ability they gain the advanced template. They can gain this template multiple times and lose them first when disgorging magic.

Maddening Aura (Su) Any creature other than a reaper that looks upon its horrible visage must make a Will save or become a dominated minion of the Reaper. The minion may make a save each day they are not in the reaper's presence to overcome its influence. The reaper orders minions around with its telepathy. The save DC is Charisma-based for this mind-affecting effect. A creature that has successfully saved against the reaper's aura is immune to its effects for 24 hours.

Reapers pursue agendas of petty tyranny, seeking to dominate small territories and sample the flesh and powers of magical creatures. They are powerful enough to have garnered cultic worship.

ON PORPHYRA

Though assumed to be a living weapon remnant of the NewGod Wars and are primarily found in the Reversed Lands.

REAPER FALCON

This bird of prey is silver in color. Razor-sharp, bone blades extend down the outside edge of the bird's wing.

REAPER FALCON (CR 2; XP 600)

N Tiny animal

Init +3; **Senses** darkvision 120 ft., low-light vision;

Perception +9

DEFENSE

AC 15, touch 15, flat-footed 12

(+3 Dex, +2 size)

hp 18 (4d8)

Fort +4, **Ref** +7, **Will** +3

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee 2 claws +8 (1d2-2), wing bone +8 (1d3-2/18-20)

Special Attacks bleeding strike (+1d4 bleed)

STATISTICS

Str 6, **Dex** 17, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6

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

Feats Flyby Attack, Weapon Finesse

Skills Fly +9, Perception +9

ECOLOGY

Environment any

Organization solitary, pair or family (1-2 plus 2-5 offspring)

Treasure none

SPECIAL ABILITIES

Augmented Criticals (Ex) The wing bones of the reaper falcon are razor sharp and threaten a critical hit on a roll of 18-20.

Bleeding Strike (Ex) When a reaper falcon deals a critical hit with its wing bones it deals an additional 1d4 points of bleed damage.

Reaper falcons are fearless hunters. They are known for their razor sharp wing bones that can slice through any foe in their path. They know that virtually any creature can offer them a meal, though they are rarely interested in fighting for the sake of fighting. Fiercely loyal to their mates, one will always fight to the death if their mate is killed. They also make stalwart animal companions.

Variant Reaper Falcons: Some reaper falcons possess the ability to dismember an opponent on a critical hit. Mechanically any creature dealt a critical hit by the reaper falcon would immediately lose 25% of their maximum hit points and one limb. If the damage reduces the crea-



ture to 0 hit points or less, it is decapitated and dies instantly. Reaper falcons with the dismemberment special ability cannot be trained as animal companions.

At 5th arcane caster level, the reaper falcon can be selected as an Improved Familiar.

REAPER FALCON COMPANIONS

Starting Statistics: **Size** Tiny; **Speed** 20 ft., fly 40 ft (average); **Attacks** 2 claws (1d2); **Ability Scores** Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** darkvision 60 ft., low-light vision

7th Level Advancement: **Size** Small; **Speed** fly 60 ft (average); **Attacks** 2 claws (1d3), wing bone (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** augmented critical, bleeding strike

ON PORPHYRA

Reaper falcons can be found throughout Porphyra. The civilized harpies of the Birdman Mountains are known to raise and train reaper falcon both for sale to other and to assist in their own hunting. The birds are never sold to urisks as they are often mistreated to killed for sport.

REVOKER

The hooded, authoritative figure before you resembles a humanoid skeleton cast in lead, draped with the definitive symbols of law

REVOKER (CR 9; XP 6,400)

LN Medium outsider (extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft., *detect magic*; Perception +20

Aura unsummon (30 ft; W-DC 21)

DEFENSE

AC 23, touch 17, flat-footed 21

(+1 Dex, +1 dodge, +6 natural, +5 deflection)

hp 90 (12d10+24)

Fort +6, **Ref** +9, **Will** +13

DR 10/chaos; **Defensive Abilities** countermagic; **SR** 20

OFFENSE

Speed fly 50 ft. (perfect)

Melee +4 *axiomatic glaive* +17/+12/+7 (1d10+4 plus breakage/x3)

Special Attacks breakage, detonate magic

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*detect magic*

At-will—*plane shift* (W-DC 20)

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 14, **Wis** 20, **Cha** 20

Base Atk +12; **CMB** +12; CMD 24

Feats Combat Reflexes, Dodge, Mobility, Sidestep, Stand Still, Weapon Focus (glaive)

Skills Diplomacy +20, Fly +9, Knowledge (arcana) +17, Knowledge (planes) +17, Knowledge (religion) +17, Perception +20, Sense Motive +20, Spellcraft +17, Stealth +16

Languages truespeech

ECOLOGY

Environment planes (outer)

Organization solitary or force (1-4 revokers plus 5-12 inevitables)

Treasure standard (+4 *axiomatic glaive*, other treasure)

SPECIAL ABILITIES

Breakage (Su) If a revoker strikes a creature wielding a wand or staff with its glaive, the revoker may automatically make a sunder combat action against the wand or staff as a swift action that does not provoke attacks of opportunity. Wands and staffs are considered to have 0 hardness against a revoker's attacks.

Countermagic (Su) As an immediate action, a revoker may counter one evocation spell per round automati-

cally.

Detonate Magic (Su) As a free action, once per round, the revoker can convert one ongoing spell effect within 60 ft. into force damage. The target of the spell takes 1d4 points of force damage per spell level with no save. The spell is immediately dispelled when detonated.

Unsummon (Su) Any summoned creatures within 30 feet of the revoker must make a Will save (DC 21) or be dismissed. The save DC is Charisma-based.

The grim, dogmatic revokers embody the ordered universe's intolerance for the destruction and disorder wrought by indiscriminate use of magic. They are sent by the Gods of Law as tools for laying low arrogant, chaotic mages, and for enforcing cease-fire actions during escalating magical wars.

ON PORPHYRA

Revokers were very helpful in rooting out elemental sorcerers and wizards during the NewGod Wars, and every lawful god had several in their employ. Thulians have very good relations with revokers, as do the minions of Shankhil and Rolterra, who beseech them to 'even the odds' in difficult situations.



ROGNAK BURROWER

This is an upright-walking beetle with a thick chitinous hide and enormous mandibles. It has two massive legs and claws that can easily excavate ground. Bulbous appendages rise from where its head is supposed to exist.

ROGNAK BURROWER (CR 7; XP 3,200)

CE Large aberration (psionic)

Init +1; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 20, touch 10, flat-footed 19

(+1 Dex, +10 natural, -1 size)

hp 95 (10d8+50)

Fort +8, **Ref** +4, **Will** +7

DR 10/magic; **Immune** gaze attacks, vision-based effects

Weakness blind

OFFENSE

Speed 20 ft., burrow 15 ft.; earth glide

Melee 2 claws +13 (1d8+7 plus grab), bite +13 (2d6+7)

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

Special Attacks constrict (1d8+10)

Psi-Like Abilites (ML 7; concentration +8)

At-will—*brain lock*^A (W-DC 15)

STATISTICS

Str 24, **Dex** 12, **Con** 20, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +7, **CMB** +15 (+19 grapple); **CMD** 26

Feats Endurance, Furious Focus, Power Attack, Skill Focus (Stealth), Step Up

Skills Acrobatics +14 (+10 jump), Climb +20, Stealth +16

ECOLOGY

Environment hills, mountains, plains, underground

Organization solitary, or group (3-6)

Treasure standard

SPECIAL ABILITIES

Earth Glide (Ex) A rognak burrower can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a rognak burrower moves it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Rognak burrowers are enormous creatures that dwell beneath the surface of the expansive grasslands and plains. These fearsome creatures are encountered under the control of a more powerful master just as often as they



are found in their natural habitats.

The rognak burrower is equally at home on the plains and underground. It is primarily a carnivore, although it is able to live on plants and fungus when presented with a situation where meat is not available. Whether it lives underground or on the plains, the rognak burrower has a den carved into the earth, where it can usually be found when it is not searching for food. Because of their extensive subterranean burrowing, there is a 10% chance of falling into a sinkhole whenever adventurers encounter a rognak burrower. Rognak burrowers are normally found in small groups. It is very rare for any more than six to share the same living space for any length of time. Each member of the species is both male and female, and can be impregnated by any others within the group, though it cannot impregnate itself. After a gestation period of one month, it lays 2d10 eggs, which are hidden away underground, where the young hatch alone. These young often scatter shortly after birth rather than banding together for their mutual protection. They are small creatures when born, but they mature rapidly, reaching their full adult size within a year.

ON PORPHYRA

Rognak burrowers are common on the western and northern edges of the Pinnacle Lands. They are a common nuisance in the Copperton Mine.

ROKUROKUBI

The comely geisha waves her fan coyly- and then extends what turns out to be a fang-filled maw on the end of a serpentine, monstrous neck!

ROKUROKUBI (CR 5; XP 1,600)

LE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 14, flat-footed 11

(+1 armor, +3 Dex)

hp 52 (8d10+8)

Fort +3, **Ref** +9, **Will** +6

DR 5/—; **Immune** decapitation

OFFENSE

Speed 30 ft.

Melee bite +11 (1d4+2 plus draw blood) plus fighting fan +5 (1d4/x3)

Space 5 ft.; **Reach** 5 ft. (40 ft. with bite)

Special Attacks draw blood, fearful presence (W-DC 16), lulling song (W-DC 16)

STATISTICS

Str 15, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +8; CMB +10; CMD 23

Feats Skill Focus (Bluff, Disguise, Perform [sing])

Weapon Focus (bite)

Skills Bluff +13, Disguise +13, Perform (sing) +13,

Sense Motive +8, Stealth +14

ECOLOGY

Environment ruins, urban

Organization solitary

Treasure double

SPECIAL ABILITIES

Draw Blood (Ex) With a successful bite attack, the rokurokubi deals 1d4 points of Constitution damage.

Fearful Presence (Su) As a move action, the rokurokubi can transform her face into a horrific demonic visage. All within 30 ft. who can see the rokurokubi must make a Will save (DC 16) or become shaken for 2d6 rounds. A creature that makes its save is immune to the rokurokubi's fearsome presence for 24 hours. This is a fear effect and the save DC is Charisma-based.

Lulling Song (Su) When a rokurokubi sings its enchanting song of loss, all living creatures within 60 ft. must make a successful Will save (DC 16) or be affected by either *charm person* or *sleep*, as if cast by a 8th level sorcerer. This is a sonic, mind-affecting charm effect. Any creature who successfully resists the rokurokubi's



song cannot be affected again by the same lulling song for 24 hours.

Though thought by some to be a supernatural devil or demon, the ghastly rokurokubi is a powerful hag-like being of solitary nature, who feeds on the unwary and the gullible, and is capable of infiltrating human society rather easily. Rokurokubi prey on humans and those that associate with them for food and treasure, as they like to live in comfort, sometimes even maintaining elegant houses, if they have fooled the local populace enough. They reproduce with human and near-human men they can seduce, producing immature rokurokubi- though sometimes they take an ogre-mage as a mate, giving some credence to their existence as some kind of female form of that advanced ogre race.

ON PORPHYRA

Rokurokubi traveled, concealed, with the Landed populace of The Lotus Blossom Steppes. They made contact early on with the half-rakshasa forces there but were greatly diminished with their defeat though they sometimes spread south, or help oni agents who reward them well.

SAGE WHISPERER

This translucent, ghostly figure emerges from the stillness of the air. Its hair and eyes are wild and its arms are indistinguishable from its torn, ancient robes.

SAGE WHISPERER (CR 5; XP 1,600)

CN Medium undead (incorporeal)

Init +4; **Senses** darkvision 60 ft., lifesense, Perception +13

DEFENSE

AC 16, touch 16, flat-footed 12

(+2 deflection, +4 Dex)

hp 32 (5d8+10)

Fort +3; **Ref** +5; **Will** +7

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 60 ft. (average)

Melee incorporeal touch +7 (1d4 negative energy plus 1d6 Int drain)

Special Attacks wail of death

Spell-like Abilities (CL 5th, concentration +7)

At will—*detect magic*, *flare* (F-DC 12), *ghost sound* (Wd-DC 12), *ventriloquism* (W-DC 13)

1/day—*detect thoughts* (W-DC 14), *hypnotic pattern* (W-DC 14), *shatter* (F-DC 14), *whispering wind*

1/week—*divination*

STATISTICS

Str —, **Dex** 19, **Con** —, **Int** 20, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 18

Feats Alertness, Skill Focus (Knowledge [any two])

Skills Fly +12, Intimidate +10, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (primary focus, any one) +16, Knowledge (secondary focus, any one) +16, Perception +13, Sense Motive +13, Spellcraft +13

Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal

ECOLOGY

Environment ruins

Organization solitary

Treasure none

SPECIAL ABILITIES

Intelligence Drain (Su) Creatures hit by a sage whisperer's touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Intelligence drain. On each successful attack, the sage whisperer gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A sage whisperer notices and locates



living creatures within 60 ft., just as if it possessed the blindsight ability.

Wail of Death (Su) As a standard action, a sage whisperer can release a deadly howl that instantly kills any creature with 0 or fewer hit points within a 60 ft. radius.

Some say, that the sage whisperers are the undying souls of the lost Savants of the Fifth Element, but these are merely speculations. They are often found on sites of ancient libraries that have burned to the ground, even if a new building has been built in its place. If they do not feel threatened, they will remain a whisper in the air, and some may even talk to the sage whisperer, though if threatened, they will take on the new form and attack. Their knowledge is great, and one who successfully makes a friend of the sage whisperer, will have access to this knowledge and can ask them questions. They have two knowledge skills, a primary focus (chosen by the DM) has a collected bonus of +16, and a secondary focus +16. They cannot answer other questions than those within these skills, which reflects their memories.

ON PORPHYRA

Sage whisperers are found in many ancient dead places, such as the Cities of the Dead in Almuut, Ghadab, and even some powerless ones in Nor-du-Mag. Every city has its rumored 'library ghost' in its centers of learning.

SAHRATAN

Though possessed of a well-formed humanoid upper body, this creature's lower half is of a hulking, savagely-pincered crab, with restlessly waving claws.

SAHRATAN (CR 4; XP 1,200)

N Large monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 17

(+1 Dex, +1 dodge, +8 natural, -1 size)

hp 34 (4d10+12)

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

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 pincers +7 (1d8+4 plus grab), trident +2 (2d6+2)

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

Special Attacks constrict (1d8+4), lure (120 ft.; W-DC 13)

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 7, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 20 (32 vs. trip)

Feats Dodge, Mobility

Skills Climb +11, Intimidate +9, Swim +12

Languages Aquan, Common

ECOLOGY

Environment aquatic

Organization solitary, hunting party (2-4 plus 1st level barbarian), or nest (20-30 with 25% non-combatants, 3-4 1st level barbarians, and one 5th level barbarian leader)

Treasure standard (plus trident)

SPECIAL ABILITIES

Lure (Ex) As a standard action, a sahratan can chant a low tone that can be heard within a 120 ft. spread above or below water. All non-sahratan within this spread must make a Will save (DC 13) or become captivated. A creature that successfully saves is not subject to the same sahratan's lure for 24 hours. A victim under the effects of the lure moves toward the sahratan using the most direct means available. If the path leads them into a dangerous area that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the sahratan simply stands and offers no resistance to the sahratan's attacks. This ef-



fect continues for as long as the sahratan chants and for 1 round thereafter. Additionally, any creature that has been affected by the lure for 6 or more successive rounds suffers 1d3 points of Wisdom damage. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Sahratans inhabit shallow waters of all kinds, salt and fresh, though certain specimens of the former can possess the giant simple template, and those of the latter the young simple template, to reflect their size and habits. Sahratan dislike most other races, more with caution than with xenophobia; it is said they adapted to their present form from a more terrestrial one to escape racial persecution. They lure surface victims to possess their metal tools and weapons, and take their treasure to pay off other undersea races to leave them alone—they will ferociously go to war with those that harass them.

ON PORPHYRA

The sahratan are likely an offshoot race of the femanx, similar to the dromopods, but with two genders and a strong resentment of the parent race. They have many nests near The Rainbow Isles, and do occasional mercenary work in the Seven Principalities, though they are known to be extremely touchy.

SARRENEL

These eel-like creatures seem oddly different, almost as if one can see emotions on their faces, and not good ones.

SARRENEL (CR 3; XP 800)

NE Small magical beast (aquatic)

Init +3; **Senses** see in darkness; Perception +2

DEFENSE

AC 17, touch 14, flat-footed 14

(+3 Dex, +3 natural, +1 size)

hp 25 (3d10+9)

Fort +6, **Ref** +6, **Will** +0

Immune electricity; **SR** 14

OFFENSE

Speed 15 ft., swim 30 ft.

Melee bite +7 (1d4+1 plus 1d4 electricity)

Special Attacks electricity, feeding frenzy

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 5, **Wis** 8, **Cha** 6

Base Atk +3; **CMB** +3; **CMD** 16 (can't be tripped)

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +9, Perception +2, Swim +9

SQ amphibious

ECOLOGY

Environment aquatic

Organization gang (2-5) or swarm (6-20)

Treasure none

SPECIAL ABILITIES

Electricity (Ex) The creature's bite deals 1d4 points of electrical damage in addition to the damage resulting from the bite itself. In addition, any creature making direct physical contact with the sarrenel also sustains 1d4 points of electrical damage per round of exposure.

Feeding Frenzy (Ex) The scent of fresh blood incites the cruel predators' aggressive instincts. If the creatures deal 10 or more points of non electrical damage in a single round, all of the sarrenels receive a morale bonus to attack and damage rolls on the following round equal to +1 per 10 points of damage dealt in the previous round.

Generations of specialized breeding and magical intervention changed placid aquatic creatures into amphibious killing machines. Despite several hundred years of remarkable evolution and humanoid interference, the creature's anatomical features remain relatively intact with a few notable exceptions. At first glance, the sarrenel seems virtually indistinguishable from a normal eel. A closer inspection belies its true nature. In total dark-



ness, the beast's eyes emit a dull, yellow glow, revealing its brutal feral quality. Naturally aquatic, the sarrenel also possesses four small flippers that empower it to venture onto dry land. Sarrenels retain their ancestors' dark coloration, enhancing their ability to hide within shallow murky waters. Sarrenels grow to a maximum length of 3 feet with an average diameter of 6 inches. Despite their evolutionary advances, sarrenels are incapable of speech.

Savage and primordial, the aggressive beasts attack foes with unabated fury, viciously tearing chunks of flesh from their victims. Sarrenels rely upon stealth to approach their target and then attack foes en masse in a manner reminiscent of a swarm of angry hornets. They never retreat regardless of the circumstances.

ON PORPHYRA

Another example of living weapons created for the NewGod Wars, sarrenels were engineered by undine and sylph elemental-kin to deny safe access to water by Deist troops, even to infest city sewers and pristine lakes. It is rumored that there are magical devices specifically keyed to control sarrenels, probably lost in the retreat of Elementalist forces.

SATYRINE

Leaping nimbly to the deck of your burning ship is a lithe, savage, beautiful female humanoid, sporting intricate body tattoos and two heavy horns curling out of her skull.

SATYRINE (CR 1/2; XP 200)

Female satyrine gunslinger 1

NE Medium fey (satyrine)

Init +7; **Senses** darkvision 60 ft.; Perception +5

DEFENSES

AC 15, touch 13, flat-footed 12

(+2 armor, +3 Dex)

hp 11 (1d10+1)

Fort +3, **Ref** +3, **Will** -1

OFFENSE

Speed 30 ft.

Melee longsword +1 (1d8/19-20) and headbutt +1 (1d6 nl plus daze)

Ranged pistol +4 (1d8/x4)

Special Attacks beguile (DC 14), grit (1)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. bull rush, trip)

Feats Gunsmithing, Improved Initiative

Skills Bluff +4, Perception +5, Profession (sailor) +6;

Racial Modifiers +1 Bluff, +1 Profession (sailor)

Languages Common, Sylvan

ECOLOGY

Environment aquatic, jungle

Organization solitary (Chosen of Nise), cohort (1d6 human pirates and one 2nd level satyrine), or raid (2 cohorts and one 4th level satyrine), or crew (3 raids and one 8th level satyrine)

Treasure npc gear (pistol, leather armor, other gear)

SPECIAL ABILITIES

Beguile (Su) The savage beauty of the satyrine is legendary and can be used to entrance male opponents. Once per day, as a standard action a satyrine can attempt to beguile a single male as per a *heightened charm person* spell. The level of the spell is treated as ½ the satyrine's character level (maximum 9th level). The save DC is Charisma-based.

Headbutt (Ex) Satyrines sometimes lure their opponents close to deliver a devastating headbutt. The headbutt deals nonlethal damage but if the satyrine deals 6 or more points of damage, the opponent must make a Fortitude save (DC 10) or be dazed for one round. The save DC is Strength-based.



Satyrines are not a numerous race, and do not seem to desire conquest or grand cities; for them, plunder and adventure is all. Their ships are feared on many seas for this reason, and the irresistible satyrine captains frequently demand duels and combat for their lusty underlings, regardless of the terms for surrender or defeat. Their skills on the open sea are readily apparent, as is their willingness to fight. Satyrine ships are often stripped of weapons to facilitate speed, to accommodate their desire for boarding actions. Any losses of their smitten male crews can be replaced with newer victims/paramours.

The obvious connection between the (apparently) all-female race of satyrines and the fey race of satyrs is not readily explained, but there are significant differences. Satyrines walk on humanoid feet, not hooves, and though they bear a light down on their bodies, they do not have the goatish appearance of their would-be woodland relatives. The occasion of the two races' meetings would be interesting, indeed. Satyrines reproduce rather infrequently by means of a seduced male, preferably human and easily dominated. It is rumored that pregnant satyrine must spend their confinement on land, but where this breeding ground could be, no one knows. Satyrines dislike going ashore at the best of times, though those among their race with specific

class needs tolerate it, especially wild and wooly port cities. It is fairly common knowledge that males born to satyrines are sacrificed to their goddess, in the sea, and fit females are raised in the ship's nursery, a shocking phenomenon in a pirate ship, to be sure.

SATYRINE RACIAL CHARACTERISTICS

- **+2 Dexterity, +2 Charisma, -2 Intelligence:** Satyrines are unnaturally graceful and beautiful but lack many of the logic and processing skills needed for book learning.
- **Fey:** Satyrines are fey creatures with the satyrine subtype.
- **Medium:** Satyrines are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Satyrines have a base speed of 30 feet.
- **Low-light Vision:** In conditions of dim light, satyrines can see twice as far as normal humans.
- **Beguile (Su):** The savage beauty of the satyrine is legendary and can be used to entrance male opponents. Once per day, as a standard action a satyrine can attempt to beguile a single male as per a *heightened charm person* spell. The level of the spell is treated as ½ the satyrine's character level (maximum 9th level). The save DC is Charisma-based.
- **Headbutt (Ex):** Satyrines possess a primary natural attack that deals 1d6 points of nonlethal damage. If their attack deals 6 or more points of damage, the victim must make a Fortitude save or be dazed for one round. The save DC is Strength-based.
- **Stability:** Satyrines gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground or on a ship.
- **Pirate's Life:** Satyrines gain a +1 racial bonus to Bluff and Profession (sailor) checks.
- **Languages:** Satyrines begin play speaking Common and Sylvan. Satyrines with high Intelligence scores can choose from among the following bonus languages: Abyssal, Aquan, Common, Maenad, and Terran.

ON PORPHYRA

Satyrine prowl the Haunted Sea, but can be found anywhere that a challenge can be found. They are fanatical devotees of Nise and only a ship with one of her faithful on board can even consider parley.

THE MOON'S DAUGHTER

The Moon's Daughter is a typical ship commanded by satyrine, one sailing the seas of Porphyra looking for challenge, adventure, and a good fight. The Moon's Daughter is a three-master sailing ship (see the *GameMastery Guide*) of the barque variety, deep-hulled with three decks and a forecastle for the satyrine commanders. It is fitted with a ram, depicting the horned head of a grinning satyrine, that can be cleverly lowered out of a groove on the bow. It is also armed with a ballista (see the *Core Rulebook*) manned by a female half-giant named Donnak, who uses it to deadly effect. She and the other 31 devoted pirate crew of the Moon's Daughter use the Shipmate template on see the *GameMastery Guide*, as do the 6 satyrine cohort leaders. The three raid mates use the Guard Officer template, substituting studded leather armor, and cutlasses for weapons, with the corresponding feats. Arta, Daxia, and Ferra all report to Captain Delianna, who uses the First Mate template in the *GameMastery Guide*. All satyrine pirates apply the satyrine racial characteristics to their templates, and are of the chaotic neutral alignment.

The Moon's Daughter also carries a priestess of Nise on board, to ensure the piety of the satyrine faithful. The priestess, Delfia, uses the Cultist template in the *GameMastery Guide*, and has two assistant/bodyguards with her, Ara and Daena, who conform to the satyrine Gunslinger profile presented here. They maintain a tent on the foredeck, near the sacred ram, upon which Daena will cast magic weapon during attack runs. The Moon's Daughter currently carries a month's worth of food and water for her crew, bales of arrows and ballista bolts for several engagements worth, a chest of 1,000 silver for possible purchases, and their only prize to date, a captured aristocrat from The Pinnacle Lands (use Noble Scion, see *GameMastery Guide*) named Artaxon Zol. Captain Delianna also may or may not have a treasure map in her possession, indifferent to its treasure, but certainly valuable to someone else...

SCASM

The brownish, silent beast before you bears barbed tentacles and two small, eyeless heads on its shoulders. Even its scaled head seems to have no visual sense organs.

SCASM (CR 2; XP 600)

N Large aberration

Init -1; **Senses** blindsense 60 ft.; Perception +5

DEFENSE

AC 14, touch 8, flat-footed 14

(-1 Dex, +6 natural, -1 size)

hp 11 (2d8+2)

Fort +1, **Ref** -1, **Will** +3

Immune sight-based attacks

Weakness blind

OFFENSE

Speed 20 ft.

Melee 2 mouth stalks +3 (1d6+3 plus grab), 4 tentacles +1 (1d4)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Special Attacks chew (mouth stalks, 1d6+3), devouring bite (1d8+4)

STATISTICS

Str 16, **Dex** 8, **Con** 12, **Int** 4, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +5 (+9 grapple); **CMD** 14 (18 vs. trip)

Feats Multiattack

Skills Perception +5

ECOLOGY

Environment any

Organization solitary, pair, or pack (3-8)

Treasure standard

SPECIAL ABILITIES

Chew (Ex) Scasms pre-chew their food before putting it into their primary mouth. A scasm can deal damage with each of its bites when it makes a successful grapple check against its opponent or opponents.

Devouring Bite (Ex) A round after a scasm has chewed on an opponent, the target is transported into its primary mouth as a free action, where a successful grapple check deals 1d8+4 points of piercing damage.

The ravenous predators known as scasm are quick to spread in uncivilized environments. They are vaguely reptilian masses of tentacles, teeth and tumorous flesh, endlessly seeking meat. These eyeless beasts seem to be mindless ravens, ceaselessly roaming in search of prey, but they are more intelligent than mere animals. Small



packs of them seek to surround likely food sources, apparently sensed through vibrations felt in the air through their paws, and irregular protrusions in their hide. Their many attacks can quickly bring down even seasoned troops engaged to root them out, and they will strip downed prey to the bone.

They reproduce through fission, and it is when a scasm is 'budding' that they will lair for a short while, the 'parent' recovering its strength and the 'child' expanding quickly into the large mature form. Eating a single humanoid or livestock animal such as a cow will spur the budding process. It is lucky for frontier society that scasm are also rather prone to cannibalism when denied a regular food source. Packs over a half-dozen scasm are seldom found, and only under a particularly fit specimen that is capable of recognizing the worth of pack hunting.

Scasm are typically silent, communicating with one another through a semi-organized thrashing of their tentacles and mouth-stalks.

ON PORPHYRA

Scasm are especially rampant in Nor-du-Mag, where magic is not available to check their spread. Their sandy color nearly matches the umber stone and gravel of that wasteland, and packs of them roam the terrain, both above and below ground. It is said that ash giants there have found some way to whip the beasts into some form of practical use.

SCORPIDRAKE

This creature is a hideous blend of vermin and drake, with the body, tail and legs of a giant scorpion and the head, teeth and lethal breath of a dragon.

SCORPIDRAKE (CR 9; XP 6,400)

NE Huge aberration

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft; Perception +16

DEFENSE

AC 22, touch 10, flat-footed 20
(+2 Dex, +12 natural, -2 size)

hp 126 (12d8+72)

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

Resist acid 20

OFFENSE

Speed 30 ft.

Melee bite +15 (2d6+8), 2 claws +15 (1d8+8 plus grab), sting +15 (1d8+8/19-20 plus poison)

Space 15 ft.; **Reach** 15 ft. (10 ft. with bite)

Special Attacks breath weapon (60 ft. cone, 6d6 acid, Reflex DC 21, usable every 1d4 rounds), constrict (1d8+8)

STATISTICS

Str 26, **Dex** 14, **Con** 21, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +19 (+21 bull rush, +23 grapple); **CMD** 31 (39 vs. trip)

Feats Bull Rush Strike, Improved Critical (sting), Improved Bull Rush, Improved Initiative, Power Attack, Toughness

Skills Intimidate +15, Perception +16

SQ draconic parentage

Language Draconic (limited)

ECOLOGY

Environment desert, hills, plains

Organization solitary or clutch (2-5)

Treasure normal

SPECIAL ABILITIES

Draconic Parentage (Ex) All scorpidrakes have some draconic blood in them. This blood alters the coloration of the scorpidrake, as well as its energy resistance and breath weapon to match the that of its parent type. These statistics represent a black scorpidrake.

Poison (Ex) Sting—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.



Whether the scorpidrake is the product of wizardly experimentation, draconic fecundity or deific malice, it is clearly not of natural origin. Its body is that of an immense scorpion, while its head is that of a chromatic dragon. The hue of the body is that of the dragon's type – those with the head of a blue dragon have a deep azure shell, for example, while those with a black dragons head have a shell of obsidian tone. Only the neck and head are draconic; the creature has no forelimbs or wings.

Many scorpidrakes traits are draconic. They will make a lair, usually a small cave or hollow and they will gather what treasure they can into it. They are far too stupid to have elaborate traps or hired guards for their lair and so they hate to leave it, venturing out only for food and never straying too far. Scorpidrakes can speak a limited form of draconic but they rarely have much to say. Powerful beings can sometimes manage to get scorpidrakes to serve them, as long as food and treasure are provided regularly.

ON PORPHYRA

Like dragons, scorpidrakes tend to be rare, but recently rumors have begun to spread about large clutches of scorpidrakes emerging from the Glass Sea to invade nearby Argentum, in the Creeper's Rift and Ashyim, in the Wastes of Simoon.

SEA DRAGON

Approaching sinuously through the depths is a scaled, green, serpentine creature, its huge body somewhat reminiscent of the old stories of dragons.

SEA DRAGON (CR 8; XP 4,800)

N Huge animal (aquatic)

Init +1; **Senses** blindsight 120 ft., low-light vision; Perception +23

DEFENSE

AC 18, touch 9, flat-footed 17

(+1 Dex, +9 natural, -2 size)

hp 150 (12d8+96)

Fort +15, **Ref** +9, **Will** +6

OFFENSE

Speed swim 40 ft.

Melee bite +16 (2d8+8 plus grab), tail slap +11 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tail slap)

Special Attacks swallow whole (3d6+8 bludgeoning, AC 14, hp 13)

STATISTICS

Str 26, **Dex** 13, **Con** 24, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** 19 (+23 grapple); **CMD** 30 (34 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Toughness, Vital Strike, Weapon Focus (bite, tail slap)

Skills Perception +23, Swim +16

ECOLOGY

Environment aquatic

Organization solitary

Treasure none

The Far East races call them Ryugo, the cliff-dwelling northerners Radahag, and the southern sailors out of desert ports Tananeen, all apply to the same sinuous king of the sea. Widespread where true dragons are rare, semi-intelligent where dragons are crafty, the name 'sea dragon' is an appellation in the Common tongue to a species of aquatic pseudo-reptile known for its voracity and territorial behavior. Superficially resembling the draconic hyper-reptiles, sea dragons roam their claims in search of food, driving other predators away. They do not care for nor collect treasure, another difference between them and true dragons. They do not typically attack large ships, but will readily attack small boats, if only with the misconception that one is a shallow-swimming porpoise, one of its favorite foods. They seem to



have a form of sonar, like whales, that functions as well as blindsight.

Aquatic races will sometimes gather groups of heroes to hunt down a sea dragon, much as land peoples do. Some of these cultures make armor and weapons from its body parts, martial tools passed down through clans and martial cadres. Sea dragons instinctively avoid those dragons that live in large bodies of water (such as brine dragons and dragon turtles) and dare not tangle with the likes of krakens and scyllas.

SEA DRAGON COMPANIONS

Starting Stats: **Size** Medium; **Speed** Swim 30 ft.; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 12, Dex 17, Con 10, Int 2, Wis 12, Cha 6

7th level Advancement: **Size** Large; **Speed** +10 ft.; **AC** +2 natural armor; **Attack** bite (2d6), tail slap (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **SQ** grab (bite)

ON PORPHYRA

Loch Braig in the Holdfast of the Celestial Parishes is home to a particularly vicious sea dragon that is called Naitaka. Locals who travel the waters of Loch Braig often carry small animals such as foxes or goats to drop into the water to appease the sea dragon.

SHEBBAH

This screaming, semi-real apparition wavers before your eyes, seemingly composed of smoke and rubble, filthy water and swirling winds to nowhere.

SHEBBAH (CR 6; XP 2,400)

CE Large undead (extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft., Perception +8

Aura unnatural aura (30 ft.)

DEFENSE

AC 17, touch 17, flat-footed 13

(+4 deflection, +3 Dex, +1 dodge, -1 size)

hp 76 (8d8+40)

Fort +6, **Ref** +5, **Will** +5

Defensive Abilities channel resistance +2, incorporeal;

Immune acid, cold, electricity, fire, undead traits

OFFENSE

Speed fly 20 ft. (perfect)

Melee incorporeal touch +8 (8d6, F-DC 18 half)

Special Attacks ghostly vortex (W-DC 18)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 8, **Wis** 4, **Cha** 18

Base Atk +6; **CMB** +7; **CMD** 21

Feats Dodge, Improved Initiative, Iron Will, Toughness

Skills Fly +9, Intimidate +15, Knowledge (religion) +10, Perception +8

Languages Aquan, Auran Ignan, Terran

ECOLOGY

Environment aquatic, desert, planes (inner)

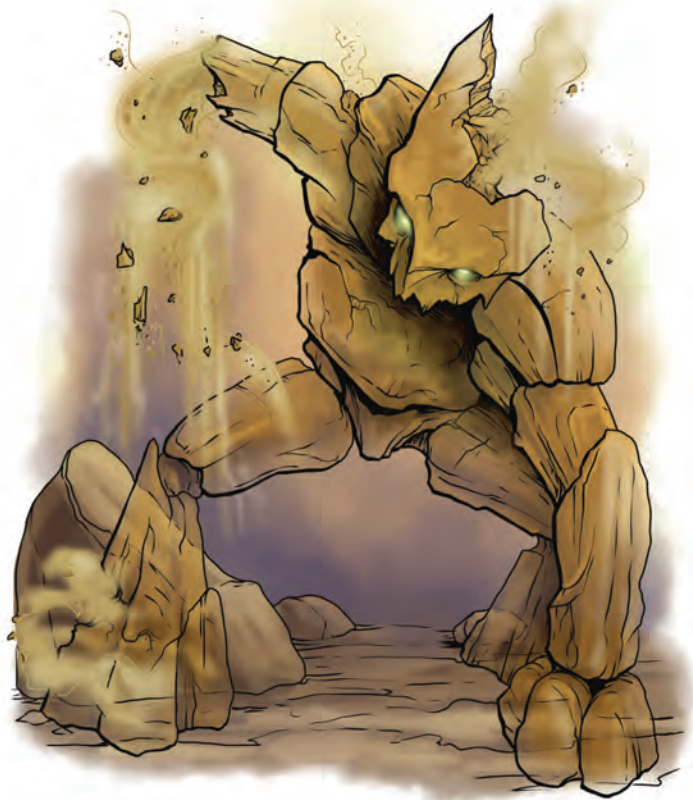
Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Ghostly Vortex (Su): As a standard action, a shebbah can attempt to call on what used to be its connection to its elemental base, summoning forth only corrupted necromantic energy. Swirling ghostly wisps of various elements cause all living creatures within a 30 foot spread to make a DC 18 Will save or become panicked for 2d4 rounds. This is a mind-affecting, fear effect and the save DC is Charisma-based.

Shebbah (translated to ‘pitied one’) is the restless spirit of a geniekind, its soul torn from its body by terrible divine magic. A tortured kind of undead, almost completely mad, most were formed during cataclysmic battles long ago, when terrorizing the enemy was almost as important as defeating them in battle. They roam wastelands (mostly deserts) uncomprehending of their state, act-



ing in a random manner in their semi-undead. They appear as translucent corruptions of their once-physical genie body, but none of their specific powers remain, their elemental connection all but severed, leaving only immunities and cosmetic appearances. They typically bear visible wounds from their death struggle, that emit ghostly emissions of the four component elements.

ON PORPHYRA

Shebbah were created during the NewGod Wars, when the Deists invaded the southern deserts of Siwath and Ghadab. The horror engendered by the undead genies struck a strong blow to Elementalist morale. They remain today restlessly wandering, taboo to the nomads of these harsh places. Shebbah is a term in Old Porphyran.

UNDEAD ELEMENTALS

‘Ordinary’ elementals may also be bound to the Material Plane through energy level drain from spell or creature. They lose the elemental subtype, and gain incorporeal and undead traits. They do 1d6 incorporeal touch damage per original hit dice, giving a Fort save for half equal to 10 plus half of their original hit dice. They are typically known as “elemental wraiths” and haunt lonely places of their original element.

SHIKO-ME

Even before the inhuman horns and hands of this hag-like being are seen, you can sense a feeling of calamitous doom.

SHIKO-ME (CR 3; XP 800)

LE Medium outsider (extraplanar, evil, shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +5

Aura *doom* (30 ft.; W-DC 13)

DEFENSE

AC 19, touch 14, flat-footed 15

(+1 armor, +4 Dex, +4 natural)

hp 19 (3d10+3)

Fort +2; **Ref** +7, **Will** +2

Immune cold, electricity, fire, negative energy

OFFENSE

Speed 40 ft.

Melee katana +5 (1d8+1/18-20), claw -1 (1d4)

STATISTICS

Str 13, **Dex** 19, **Con** 12, **Int** 13, **Wis** 9, **Cha** 14

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

Feats Improved Initiative, Weapon Focus (katana)

Skills Acrobatics +10, Bluff +8, Disable Device +10, Disguise +8, Perception +5, Perform (dance) +8, Stealth +10

Languages Common, Infernal, plus one elemental language

SQ change shape (elemental form; *polymorph*)

ECOLOGY

Environment planes (outer), ruins, urban

Organization solitary or troupe (2-5)

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) The shiko-me can assume one of three of the following elemental forms and gains a number of abilities when in that form.

Fire Form: *burning hands* (at-will; CL 3rd), *fire shield* [chill form] (constant; CL 3rd)

Shadow Form: DR 5/—, +10 racial bonus to Stealth checks.

Wind Form: Wind Stance as a bonus feat, fly 80 ft. (perfect; Fly +12), *glitterdust* (at-will; CL 3rd)

The shiko-me is a servant of the Infernal powers that is tasked with punishing mortals that defy their dictums or otherwise engage in chaotic activity. To this end, they form small groups that have varied abilities, the better to complete their task- thus they act as a small, organized task force. They are dedicated in their task, as their re-



ward for success is freedom on the Material Plane, to indulge their hunger for mortal sustenance and pleasures.

Formed by the will of powerful Infernal beings out of common elements, shiko-me are in no way human, though they envy normal mortals, and emulate them whenever possible, imitating costume, dance and customs quite competently. A favorite tactic of the hell-hags is to set up in an abandoned roadhouse or inn, tempting travelers with music and dance. With the resources gained from victims, they close in on their given targets, often noble warriors of chaotic nature. They typically adopt female guise to lower humanoid's defenses.

ON PORPHYRA

Shiko-me are the pawns and tools of the Elemental Lords Grunzol and Qarryn who, in partnership with the oni-lord Kurofu, continue to plague the Lung People with these deceitful terrors.

SHIMMER DRAGON

Light dances across the iridescent scales of this youthful dragon. From its head rises two tall horns and its eyes glimmer with an intelligence well beyond its apparent age.

SHIMMER DRAGON (CR 5, XP 1,600)

N Medium dragon

Init +7; **Senses** dragon senses; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 57 (6d12+18)

Fort +8; **Ref** +8; **Will** +6

OFFENSE

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

Melee bite +8 (1d8+2 plus poison), 2 claws +8 (1d6+2)

Special Attacks glitter (W-DC 16)

Spell-Like Abilities (CL 6th; concentration +7)

At-will—*major image* (W-DC 14)

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 21 (25 vs trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Perception)

Skills Appraise +12, Bluff +10, Fly +16, Knowledge (arcana) +12, Knowledge (geography) +12, Perception +13, Sense Motive +10, Spellcraft +12, Stealth +20; **Racial**

Modifiers +8 Stealth

Languages Celestial, Common, Draconic, Elven; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair or clutch (3-5)

Treasure triple

SPECIAL ABILITIES

Glitter (Su) Instead of an attack, the shimmer dragon can reflect light off its scales to temporarily blind its assailants. Opponents within 30 ft. must make a Reflex save (DC 16) or be blinded for 1d4 rounds. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/minutes for 10 minutes; *effect* sleep for 1 minute; *cure* 2 consecutive save. The save DC is Constitution-based.

This creature appears to be a very young dragon at first glance. After studying the shimmer dragon for a moment, it becomes apparent that this is no young dragon; there is an old intelligence in its deep, penetrating



eyes. The multihued shimmering scales of the shimmer dragon are its namesake. It has sharp horns on its head and what looks like a small beard of thin hair below the chin.

Shimmer dragons prefer to communicate telepathically although they have the ability to speak normally. Telepathy offers the shimmer dragons a way of speaking secretly over greater distances.

These dragons are rather special, and gain very little respect from their greater cousins. The shimmer dragons have carved their own place in the world as the caretakers of places with strong ties to the essence of illusion. Illusion spells are known to be more potent in these magical locations. These places are well hidden and can be quite difficult to find, prompting some wizards to give dangerous artifacts to the dragons for caretaking.

ON PORPHYRA

Shimmer dragons were once the confidants and allies of non-aligned wizards and sorcerers in the days before The Calling, and their trust was paramount to the safety of the Savants of the Fifth Element. Some of their enclaves are still present in Hesteria, Blix, the Celestial Parishes, and the Opal Sea.

SPIRIT CREATURE

Mortal beings, obsessed with the state of their own existence, have recorded and studied other, stranger forms and presences and classified them accordingly. Undeath from negative energy, transitory soul-forms, and the bewildering array of soul-generated outsiders are only a few. There are those essences, however, that are not generated by an individual life as we mortals know it, but come into a form of quasi-reality from a collective will, a gestalt of feeling or ‘universal mind’ that transcends the cycle of life and death. These are spirits, who serve a ‘theme’ on the Material Plane, be it Natural Beauty, the death of a race, preservation of art or manufactured items, a cataclysmic battle, or what have you. Spirits always exist for a purpose, and are not randomly generated. They serve as guardians, protectors, early-warning systems, tools of vengeance, even repositories of knowledge like unto an ethereal library. Many cultures revere emblematic spirits, and extensive observances and rituals are often based upon them.

APPEARANCE CHANGES

Spirits can vary dramatically in appearance from being simply a ghostly form of the base creature to a horrific manifestation of their theme. Spirits can be of any alignment or disposition and their form most often reflects their reason for existence

CREATING A SPIRIT

“Spirit” is an inherited template that can be added to any creature. A spirit uses the base creature’s stats and abilities except as noted here.

CR: Same as the base creature +1.

Type: The base creature gains the incorporeal subtype and the spirit subtype. The spirit subtype makes them vulnerable to the magic of shamans and mediums designated to affect spirits as well as the channel ability as though they were undead.

AC: A spirit gains a deflection bonus equal to its Charisma modifier. It loses the base creature’s natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items.

Defensive Abilities: A spirit retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Spirits gain channel resistance +4, the incorporeal ability, and may possess the rejuvenation ability.

Rejuvenation (Su): In most cases, it’s difficult to destroy



a spirit through simple combat: the “destroyed” spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a spirit is to determine the reason for the spirit’s existence or connection to the Material Plane and destroy it. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different spirit by the GM.

Speed: Spirits lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A spirit loses all of the base creature’s attacks. If it could wield weapons in life, it can wield ghost touch weapons as a ghost. Also see, the spirit touch special attack.

Special Attacks: A spirit retains all the special abilities of the base creature but can only affect creatures on the Ethereal Plane unless manifested or materialized. In addition, a spirit gains the manifestation ability below and one additional ability for every 3 points of CR.

Ethereal Spellcaster (Su): One or more of the spirit’s spells or spell-like abilities can be cast from the Ethereal Plane to the Material Plane and vice versa. The spell’s level cannot exceed one-fourth the spirit’s hit dice, and casting time is increased by one step.

Manifestation (Su) Every spirit has this ability. A spirit dwells on the Ethereal Plane and, as an ethereal creature it cannot affect or be affected by anything on the Material Plane. When a spirit manifests as a swift action, it partially enters the Material Plane it becomes visible but incorporeal on the Material Plane. A manifested spirit remains partially on the Ethereal Plane, where it is not incorporeal. A manifested spirit can use spells and spell-like abilities to target creatures on the Material Plane normally.

Materialization (Su) By taking a full-round action, the spirit can become corporeal like a normal creature on the Material Plane. It loses the benefits of the incorporeal subtype while materialized. A spirit can dematerialize, and go back to the Ethereal Plane as a standard action.

Possession (Su) An ethereal or manifested spirit can take control of other beings. Once per round, the spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except it does not require a receptacle and lasts for up to 3 hours (or a number of hours equal to the spirit's Charisma modifier, whichever is greater). To use this ability, the spirit must be adjacent to the target. The target can resist the attack with a successful DC (10 + ½ spirit's Hit Dice + Cha modifier) Will save. A creature that successfully saves is immune to that same spirit's possession for 24 hours. The save DC is Charisma-based.

Spell-Like Abilities: The spirit gains a number of spell-like abilities equal to its Hit Dice in spell levels that suit its purpose. These abilities can be used one per day or three times per day if twice the number of spell levels is used to acquire them.

Spirit Touch (Su): The spirit can attack material beings while incorporeal with its natural or weapon attacks. Such attacks are considered touch attacks modified by Dexterity instead of Strength and they use the spirit's Charisma modifier for damage bonus.

The GM may add additional abilities that are appropriate for the concept of the creature, the challenge needed, or the intent of the encounter.

Ability Scores: Cha +4; as an incorporeal creature, a spirit has no Strength score.

Skills: Spirits gain a +4 racial modifier to Sense Motive and Perception checks.

Languages: A spirit has telepathy with a range of 120 ft.

SAMPLE SPIRIT

This example uses the dire bear as the base creature. He is the spirit of the savage hunt.

THE SAVAGE HUNT (CR 8; XP 4,800)

N Large animal (incorporeal, spirit)

Init +5; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 12, touch 12, flat-footed 11

(+2 deflection, +1 Dex, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

Defensive Abilities channel resistance +4, incorporeal, rejuvenation

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 spirit claws touch +8 (1d6+2 plus grab), spirit bite touch +8 (1d8+2)

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

Special Attacks possession, spirit touch

Spell-Like Abilities (CL 10th; concentration +12)

1/day—*charm animal* (W-DC 13), *greater magic fang*, *nature's exile* (W-DC 15), *summon nature's ally III*

3/day—*call of the wild* (W-DC 14), *rage*

STATISTICS

Str —, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Fly +7, Perception +16, Sense Motive +5, Swim +12; **Racial Modifiers** +4 Perception, +4 Sense Motive, +4 Swim

SQ manifestation

Languages telepathy 120 ft.

ECOLOGY

Environment forest

Organization solitary

Treasure none

ON PORPHYRA

Known spirit creatures of note on Porphyra include The Spirit Emperor at the ancient battlesite known as the Bones of Erkunor, the Weeping Giants of Cyclops Mesa, The Wolves of Hunger in the Yeti Wastes, and a myriad of spirit forms in the deserts of The Ghadab. Spirits predate The Calling and the coming of the New Gods.

STEEL OOZE

The heat from the large pool of molten metal is palpable from a distance—and then it starts to move.

STEEL OOZE (CR 6; XP 2,400)

N Large ooze (fire)

Init +1; **Senses** blindsight 60 ft.; Perception -5

Aura heat (10 ft., 1d4 fire)

DEFENSE

AC 10, touch 10, flat-footed 9

(+1 Dex, -1 size)

hp 75 (10d8+30)

Fort +6, **Ref** +4, **Will** -2

Defensive Abilities absorb metal, weapon bane; **Immune** fire, mind-affecting, ooze traits

Vulnerable cold

OFFENSE

Speed 20 ft.

Melee 2 slams +10 (1d6+4 plus 1d6 fire)

Space 10 ft.; **Reach** 15 ft.

Special Attacks firefall

Spell-Like Abilities (CL 10th; concentration +5)

At-will—*quicken heat metal*

STATISTICS

Str 19, **Dex** 13, **Con** 17, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12; **CMD** 23 (can't be tripped)

ECOLOGY

Environment mountain, underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Metal (Ex) If the steel ooze strikes an opponent wearing metal armor, it attempts to absorb part of the armor. If the target fails a Reflex save DC 18, the armor loses one point of armor bonus. Magical armors may add their enhancement bonus to the save. For every point of armor absorbed the steel ooze heals 5 points of damage. The save DC for this ability is Constitution-based.

Firefall (Ex) As a standard action, the steel ooze can cause itself 1d6 points of damage, to shower all foes within 20 ft. of it with a rain of molten steel. All creatures within this area are allowed a Reflex save DC 18 to negate this damage. Those that fail suffer 4d6 points of fire damage this round, 3d6 the next, 2d6 on the third round, and 1d6 on the final round. The save DC is Constitution-based.

Weapon Bane (Ex) Metal weapons that strike a steel ooze takes 1d6 points of fire damage that ignores the



hardness of the metal. Wooden weapons immediately catch fire upon contact with the ooze and take 1d6 points of fire damage until extinguished. Magical weapons receive a Fortitude save DC 18 to resist all the damage. They may add their enhancement bonus to the save. The save DC is Constitution based.

Living pools of bubbling metallic protoplasm, steel oozes are usually found deep underground, feeding on veins of ore at warm depths. Mining expeditions that encounter them are typically ignored unless they carry metal—the more refined the better. Steel oozes are dangerous and can cause tunnel timbers to burn and collapse, and deal a great deal of damage to mineworks just by their presence. Some variants live above ground, in desert or tropical mountain ranges made of ore-bearing stone.

ON PORPHYRA

Dwarves on Porphyra call steel oozes *zarg na Feraku*—the blood of Ferrakus—and treat them with a kind of holy dread, though they attempt to dispatch them as soon as they are found with a dwarven recipe for liquid ice and slung stones. A steel ooze killed with cold becomes a metal slag that has many uses, kept secret by dwarves. The deep tunnels below Argentum in Creeper's Rift, and most of the Underdeep are where steel oozes lurk.

STILLFIEND

This bizarre creature combines humanoid and insect anatomy, possessing the stump-necked torso of a man supported by a chitinous body; it waves two wickedly curved scythe-like limbs.

STILLFIEND (CR 7; XP 3,200)

N Medium aberration

Init +8; **Senses** blindsight 120 ft., Perception +14

DEFENSE

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 natural)

hp 65 (10d8+20)

Fort +6, **Dex** +7, **Will** +8

Immune vision-based effects

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee 2 deadly claws +12 (2d4+4/15-20)

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

At-will—*silence* (W-DC 12)

3/day—*passwall*

STATISTICS

Str 18, **Dex** 19, **Con** 15, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Combat Reflexes, Combat Expertise, Improved Initiative, Skill Focus (Stealth), Stand Still, Weapon Focus (deadly claws)

Skills Acrobatics +17, Intimidate +13, Perception +14, Stealth +23, Survival +14

Language Common (can't speak); see Memory Feast

ECOLOGY

Environment underground

Organization solitary or cabal (2-4)

Treasure standard

SPECIAL ABILITIES

Deadly Claws (Ex) The stillfiend's claws score a critical threat on a 15-20. In addition, a stillfiend slaying a victim with a critical hit automatically decapitates the creature.

Memory Feast (Su) The stillfiend employs this macabre power to feast upon the memories of dead sentient beings. The stillfiend can perform this task on any individual head that it remains in contact with for one minute. Devouring a victim's memories grants the aberration a +1 bonus to Intelligence and skill checks for one hour per sentient consumed; they also acquire access to the victim's memories as if they had cast *speak with dead* at



the 10th caster level. As a final insult, the stillfiend can affix the head to its neck stump, allowing it to speak in any language spoken by the decedent.

The stillfiend stalks subterranean necropolises and catacombs, voraciously feeding on the memories of the unfortunate departed, supposedly interred for eternal slumber—the more active the burial site, the better. These aberrant monstrosities have no compunctions about procuring fresher memory-food, though, and mortuary crews, clerics, and mourning families alike have had to battle stillspeakers hunting beneath the clean light of day. They frequently rely on their ability to pass through earth and stone to remain unseen, if they wish, as the living pay their respects to their dearly departed. Foul grave-bugs seen skittering through tombs are likely stillspeaker young, but egg clutches have not been observed.

ON PORPHYRA

Large cities with active catacombs, like those of the Middle Kingdoms and the Pinnacle Lands, are commonly plagued with stillspeakers, and are the stuff of children's nightmares in those civilized lands. Ironically, summoned elementals are often tasked to root them out.

STRIGA

As the illusion of beauty falls away, the true monstrous visage of this creature takes shape. Large devilish wings extend from her back and her hands end in sharp talons.

STRIGA (CR 3; XP 800)

LE Medium outsider (evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *trueseeing*; Perception +13

Aura truthspeaker (20 ft.)

DEFENSES

AC 16, touch 14, flat-footed 12

(+3 Dex, +1 dodge, +2 natural)

hp 37 (5d10+10)

Fort +3, **Ref** +7, **Will** +5

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 14

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +8 (1d6+3 plus poison)

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*true seeing*

3/day—*invisibility* (self only)

1/day—*expeditious retreat*, *knock*

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +5; CMB +8; CMD 22

Feats Deceitful, Dodge, Skill Focus (Stealth)

Skills Bluff +13, Diplomacy +11, Disguise +13, Fly +3, Perception +9, Sense Motive +9, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ change shape (Small or Medium humanoid, *alter self*)

ECOLOGY

Environment planes (outer)

Organization solitary or conspiracy (2-5)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Injury—*save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save

Truth Speaker (Su) Striga can emanate an aura of truthfulness that acts as a *zone of truth* as a free action. Creatures within this zone are not aware of it nor do they receive a save or spell resistance against its effects. Striga are not, themselves affected by this zone.



The Lords of Hell are gluttons for information. At the same time, the Hierarchy of Hell often makes for untrustworthy spies, as those underlings that obtain information for the Infernal Bureaucracy may simply use it for their own ends. To circumvent this situation, certain of the Lords utilize the striga (plural strigae) as an agent among mortals on the Material Plane. They are created from ritually tortured members of infernal witch covens, a process which creates an obedient outsider, both in type and category, beyond the hierarchy of devils.

Strigae serve as mission-oriented spies for various Hellish leaders, and in that capacity also belong to and lead cells of cultists, or small groups of commandos, acting as their eyes and ears. As they have extensive powers of disguise and deception, they are well suited for their purpose, and woe betide those who let slip traitorous thoughts around them, even on the smoking plains of the Nine Hells.

ON PORPHYRA

Strigae are known to many courts of Porphyra, sometimes as emissaries of the Dukes of Hell, more often as spies to be rooted out. Rolterrans regularly employ them in their schemes, and reputedly have a process for identifying them in their various guises

STIRGE SWARM

The pinkish cloud, on closer inspection, seems to be made up of tiny, needle-beaked flying creatures, buzzing as they seek warm-blooded prey.

STIRGE SWARM (CR 9; XP 6,400)

N Tiny magical beast (swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 16
(+4 Dex, +4 natural, +2 size)

hp 114 (12d10+48)

Fort +12, **Ref** +12, **Will** +5

Defensive Abilities half damage from weapons, swarm traits

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee swarm (3d6 plus blood drain, disease, plus distraction)

Special Attacks blood drain (1d3 Con), distraction (F-DC 20)

STATISTICS

Str 3, **Dex** 19, **Con** 18, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** —, **CMD** —

Skills Fly +13, Perception +13

Feats Improved Initiative, Skill Focus (Perception)

ECOLOGY

Environment marsh

Organization solitary, cloud (2-4 swarms), blight (7-12 swarms)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Filth Fever—injury; *save* Fortitude DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex and 1d3 Con; *cure* 2 consecutive saves.

Many adventurers who have plundered dank dungeons and swamp-swallowed temples have come across the pestilential pest known as a stirge—a bloodsucking little flying monster all too common in warm lands. In small flocks they are usually not a problem for a well-equipped party, and conditions in their preferred domains are rarely conducive to the presence of more than two hands' worth together. When they are, however, such as when a losing army or a hapless work gang, or even a large herd of cattle are lost in their home-swamps, the egg-laden females can produce large numbers of young



in a relatively short time. These large congregations of stirges, known as storms (or swarms), rarely last long, as they strip the countryside of blood-bearing creatures, literally eating themselves into famine. Their behavior changes when in these storms, inducing them to an almost hive-mind attitude. This spurs them to much faster and gluttonous movement and feeding – increasing their deadliness tenfold.

JUNGLE STIRGE SWARM (CR +1): Much smaller (diminutive), green-mottled stirges that congregate for massive mating swarms, feeding on blood and laying eggs in the hollows of giant trees. They are immune to weapon damage, and replace Skill Focus (Perception) with Toughness.

FERAL MIASMA SWARM (CR +1): These deep-swamp swarms absorb direr diseases, of note, the dreaded malarial fever, ruiner of empires.

ON PORPHYRA

Regions infested by stirges to the point where swarms could occur, there or in adjacent regions includes the Tarn of Pazuzu in the eastern Birdman Mountains, the Mire of Ashael in Simoon, and the Wet Marshes of coastal Avandrool. The jungles of Californ and Red Cliffs occasionally spawn them, as well.

TRANSFORMING CONSTRUCT

Made mutable to adapt to their masters' changing needs, transforming constructs seem like typical examples of beings created with equal parts of craft and magic. Their seemingly normal outward appearance disguises a potent power to change shape and undertake a wealth of different tasks.

APPEARANCE CHANGE

In vehicle form, a DC 20 Perception check is required to note its transforming potential, if it is examined carefully.

Purple Duck Note: *The vehicle form of the construct uses the vehicle statistics from Ultimate Combat but needs no pilot or creatures to target its weapons. The golem form is based off the vehicle as seen below.*

CREATING A TRANSFORMING CONSTRUCT

"Transforming Construct" is an inherited template that can be applied to any vehicle. A transforming construct uses its vehicle statistics when in vehicle form and its golem form statistic are created as indicated below. Some statistics are transferable from the vehicle form statistics. The golem version of the construct can have a bipedal, climber, digger, flyer, roller, or swimmer form as determined by the creator.

CR: The CR of the golem form is based on the total Hit Dice of the transforming construct using Step 3 of the monster creation rules in the *Pathfinder Bestiary* and modified by the creature's size as in Step 4.

Alignment: Neutral

Size and Type: The size of the golem form is equal to the size of the vehicle. The creature's type is construct.

Senses: All transforming constructs possess darkvision 60 ft. and low-light vision. If the vehicle was magical and possessed additional senses those would not be lost when the vehicle transforms. Additionally:

Digger Form: Gains tremorsense 60 ft. as an extraordinary ability.

AC: The transforming construct has a natural armor bonus of +4 that is further modified by its size (see abilities below)

hp/Hit Dice: The transforming construct's hit points do not change. Its hit dice is equal to 1/50 its total rounded up. They lose their hardness rating and possess



no kind of damage reduction to make up for their larger than expected hit points.

Saves: A transforming construct has poor saves (HD/3).

Immune: A transforming construct possesses construct traits.

Weakness: Transforming constructs always have one vulnerability to an energy type that does x2 damage in golem form.

Speed: All transforming constructs have a base land speed of 30 ft. Additional non-bipedal forms gain additional movement rates based on their acceleration. Animal and roller forms gain +10 ft. to their land speed, climbers gain climb, flyers gain fly with average maneuverability, diggers gain burrow, and swimmers gain swim.

Attacks: Transforming constructs possess two slam attacks that deal damage equal to a slam for one size category larger. Additionally any craft with mounted ranged weapons still retains those weapons for ranged attacks after transforming. It may gain additional attacks based on its golem form.

Flyer, Swimmer Form: Gains a bite attack based on its size category plus one step. Slams become claw attacks.

Digger Form: Gains a gore attack based on its size that deals 1 ½ times Str damage.

Roller Form: Gain only a single slam attack at its size

category plus two steps that deals 1 ½ times Str damage.

Special Attacks: A transforming construct's golem form may grant additional attacks as listed below.

Digger and Swimmer Forms: Gain powerful charge as an extraordinary ability.

Flyer Forms: Gain Snatch as a bonus feat if they are large enough to meet its requirements.

Roller Forms: Gain trample as an extraordinary ability.

Abilities: All Medium transforming constructs possess Str 16, Dex 12, Con —, Int —, Wis 11, Cha 1. These abilities are further modified by size as indicated below.

Fine: Str -10, Dex +8

Diminutive: Str -10; Dex +6

Tiny: Str -8, Dex +4

Small: Str -4, Dex +2

Large: Str +8, Dex -2, natural armor +2

Huge: Str +16, Dex -4, natural armor +5

Gargantuan: Str +24, Dex -4, natural armor +9

Colossal: Str +32, Dex -4, natural +14

Base Atk, CMB, CMD: Are calculated from the transforming construct's hit dice. Animal forms receives a +4 bonus to resist trips. Roller forms cannot be tripped.

Feats: Transforming constructs gain a bonus feat based on their form as noted below.

Bipedal Form: Weapon Focus (slam)

Climber Form: Skill Focus (Climb)

Digger Form: Toughness

Flyer Form: Fly-By Attack

Roller Form: Run

Swimmer Form: Weapon Focus (bite)

Skills: Climbers gain a +8 racial bonus to climb, flyers gain a +8 racial bonus to fly, and swimmers gain a +8 racial bonus to swim.

SAMPLE TRANSFORMING CONSTRUCT

Below are longship and blade sphere transforming constructs. The longship is a swimmer form and the blade sphere is a roller form.

TF LONGSHIP (CR 11; XP 12,800)

N Colossal construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 1, flat-footed 19
(-1 Dex, +18 natural, -8 size)

hp 675 (14 HD)

Fort +4, **Ref** +3, **Will** +4

Immune construct traits

Vulnerable fire (x2)

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +26 (6d6+19), 2 claws +25 (3d8+19)

Space 30 ft.; **Reach** 30 ft.

Special Attacks powerful charge (bite +26, 12d6+28)

STATISTICS

Str 48, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +41; **CMD** 50

Feats Weapon Focus (bite)^B

Skills Swim +32

ECOLOGY

Environment aquatic, plains

Organization solitary

Treasure none

TF BLADE SPHERE (CR 2; XP 600)

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15
(+6 natural, -1 size)

hp 40 (1 HD)

Fort +0, **Ref** +0, **Will** +0

Defensive Abilities spikey form (1d4); **Immune** construct traits

Vulnerable cold (x2)

OFFENSE

Speed 40 ft.

Melee slam +6 (1d8+10)

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

Special Attacks trample (1d8+10; R-DC 17)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +9; **CMD** 19 (can't be tripped)

Feat Run^B

ECOLOGY

Environment any

Organization solitary

Treasure none

ON PORPHYRA

Transforming constructs are manufactured in Betam the secret test facility compound near the Jungles of Californ.

TROLL, MIMIC

This is a vaguely troll-like creature; its right arm ends in five sharp blades, its left arm is a blunt mace head and its head is on fire.

MIMIC TROLL (CR 8; XP 4,800)

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception -1

DEFENSE

AC 19, touch 11, flat-footed 17

(+2 Dex, +8 natural, -1 size)

hp 112 (9d8+72); **fast healing** 5

Fort +10, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d6+8), bite +13 (1d8+8)

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

Special Attacks assimilation, rend (2 claws; 1d6+12)

STATISTICS

Str 27, **Dex** 14, **Con** 24, **Int** 6, **Wis** 8, **Cha** 8

Base Atk +6; **CMB** +15; **CMD** 27

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Toughness

Skills Perception +7, Survival +7

Languages Common, Giant

ECOLOGY

Environment hills, mountains

Organization solitary

Treasure standard

SPECIAL ATTACKS

Assimilation (Su): A mimic troll gains special attacks every time it suffers hit point or ability damage from any source, according to the table below. These abilities last one hour before fading away

Damage Type	Details
Weapon	One natural attack increases by a damage size, treated as magic to bypass DR, gains any weapon special abilities of the attack.
Energy (acid, cold, electrical, fire)	One natural attack gains +1d6 energy damage/spell level or +1d6 if no spell level.
Energy (force, sonic, untyped magic)	breath weapon (30 ft. cone 1d8 sonic/spell level minimum 2d8; F-DC 21).



Negative energy	energy drain (1 level; F-DC 21).
Poison	Assimilated Poison (Ex) Bite—injury; <i>save</i> Fort DC 21, <i>frequency</i> 1/round for 6 rounds, <i>effect</i> 1d3 Str, <i>cure</i> 2 consecutive saves.
Other	As determined by the GM.

Mimic trolls are true horrors in every sense. Besides their race's natural strength and toughness, they have the dreadful ability to assimilate the magical powers and effects they are affected with. Thus, a mimic troll affected by fire does not burn, but instead gains a fire attack form; a mimic troll cut in two by a blade not only rejoins its body but also gains a slashing attack, and so on. Mimic trolls like to let their opponents attack first, if only to add to their assimilation repertoire.

ON PORPHYRA

Mimic trolls are likely a by-product of the horrific energies released by the Red Night a thousand years ago, and subsequently haunt the Ghadab and the Mountains of Wrath, sometimes straying into the underworld entrances common in the Minotaur Highlands. They meet to breed once a decade at the Pit of Giants.

TUMBLE OX

This bull-sized mountain goat has a humped back and large horns, and seems to keenly desire to use them on anything nearby.

TUMBLE OX (CR 4; XP 1,200)

N Large animal

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 15

(+1 Dex, +6 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.

Melee gore +9 (1d8+10)

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

Special Attacks powerful charge (gore +9, 2d8+10)

STATISTICS

Str 24, **Dex** 13, **Con** 16, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** +11 (+13 bull rush); **CMD** 22 (24 vs. bull rush, 26 vs. trip)

Feats Improved Bull Rush, Nimble Moves, Power Attack

Skills Acrobatics +1 (+9 jumping), Climb +11, Perception +6, Stealth +3; **Racial Modifiers** +4 Acrobatics when jumping, +4 Climb

ECOLOGY

Environment hills, mountains

Organization solitary or herd (2-20)

Treasure none

The feisty tumble ox is an aggressive herbivore that has a constant need to lock horns with everything it meets. Although actually a relative of the mountain goat, the tumble ox is so named because of its large size and its propensity to knock people off of mountains. The tumble ox is as big as a bull, with a goatlike shape and face, and with two large and heavy ram horns curving from its forehead.

Tumble oxen are herd animals and grazers. Females of the species are hornless and relatively docile. Males are extremely competitive over control of the herd, even to the extent of keeping members of all other species out of their territory. Any creature larger than a dog that wanders onto a tumble ox's land is likely to be tumbled right back out again.

Mountain cultures often encourage herds of tumble oxen to stay near their camps by laying forage out for



them. Actually keeping a herd requires culling out males and tending only females and young. Wandering males are allowed to join during mating season. Meat, hide, milk and cheese products of the tumble ox are prized by lowlanders.

TUMBLE OX COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 12, Cha 5; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** powerful charge

ON PORPHYRA

Tumble oxen are common in most mountain ranges of Porphyra, and are a main food source for many large predators there. They are prevalent in the Calinsur range and the Birdman Mountains, less so in the south.

The giants of Giant's Retreat, Cyclops Mesa and the Northlands especially depend on them for food and resources.

VAMPIRIC DRAGON

Not all dragons with dreams of eternal life turn to lichdom; some take the path of vampirism instead. These creatures are only tangentially related to standard vampires and vampire scions. A standard vampire cannot turn a dragon into a vampire scion or vampire spawn, and a vampiric dragon cannot create new scions from humanoids. Nevertheless, these two vampiric strains share more similarities than differences.

APPEARANCE CHANGES

The transition to vampiric undeath drains color from the hides of the dragons who choose this existence, and their bodies take on a gaunt look, unless they have recently fed on blood. The result is an ashen gray shade, and the dragon type of the base creature can only be determined with a DC 20 Knowledge (arcana) check. The eyes of a vampiric dragon take on a reddish glow when it is suffering from 'The Thirst'.

CREATING A VAMPIRIC DRAGON

"Vampiric dragon" is an acquired template that can be applied to any dragon hereafter referred to as the "base creature". A vampiric dragon uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +2.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

AC: Natural armor improves by +1 per dragon age category.

Hit Dice: Vampiric dragons use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A vampiric dragon gains channel resistance +4, its DR gains the silver quality on top of its pre-existing DR quality, it gains resistance to cold and electricity 20, and it loses any vulnerabilities it might have previously possess to a specific energy type. A vampiric dragon also gains fast healing 5. If reduced to 0 hit points in combat, a vampiric dragon assumes gaseous form (see below) and attempts to escape. It must reach its lair within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampiric dragon forced into gaseous form has no effect. Once at rest, the vampiric dragon is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit



points per round.

Weakness: Vampiric dragons possess all the same weaknesses possessed by vampires as outlined in the *Pathfinder Bestiary*. In addition a vampiric dragon possesses the following weakness.

The Thirst (Ex): A vampiric dragon takes 1d8 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only by draining blood.

Speed: Same as the base creature. If the base creature has a swim speed, the vampiric dragon retains the ability to swim and is not vulnerable to immersion in running water (see above).

Special Attacks: A vampiric dragon retains all the special attacks of the base creature and also gains the following special attacks.

Blood Drain (Ex): A vampiric dragon can suck blood from a living victim that is susceptible to critical hits with a grapple check that results in a successful pin. If it pins its foe, it drains blood, dealing Constitution drain each round the pin is maintained as shown below.

Dragon Size	Constitution Drain
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Breath Weapon (Su): The base creature's primary breath weapon is replaced by a cone of toxic gas that causes blood to erupt from the eyes, nose, mouth, and even pores. This breath weapon deals 2d8 points of damage per age category. The save DC to resist this breath weapon is equal to 10 + ½ vampiric dragon's HD + vampiric dragon's Charisma modifier.

Call to the Cold Blood (Su): Vampiric dragons command lesser cold-blooded creatures with a thought. Once per day a vampiric dragon can call forth a single giant octopus or giant squid (must be within 100 feet of the ocean), a clutch of 2–5 troglodytes, a swarm of 2–5 Medium vipers, or a gang of 4–9 kobolds as a standard action. These creatures arrive in 2d6 rounds and serve the vampiric dragon for up to 1 hour.

Create Thrall (Su): A dragon or magical beast slain by a vampiric dragon's energy drain attack rises as a vampiric thrall (see the Vampiric Thrall p.152) 1d4 days after death. If the vampiric dragon instead drains the victim's Constitution to 0 or less with its blood drain attack, the slain creature returns as a vampiric thrall if it had fewer than 10 HD or was a magical beast, and as a new vampiric dragon if it had 10 or more HD and was a dragon. In either case, the new undead creature is under the command of the vampiric dragon that created it and remains enslaved until its master's death.

Domination (Su): A vampiric dragon can dominate a humanoid enemy just by meeting its eyes. This ability is similar to a gaze attack, except that the vampiric dragon must take a standard action, and those merely looking at it are not affected. Anyone the vampiric dragon targets must succeed at a Will save or fall instantly under the creature's influence as though by a *dominate person* spell cast by a 12th-level sorcerer. This ability has a range of 60 feet.

Energy Drain (Su): Living creatures hit by a Medium or larger vampiric dragon's claw attack gain negative

levels according to the dragon's size, as set out below. Each negative level bestowed grants the vampiric dragon 5 temporary hit points. The save DC to remove a negative level is 10 + 1/2 vampiric dragon's HD + vampiric dragon's Charisma modifier.

Dragon Size	Negative Levels
Tiny, Small	—
Medium	1
Large, Huge	2
Gargantuan, Colossal	3

Frightful Presence (Ex): Since the dragon's Charisma score improves by +4, the save DC for its frightful presence ability increases by +2.

Special Qualities: A vampiric dragon gains the following:

Blood Gift (Ex): A vampiric dragon can feed its own blood to another vampire (including vampiric thralls) or vampiric dragon to heal it. It costs 1 hp to start the process, and the vampiric dragon can transfer up to 1 hp per round per level of the lowest-level vampire in the exchange, to a maximum of 10 hp per round.

Change Shape (Su): A vampiric dragon can use change shape to assume the form of a giant lizard, kobold, pseudodragon, small viper, or troglodyte, as *shapechange*.

Gaseous Form (Su): As a standard action, a vampiric dragon can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Ability Scores: Str +4, Dex +2, Int +2, Wis +2, Cha +4. As an undead creature, a vampiric dragon has no Constitution score.

Feats: Vampiric dragons gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Skills: Vampiric dragons gain a +8 racial bonus on Bluff, Fly, Perception, Sense Motive, and Stealth checks.

Climate/Terrain: Same as the base creature, plus underground.

Organization: Solitary or pair.

Purple Duck Note: *If you give a good dragon the vampiric dragon template, it is reasonable to reassign some of its spells and spell-like abilities to be more thematic.*

SAMPLE VAMPIRIC DRAGON

This example uses an ancient gold dragon as the base creature. He lives somewhere in the frozen heart of The Eternal Ice and hunts at night across the southern Pin-nacle Lands or over the Cold Eastern Sea up to the Bay of Glass.

AUROUSCRUOR (CR 22; XP 615,000)

Ancient Vampiric Gold Dragon

LE Gargantuan undead (augmented dragon, fire)

Init +4; **Senses** dragon senses; Perception +49

Aura fire, frightful presence (300 ft., DC 32)

DEFENSE

AC 51, touch 7, flat-footed 50

(+1 dodge, +44 natural, -4 size)

hp 429 (26d12+260)

Fort +24, **Ref** +17, **Will** +25

DR 15/magic and silver; **Defensive Abilities** channel resistance +4; **Immune** fire, undead traits; **Resist** cold 20, electricity 20; **SR** 33

Weaknesses thirst, vampire weaknesses

OFFENSE

Speed 60 ft., fly 250 ft. (clumsy), swim 60 ft.

Melee bite +38 (4d6+24/19–20), 2 claws +38 (2d8+16/19–20 plus energy drain), 2 wings +36 (2d6+8/19–20), tail +36 (2d8+24/19–20)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks blood drain (2d6 Con), breath weapon (60-ft. cone, DC 32, 20d8), call the cold blood, create spawn, crush, dominate (W-DC 32), energy dragon (3 levels; F-DC 32), tail sweep, weaken breath

Spell-Like Abilities (CL 26th; concentration +35)

At will—*bane* (W-DC 20), *deeper darkness*, *detect good*, *geas/quest*, *greater shout* (F-DC 27)

Spells Known (CL 15th; concentration +24)

7th (5/day)—*destruction* (F-DC 26), *greater teleport*

6th (7/day)—*antimagic field*, *greater dispel magic*, *harm* (W-DC 25)

5th (7/day)—*dispel good*, *plane shift* (W-DC 24), *teleport*, *true seeing*

4th (7/day)—*divination*, *poison* (F-DC 23), *spell immunity*, *stoneskin*

3rd (7/day)—*dispel magic*, *haste*, *invisibility purge*, *prayer*

2nd (8/day)—*desecrate*, *inflict moderate wounds* (W-DC 21), *resist energy*, *shatter* (W-DC 21), *silence* (W-DC 21)

1st (8/day)—*alarm*, *divine favor*, *mage armor*, *shield*,

shield of faith

0 (at will)—*detect magic*, *light*, *mending*, 7 more to customize

STATISTICS

Str 43, **Dex** 10, **Con** —, **Int** 26, **Wis** 27, **Cha** 28

Base Atk +26; **CMB** +46; **CMD** 55 (59 vs. trip)

Feats Alertness, Critical Focus, Combat Reflexes^B, Dodge^B, Extend Spell, Improved Critical (bite, claw, wing, tail), Improved Initiative^B, Iron Will, Lightning Reflexes^B, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Toughness^B, Vital Strike

Skills Bluff +17, Diplomacy +38, Fly +22, Heal +37, Knowledge (arcana, dungeoneering, history, local, nobility, planes, religion) +37, Perception +49, Sense Motive +49, Spellcraft +37, Stealth -4, Swim +53; **Racial Mod-**

ifiers +8 Bluff, Fly, Perception, Sense Motive, Stealth

Languages Celestial, Common, Draconic, 6 more to customize

SQ blood gift, change shape, detect gems, fast flight, gaseous form, luck

Aurouscruor's is a tragic tale born, like so many, out of the tumultuous days of the NewGod Wars. Having arrived with Aleria's folk in the Gardens of Meynon, he protected its borders from invasion until Elemental-ist agents kidnapped his mate, Countess Zirconia. He abandoned his home to search for her, and, failing and growing older, he allowed the necromancers of The Empire of the Dead to transform him into a vampire, so he could look forever and not be a rotten shell of bone. He haunts the southern ice and islands, brooding over his loss, his quest largely forgotten.

ON PORPHYRA

The majority of vampiric dragons have been created by way of a vain, old dragon, or one with a task that needs a very long time to complete, trading a significant amount of treasure in exchange for a necromantic process that leaves the dragon a free-willed, though blood-desiring undead.

Though the Empire of the Dead would seem to be the natural environment for vampiric dragons, in that place they would almost certainly be the servant of some larger power of the Gallery of Lords. Therefore, vampiric dragons inhabit lonely places in deep wilderness that have at least some access to blood-bearing prey, including the deep places of the planet.

VAMPIRIC THRALL

Not all of a vampire's attendants are humanoids. Animals and magical beasts can serve their undead masters just as well, and they suffer none of the moral conflicts a sentient creature endures when it undergoes the Change.

A vampiric thrall is normally created when a living creature willingly takes a blood gift from a vampire or vampire scion. The master must give up at least 10 hp in blood (this heals normally), and gains 1 negative level for every 4 HD of thralls it creates (round down). The negative levels remain as long as the thralls are in the vampire's service. They disappear only if a sufficient HD total of vampiric thralls are slain. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the thrall is in the vampire's service.

A vampiric dragon can also create a vampiric thrall simply by reducing a creature's Constitution to 0 through blood drain. It does not incur negative levels for doing so.

APPEARANCE CHANGES

Vampiric thralls look very much like they did before the Change came upon them except that gain oversized fangs and a greater glimmer of intelligence behind their eyes.

CREATING A VAMPIRIC THRALL

"Vampiric thrall" is a acquired template that can be applied to any corporeal animal or magical beast (hereafter referred to as the "base creature"). The creature's type does not change. A vampiric thrall uses all the base creature's statistics and special abilities except as noted here.

CR: Base creature's CR +1.

Alignment: The vampiric thrall's alignment shifts one step toward its master's alignment each month until the two alignments match.

Hit Dice: All the base creature's current and future hit dice become d10s.

Attacks: A vampiric thrall retains all the base creature's attacks and also gains a bite attack based upon its size if it didn't already have one.

Special Attacks: A vampiric thrall retains all the special attacks of the base creature and also gains the following special attack.

Blood Drain (Ex): A vampiric thrall can suck blood from a grappled opponent; if the vampiric thrall estab-



lishes or maintains a pin, it drains blood, dealing Constitution damage appropriate for its size. The vampiric thrall heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Vampiric Thrall Blood Drain	
Thrall Size	Con Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Special Qualities: A vampiric thrall retains all the special qualities of the base creature, plus darkvision with a 60-foot range. It also gains the following special qualities.

Ageless (Su): Vampiric thralls do not incur ability score penalties for aging, and they cannot be magically aged. Any penalties the base creature may already have, however, remain. Bonuses from aging still accrue. A vampiric thrall does not die from extreme age.

The Thirst (Ex): A vampiric thrall takes 1d2 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only by drinking blood.

Undead Essence: For purposes of special abilities and spell effects, vampiric thralls are treated as undead. For instance, rangers whose favored enemy is undead gain

bonuses when hunting them, and undead bane weapons affect them as if they were undead.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con -2, Int +2, Wis +2, Cha +2.

Climate/Terrain: Same as the base creature, plus underground.

Organization: Solitary

SAMPLE VAMPIRIC THRALL

For my sample vampiric thralls I decided to use the giant frog and axe beak as my base creatures.

VMP THRL GIANT FROG (CR 2; XP 600)

N Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

AC 13, touch 12, flat-footed 11
(+2 Dex, +1 natural)

hp 15 (2d10+4)

Fort +5, **Ref** +7, **Will** +0

Weakness thirst, undead essence

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +4 (1d6+3 plus grab) or tongue +4 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks blood drain (1d3 Con), pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 17, **Dex** 15, **Con** 14, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +10 (+14 jumping), Perception +4, Stealth +6, Swim +11; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SQ ageless

ECOLOGY

Environment aquatic, marsh, underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Tongue (Ex) A vampiric thrall giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach. The tongue deals no damage on a hit, but can be used to grab. A vampiric thrall giant frog does not

gain the grappled condition while using its tongue in this manner.

VMP THRL AXE BEAK (CR 3; XP 800)

N Large animal

Init +4; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 11
(+3 Dex, +2 natural, -1 size)

hp 22 (3d10+6)

Fort +6, **Ref** +7, **Will** +2

Weakness thirst, undead essence

OFFENSE

Speed 50 ft.

Melee bite +6 (1d8+7)

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

Special Attacks blood drain (1d4 Con), sudden charge

STATISTICS

Str 20, **Dex** 19, **Con** 14, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +7; **CMD** 20

Feats Run, Skill Focus (Perception)

Skills Perception +10

SQ ageless

ECOLOGY

Environment plains, underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, a vampiric thrall axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak cannot be tripped in return.

Vampiric thralls are often created by vampires or vampiric creatures with a close affinity to particular animal or magical beast species. Rangers that have become vampires often have large retinues of vampiric thrall animals.

ON PORPHYRA

It has become sport of late within the vampire courts of the Empire of the Dead to possess the most rare or exotic form of vampire thrall within the region. Many lords have gambled their lives to acquire a truly unique specimen.

VOID BEAST

Void beasts inhabit the interplanetary outer spaces of the physical universe, seemingly parallel to terrestrial creatures but entirely alien to them.

APPEARANCE CHANGES

Void beasts superficially resemble creatures of living worlds, but are covered in a black carapace rippling with ducts and spines of a biomechanical nature, which allow it to survive in a vacuum environment, and to process bits of material encountered as food.

CREATING A VOID BEAST

“Void Beast” is an inherited template that can be applied to any corporeal creature. A void beast uses all of the base creature’s statistics and special abilities except as noted here.

CR: Same as base creature +1.

Alignment: Void beasts exist outside the realm of the default nine-alignment cosmology. They are completely alien in their thoughts motives and actions and as such cannot be affected by abilities, spells, or equipment that target specific alignments. They also lose any alignment subtypes.

Type: The base creature’s type changes to outsider. Recalculate Hit Dice, BAB, and saves.

Senses: Void beast gain darkvision 60 ft. and blindsight 120 ft.

AC: Natural armor improves by +4.

Attacks: All the natural attacks of a base creature are increased one damage category.

Defensive Abilities: Void beasts are immune to cold, critical hits, disease, energy drain, stunning, and poison. Unlike other outsiders, void beasts do not need to breathe. Void beasts possess DR 5/nickel if they have less than 6 Hit Dice, and DR 10/nickel otherwise. They possess spell resistance equal to 11 + their modified challenge rating. Additionally, spells that have a chance to instantly kill a creature such as *disintegrate* heal void beasts instead.

Weakness: Void beasts are vulnerable to nickel and received 1 ½ times the base weapon damage from weapons made of nickel.

Speed: All void beasts possess the ability to fly at 60 ft. per round with at least average maneuverability.

Special Attacks: Void beast retain all the special attacks of their base creature plus they are able to select one of the following additional abilities for each 4 Hit



Dice they possess (minimum 1 ability).

Avatar of Combat (Ex): The void beast gains a combat feat for which it qualifies. A void beast is considered a fighter of level equal to its hit dice for taking combat feats. This ability can be taken multiple times with each use being to acquire a different bonus combat feat.

Summon Void Beast (Sp): A void beast with this ability can summon 1d4 other void beasts to its side with a percentage chance equal to 5 x its Cha modifier. The summoned void beast must possess CR equal to the summoner -2. This ability is treated as a spell of level equal to 1/3 the void beast’s hit dice (maximum 9th).

Vampiric Healing (Ex): The void beast selects one of its natural attacks. For every 2 points of damage dealt to a living creature by that attack heals the void beast for 1 hit point. This ability can be taken multiple times but it must be applied to different natural attacks.

Void Touch (Ex): The void beast selects one of its natural attacks. This attack now deals an additional 1d6 points of cold damage and 1 point of Strength damage. This ability can be taken multiple times but it must be applied to different natural attacks.

Abilities: Dex +4, Con +4, Wis +4, Cha +4

Feats: Void beasts gain Hover and Stealthy as bonus feats.

Skills: Void beasts gains a +4 racial bonus to Stealth

checks in dim light. Void beast possess skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for outsiders: Bluff, Escape Artist, Fly, Intimidate, Knowledge (history), Knowledge (planes), Perception, Sense Motive, Spellcraft, and Stealth.

Languages: Void beasts possess telepathy 120 ft. However, when they use telepathy to communicate with a non-void beast the target must make a Will save DC 10 + ½ void beast's hit dice + Cha modifier or become staggered for one round. Such communication can only be attempted once per round.

Environment: Void

SAMPLE VOID BEASTS

For my first void beast I have decided to template a dire bat. For the second, I'm using a yeth hound.

VOID BAT (CR 3; XP 800)

Large outsider

Init +4; **Senses** blindsense 40 ft., blindsight 120 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 16
(+4 Dex, +7 natural, -1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +8, **Will** +5

DR 5/nickel; **Immune** void immunities; **SR** 14

Vulnerable nickel

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (2d6+4 plus vampiric healing)

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

STATISTICS

Str 17, **Dex** 19, **Con** 17, **Int** 2, **Wis** 18, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 21

Feats Alertness, Hover^B, Stealthy

Skills Escape Artist +6, Fly +7, Perception +11, Sense Motive +6, Stealth +2 (+6 dim light); **Racial Modifiers** +4 Stealth in dim light, +4 Perception when using blindsense

Language telepathy 120 ft. (W-DC 12)

ECOLOGY

Environment vacuum

Organization solitary, pair or colony (3-8)

Treasure none

VOID HOUND (CR 4; XP 1,200)

Medium outsider (extraplanar)

Init +8; **Senses** darkvision 60 ft., blindsight 120 ft., scent; Perception +11

DEFENSE

AC 21, touch 14, flat-footed 17
(+4 Dex, +7 natural)

hp 38 (4d10+16)

Fort +5, **Ref** +8, **Will** +8

DR 5/nickel; **Immune** void immunities; **SR** 15

Vulnerable nickel

OFFENSE

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

Melee bite +7 (2d8+4 plus trip)

Special Attacks bay (W-DC 14)

Spell-Like Abilities (CL 4th; concentration +6)

1/day—*summon void beast* (level 1; 1d4 CR 3 or lower void beasts 20%)

STATISTICS

Str 17, **Dex** 19, **Con** 19, **Int** 6, **Wis** 18, **Cha** 14

Base Atk +4; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Hover^B, Improved Initiative, Skill Focus (Fly), Stealthy^B

Skills Escape Artist +6, Fly +18, Perception +11, Stealth +11 (+15 dim light), Survival +11; **Racial Modifiers** +4 Stealth in dim lights

Languages telepathy 120 ft. (W-DC 14)

ECOLOGY

Environment vacuum

Organization solitary, pair, or pack (6-11)

Treasure standard

SPECIAL ABILITIES

Bay (Su) When a void hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A void hound can cease or resume its flight as a free action.

ON PORPHYRA

While typically found outside of Porphyra's sphere, it is likely that void beasts nest on the primary moon (which has many names) and the newer one, known as Vaar's Eye.

WOODSONG

This is a small humanoid with green-blue skin, shaggy lavender hair and green eyes. Its every movement produces a pleasing sound.

WOODSONG (CR 2; XP 600)

CG Small fey

Init +3; **Senses** greensight 60 ft., low-light vision; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 13

(+2 armor, +3 Dex, +1 size)

hp 13 (3d6+3)

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

Immune sonic

OFFENSE

Speed 30 ft.

Melee shortsword +1 (1d4-1/19-20)

Ranged sling +5 (1d3)

Special Attacks discordant noise (3/day; F-DC 14)

Spell-Like Abilities (CL 3rd; concentration +6)

1/day—*comprehend languages*

3/day—*lullaby* (W-DC 13), *summon instrument*

At-will—*ghost sound* (W-DC 13)

STATISTICS

Str 9, **Dex** 16, **Con** 12, **Int** 10, **Wis** 16, **Cha** 16

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

Feats Skill Focus (Perform [string, wind])

Skills Craft (instrument) +12, Perform (string) +12, Perform (wind) +12, Perception +9, Sense Motive +9, Stealth +13; **Racial Modifiers** +6 Craft (instrument)

Languages Common, Sylvan

SQ bardic attunement, never silent

ECOLOGY

Environment forest, plains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bardic Attunement (Su) A woodsong that chooses to become a travelling companion of a bard grants that bard a +2 bonus to its caster level to determine spell effects and a +4 competence bonus on Perform checks when the woodsong is within 60 ft.

Discordant Noise (Su) Three times per day, as a full action, a woodsong can emit a horrid cacophony of sound. All creatures (non-woodsongs) within 20 feet must make a Fortitude save (DC 14) or take 3d6 points of sonic damage, are deafened for 1d6 rounds, and



stunned for 1d4 rounds; those who make the save take 1d6 points of sonic damage and are stunned for one round. The save DC is Charisma-based.

Never Silent (Su) The woodsong cannot move silently (magical *silence* will negate this ability). Any Perception check to hear a woodsong gains a +6 circumstance bonus.

Woodsongs are fey with a particular affinity for music of all types. They cannot move without making noise; the simplest flick of a finger or shake of a head gives off a short refrain. They enjoy making music among themselves and are masters of instrument manufacture. Many of them spend some time away from their own kind, wandering the woods nearer to human and elven settlements, in order to learn of new types of music or to find a musician to patronise. They will welcome visitors who come in peace, especially those who have any musical talent. Woodsongs generally get on very well; with, humans, elves, gnomes and halflings. They consider dwarves to be tolerable and strongly distrust half-orcs.

ON PORPHYRA

Woodsongs are found to the north in the Great Green in considerable numbers, and several colonies have emigrated to Rotwald in The Middle Kingdoms.

X'SVAL, AVATAR OF THE UNSPEAKABLE ONE

This crimson, noisome mass spreads in shreds and tendrils over a large area, a bubbling conglomeration of lumps, tentacles, sensory organs, and laughing half-faces, like a vomited tumor of madness.

X'SVAL (CR 7; XP 3,200)

CE Large outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +9

Aura confusion (30 ft.; W-DC 16), unnatural aura (30 ft.)

DEFENSE

AC 20, touch 13, flat-footed 16

(+3 Dex, +1 dodge, +7 natural, -1 size)

hp 69 (6d10+36)

Fort +11, **Ref** +8, **Will** +2

DR 10/law and good; **Defensive Abilities** amorphous;

Immune *polymorph*; **SR** 18

OFFENSE

Speed 20 ft., fly 10 ft. (perfect)

Melee 2 slams +12 (2d6+7 plus essence disruption, grab)

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

Special Attacks consume (W-DC 15), possession (W-DC 15)

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*blasphemy* (W-DC 19)

3/day—*cloudkill* (F-DC 17)

At-will—*desecrate*

STATISTICS

Str 25, **Dex** 16, **Con** 23, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 28 (can't be tripped)

Feats Dodge, Mobility, Stealthy

Skills Escape Artist+18, Knowledge (planes) +9, Perception +9, Spellcraft +9, Stealth +18, Survival +9; **Racial**

Modifiers +4 Escape Artist, +4 Stealth

Languages Abyssal, Infernal

SQ compression

ECOLOGY

Environment plane (outer)

Organization solitary, or group (2-5)

Treasure none

SPECIAL ABILITIES

Confusion Aura (Ex) Any creature that comes within 30 ft. of the x'sval must make a Will save (DC 15) or suffer the effects of the *confusion* spell for 6 rounds. If

the creature is still within range when the *confusion* wears off they must attempt a save again. Once the character is successful they are immune to this effect for 24 hours. The save DC is Charisma-based.

Consume (Su) As a full-round action, a x'sval can consume any creature it has grappled, absorbing its essence into it. The victim is allowed a Will save (DC 15) to resist. A consumed victim ceases to exist, along with all its possessions, and cannot be brought back by any means short of *wish* or *miracle*. The x'sval gains 1 consumption point per Hit Dice of the victim. For every 8 consumption points it gains, the x'sval's hit dice increases by one.

Essence Disruption (Su) The touch of the x'sval carries the taint of the Unspeakable One. Any creature struck must make a Will save (DC 15) or suffer an additional 1d4 points of bleed damage and 1 point of Dexterity damage. The save DC is Charisma-based.

Possession (Su) As a full-round action, a x'sval can possess any creature it has grappled. The victim is allowed a Will save (DC 15) to resist this effect. If the victim fails, the some of the x'sval flows into the victim through its mouth and nose and seizes telepathic control of the victim in all ways. This process deals damage to the x'sval equal to the victim's remaining hit points, and if the x'sval has enough hit points it could possess many creatures. The victim is now treated as a chaotic evil creature. The x'sval can be forced from the victim by rendering the victim unconscious, killing the victim, or targeting it with a *dismissal* or similar banishing effect. The save DC is Charisma-based.

Manifested fragments of the Unspeakable One's persona, x'sval are often summoned by greedy seekers after power. When in a temple or place of worship, they divide their attentions between possessing minions to wreak havoc, or increasing their own power by consuming terrified victims. On the Material Plane, they grow stronger and stronger the longer they stay, forcing mere mortals to take notice of the power of the Unspeakable One. Though they resemble oozes, they are not and they bear an evil cunning for devastation that is rarely equaled.

ON PORPHYRA

The Yellow Temple, somewhere in bowels of the Freeport is the center of worship for the largest cult of The Unspeakable One. The erkunae are also known to toy with the dangerous beings in G'sho'laa'n'rr.



GD³

XYDRED

Emerging from the mist is a towering creature looking like it was crudely made of rotting tree trunks roped together with vines and moss.

XYDRED (CR 7; XP 3,200)

CN Large plant

Init +0; **Senses** low-light vision, tremorsense 600 ft.; Perception +15

DEFENSE

AC 21, touch 9, flat-footed 21
(+12 natural, -1 size)

hp 85 (9d8+45)

Fort +11, **Ref** +3, **Will** +6

DR 10/slashing; **Defensive Abilities** harden skin; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee 2 slams +14 (2d6+8)

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

Special Attacks fetid breath (F-DC 21)

Spell-Like Abilities (CL 9th; concentration +10)
1/week—*earthquake*

STATISTICS

Str 26, **Dex** 10, **Con** 20, **Int** 14, **Wis** 16, **Cha** 12

Base Atk +6; **CMB** +15 (+17 bull rush); **CMD** 25 (27 vs. bull rush)

Feats Ability Focus (fetid breath), Awesome Blow, Improved Bull Rush, Power Attack, Weapon Focus (slam)

Skills Diplomacy +13, Knowledge (nature) +14, Perception +15, Sense Motive +15

Languages Protean, Sylvan

ECOLOGY

Environment forest, marsh

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fetid Breath (Ex) As a standard action, a xydred can exhale a 20 ft. cone of fetid, rotting breath from its interior. Creatures within the breath must make a Fortitude save (DC 21) or be sickened for 1d4 days. The save DC is Constitution-based. This ability can be used once every three rounds.

Harden Skin (Ex) By holding its breath, a xydred can increase its damage reduction to DR 10/adamantine. When it does this it may not access its fetid breath special ability and its speed is reduced to 20 ft. This ability cannot be used while the fetid breath ability is recharg-



ing.

Xydred are beings of arrested and manipulated decay. Their connection to their forest territory is more with the earth and the decomposers living in it than the trees themselves, and a xydred can manipulate the forest floor itself, rearranging the earth with intense localized earthquakes. Xydred feed off the decay of plant and animal matter, yet do not automatically attack intruders into their territory; they are more curious about humanoids than treants are and will often question them about their activities. This does not preclude a xydred killing and burying interlopers later, however!

Fey creatures will sometimes encourage passing adventurers to root one out, promising to help uncover the xydred's treasure, while elves will more often ignore the creatures, understanding their place in the ecological order, and posting runes on trees outside of their territory.

ON PORPHYRA

The xydred are a result of direct interference with the treants of the worlds' forests by the forces of Mâl. They readily serve chaotic masters, but are notoriously independent. Many live in the Forest of Gora, The Wild, and the Bogglewood.

ZOMBIE RAT

A skittering wave of decaying, furry bodies rolls forward, a rustling mass of sharp teeth and putrid flesh with bloated, squirming bodies, red eyes gleaming hungrily.

ZOMBIE RAT (CR 1; XP 400)

CE Small undead

Init +4; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12

(+3 Dex, +1 natural, +1 size)

hp 9 (2d8)

Fort +0, **Ref** +3, **Will** +4

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +5 (1d6 plus bleed)

Special Attacks bleed (1d2), spawn in death

STATISTICS

Str 10, **Dex** 17, **Con** —, **Int** —, **Wis** 12, **Cha** 10

Base Atk +1, **CMB** +0; **CMD** 13

Feats Improved Initiative^B, Weapon Finesse^B

Skills Climb +8

ECOLOGY

Environment ruins, underground, urban

Organization plague (10-100)

Treasure none

SPECIAL ABILITIES

Spawn in Death (Su) Whenever one zombie rat dies, another 1d6 zombie rats spawns from its womb. They grow for 5 rounds until they have the size of a normal zombie rat. They can easily be killed using a single action to kill the spawn of one zombie rat, but if they are not, they will pose a bigger problem. This is how these necromantic experiments survive.

These undead rats are an abomination of the living. Their skin is rotten and in a constant state of decay. There are red wounds all over their furry bodies, and they have bloated stomachs, looking much like they are pregnant. The stench that surrounds them is something which will make even the hardest warrior vomit, and they may lack certain parts of their body, like an eye, a piece of the stomach or perhaps the tail.

These zombie rats are in fact pregnant, and only when they are slain, is their spawn birthed. These tiny rats are pink, with red eyes, and they grow fast over a few rounds, while their bodies twist and turn. They can eas-



ily be killed in this state, but if they are not, 1d6 new zombie rats will be born within 5 rounds.

These creatures are a vile necromancer's experiments, and will most often be found living underground or in the sewers of the larger cities. They break through walls over time, and will spread like a plague.

ON PORPHYRA

Zombie rats can become a problem in the sewers of any city without at least a few temples of goodness to purge the catacombs of their like. It is rumored that sanctioned necromancers used zombie rats to terrible effect when Deist armies prepared to attack cities held by Elementalist forces. Such acts are denied by state historians today, blaming foul practices by the pagan defenders for creating empty, dead cities easily taken by the forces of the Codion and other leaders. The Kingdom of Avandrool is direly beset by zombie rats, engaging professional rat-catchers to control both living and undead versions of rats. In Kivesh, to be called Ratlord is a high honorific.

APPENDIX 1: MONSTER CREATION

Monsters of Porphyra provides all the information you need to use and quickly modify the monsters presented in this book. For information on creating new monsters, see the Pathfinder RPG Bestiary. Table 1–1: Monster Statistics by CR on the following page is an expanded (up to CR 30) version of the table presented in the original Bestiary.

APPENDIX 2: MONSTER ADVANCEMENT

The following rules allow you to adjust monsters, increasing (or even decreasing) their statistics and abilities while still creating a balanced and fun encounter.

TEMPLATES

A template is a set of rules that you apply to a monster to transform it into a different monster. It gives precise directions on how to change the original monster's statistics to transform it into the new monster.

Acquired Templates: This kind of template is added to a creature well after its birth or creation.

Inherited Templates: This kind of template is part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them.

SIMPLE TEMPLATES

Simple templates can be applied during the game with minimal effort. The “quick rules” present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block. The “rebuild rules” list the exact changes you make to the base stat block if you have the time to completely rebuild it. The two methods result in creatures of similar, if not identical, abilities. For some simple templates, the quick and rebuild rules are exactly the same.

ADVANCED CREATURE (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and to special ability DCs; +4 to AC and CMD; +2 hp/

Celestial Creature Defenses

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

Entropic Creature Defenses

Hit Dice	Resist Acid and Fire	DR
1–4	5	—
5–10	10	5/lawful
11+	15	10/lawful

Fiendish Creature Defenses

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

Resolute Creature Defenses

Hit Dice	Resist Acid, Cold, and Fire	DR
1–4	5	—
5–10	10	5/chaotic
11+	15	10/chaotic

HD.

Rebuild Rules: AC increase natural armor by 2; **Ability Scores** +4 to all ability scores.

CELESTIAL CREATURE (CR +0 OR +1)

Celestial creatures dwell in the higher planes. A celestial creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or the celestial creature rests).

Table 1–1: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage		Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
					High	Low				
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21
26	600	44	37	29	195	145	31	25	27	22
27	640	45	38	30	210	155	32	26	28	23
28	680	46	39	31	225	165	33	27	29	24
29	720	47	40	32	240	175	34	28	30	25
30	760	48	41	33	255	185	35	29	31	26

ENTROPIC CREATURE (CR +0 OR +1)

Creatures with the entropic template live in planes where chaos is paramount. An entropic creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.;

Defensive Abilities DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

FIENDISH CREATURE (CR +0 OR +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell. A fiendish creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.;

Defensive Abilities DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

GIANT CREATURE (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 on all rolls based on Str or Con, +2 hp/HD, -1 penalty on all rolls based on Dex.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by 3; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, -2 Dex.

RESOLUTE CREATURE (CR +0 OR +1)

Creatures with the resolute template live in planes where law is paramount. A resolute creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules/Rebuild Rules: **Senses** darkvision 60 ft.; **Defensive Abilities** DR and energy resistance as noted on the table; **SR** SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against chaotic foes; smite persists until target is dead or the resolute creature rests).

YOUNG CREATURE (CR -1)

Creatures with the young template are immature specimens of the base creature. You can also use this simple template to easily create a smaller variant of a monster, such as the runt of a litter. This template cannot be applied to Fine creatures or those that increase in power through aging (such as dragons) or feeding (such as barghests).

Quick Rules: +2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD.

Rebuild Rules: **Size** decrease by one category; **AC** reduce natural armor by -2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** -4 Strength, -4 Con, +4 size bonus to Dex.

APPENDIX 3: GLOSSARY

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes that are used in this supplement.

UNIVERSAL MONSTER RULES

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's stat listing and its location on the stat block. Some mythic abilities from Pathfinder RPG Mythic Adventures are presented here for your convenience, although they are not universal monster rules; these are indicated with a superscript "MA."

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; **Location:** Special Attacks and individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; **Location:** senses.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Format: amorphous; **Location:** Defensive Abilities.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; **Location:** SQ.

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry).

Format: attach; **Location:** individual attacks.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, dealing additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); **Location:** Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to succeed at Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; **Location:** Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range

is specified in the creature's descriptive text. The creature usually does not need to succeed at Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; **Location:** Senses.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, dealing Constitution damage.

Format: blood drain (1d2 Constitution); **Location:** Special Attacks.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Format: blood rage; **Location:** Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted.

Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, R-DC 20 for half, usable every 1d4 rounds); **Location:** Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature can-

not change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Format: change shape (wolf, *beast shape I*); **Location:** SQ, and in special abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by channeled energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: channel resistance +4; **Location:** Defensive Abilities.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Format: compression; **Location:** SQ.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); **Location:** Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; **Location:** Immune.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope's size, this ability has no effect.

Format: curse of lycanthropy; **Location:** individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that

matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction. A few creatures are harmed by more than one kind of weapon. A weapon that deals damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; **Location:** Defensive Abilities.

Darkvision (Ex or Su) A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range, the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but is otherwise like normal sight.

Format: darkvision 60 ft.; **Location:** Senses.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through remove disease and similar effects.

Format: Disease Name (Ex) Bite—injury; *save* F-DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; **Location:** Special Attacks and individual attacks.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (F-DC 14); **Location:** Special Attacks.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description

specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, F-DC 18); **Location:** Special Attacks and individual attacks.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Format: engulf (R-DC 12, 1d6 acid and paralysis); **Location:** Special Attacks.

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; **Location:** hp.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and *Ray (Su)* These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., W-DC 17); **Location:** Aura.

Format: fear cone (50 ft., W-DC 19); **Location:** Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; **Location:** Defensive Abilities.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Format: frightful presence (60 ft., W-DC 21); **Location:** Aura.

Gaze (Su) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have

any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to attempt the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to attempt a saving throw against the gaze attack. The creature with the gaze attack gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent. A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to attempt a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; **Location:** Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Format: grab; **Location:** individual attacks.

Greensight (Su) The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; **Location:** Senses.

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Format: hold breath; **Location:** SQ.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: Immune acid, fire, paralysis; **Location:** Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only

half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; **Location:** Defensive Abilities.

Lifesense (Su) The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Format: lifesense; **Location:** Senses

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; **Location:** Weaknesses.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: Weakness light sensitivity; **Location:** Weaknesses.

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; **Location:** Senses.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Format: lycanthropic empathy (bears and dire bears); **Location:** SQ.

Mistsight (Ex) The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; **Location:** Senses.

Mythic Power^{MA} (Su) The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability, and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6); **Location:** Special Attacks.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on damage rolls.

This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 1–2 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as true dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description. Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See Table 3–1 for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); **Location:** Melee and Ranged

Table 1–2: Natural Attacks by Size

Natural Attack	Base Damage by Size*									Damage Type	Attack Type
	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.		
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B,P, and S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B and S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, tentacle, wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B, P, or S	Secondary

* Individual creatures vary from this value as appropriate.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Format: paralysis (1d4 rounds, F-DC 18); **Location:** Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; **Location:** Immune.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usu-

ally a Fort save (DC 10 + 1/2 poisoning creature's racial HD + creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through neutralize poison and similar effects.

Format: Poison Name (Ex) Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; **Location:** Special Attacks and individual attacks.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; **Location:** Special Attacks.

Powerful Blows (Ex) The specified attack adds 1-1/2 times the creature's Strength bonus to damage instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); **Location:** SQ.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Format: powerful charge (gore, 4d8+24); **Location:** Special Attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); **Location:** Special Attacks.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); **Location:** hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); **Location:** Special At-

tacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: Resist acid 10; **Location:** Defensive Abilities.

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; **Location:** Senses.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Format: see in darkness; **Location:** Senses.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must attempt a caster level check (1d20 + caster

level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: SR 18; **Location:** Defensive Abilities.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an antimagic field and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to attempt a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); **Location:** Spell-Like Abilities.

Spells The creature is able to cast magical spells like a member of a spellcasting class. The creature counts as a member of that class for any effect or ability relating to casting spells as that class. For example, it can use spell

completion and spell trigger items usable by that class or use magic items that affect that class's spellcasting (such as incense of meditation or a pearl of power). If the creature has any other abilities relating to that class (such as cleric domains or a sorcerer bloodline), this is explained in its entry. If the creature gains levels in that spellcasting class, these abilities stack (for example, a spirit naga that gains 3 sorcerer levels casts spells as a 10th-level sorcerer).

Some creatures may have unusual abilities unavailable to spellcasters of that class (such as a spirit naga's ability to learn cleric spells with her sorcerer spells known).

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); **Location:** Spell-Like Abilities.

Surge^{MA} (Su) The creature can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling a die and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die depends on the creature's mythic rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes

bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round.

The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + \frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); **Location:** Special Attacks.

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; **Location:** Languages.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to attempt a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + $1\frac{1}{2}$ times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is $10 + \frac{1}{2}$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each

target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, R-DC 20); **Location:** Special Attacks.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Format: tremorsense 60 ft.; **Location:** Senses.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; **Location:** Immune.

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size.

Format: undersized weapons; **Location:** SQ.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

Format: unnatural aura (30 ft.); **Location:** Aura.

Vulnerable (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: Vulnerable fire; **Location:** Weaknesses.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space.

A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round.

A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls.

The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing

them in its space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, R-DC 15); **Location:** Special Attacks.

CREATURE TYPES

Each creature has one type (such as “dragon” or “undead”), which broadly defines its abilities. Some creatures also have one or more subtypes.

A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically. For full information on creature types and subtypes (such as for the purpose of advancing or creating new monsters), see the Pathfinder RPG Bestiary.

ABERRATION

An aberration has bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

ANIMAL

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has an Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following traits.

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.

- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or fewer.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on its size (included in its stat block).
- Constructs do not breathe, eat, or sleep.

DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

HUMANOID

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and they usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, dark folk, or goblinoid.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids with more than 1 Hit Die (such as giants) are the only humanoids who make use of the features of the humanoid type.

MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak).

Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in their appearance or habits.

MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following traits.

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Mindless creatures have no skills or feats. An ooze with an Intelligence score loses this trait.
- **Blind** (but have the blindsight special quality), with immunity to gaze attacks, illusions, visual effects, and other attack forms that rely on sight.
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Oozes eat and breathe, but do not sleep.

OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. An outsider has the following traits.

- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. A different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, is required to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

PLANT

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens

and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures. A plant creature has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.

UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following traits.

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immunity to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own (over time) if it has no Intelligence score, although it can be healed by others (such as with inflict spells). Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

VERMIN

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Mindless creatures have no feats or skills. A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Vermin breathe, eat, and sleep.

CREATURE SUBTYPES

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotically aligned outer planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned (see Damage Reduction).

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite

of traits (unless otherwise noted in a creature's entry).

- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- See in Darkness (Su) Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.
- Summon (Sp) Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- Telepathy.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed have tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Elementals do not breathe, eat, or sleep.
- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this

subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned (see Damage Reduction).

Extrplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extrplanar subtype (but would not have it when on its home plane). Every extrplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extrplanar are natives of the Material Plane, and they gain the extrplanar subtype if they leave the Material Plane. No creature has the extrplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Shadow Plane.

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned outer planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned (see Damage Reduction).

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the ghost touch special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned.

Mythic Subtype: A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Some mythic creatures are powerful versions of existing monsters, others are completely new creatures that do not have a non-mythic equivalent. For more information on mythic creatures, see *Mythic Adventures*. Creatures with the mythic subtype have the following abilities (these are already included in the mythic monster stat blocks presented in this book).

- Ability score increases, depending on its mythic rank.
- Additional hit points per mythic rank, based on the type of Hit Dice it has (d6, d8, and so on).
- DR 5/epic if the creature has at least 5 Hit Dice. If the creature already had DR, it adds epic to the qualities needed to bypass that reduction.
- Mythic feats, which generally are improved versions of standard feats. Mythic feats are indicated by an M.
- Mythic Power (Su) The creature has the mythic power and surge universal monster abilities (pages 296 and 300).

The effect of these abilities depend on its mythic rank.

- Mythic rank, a number from 1 to 10, representing its overall mythic power.
- Natural armor increase equal to its mythic rank.
- Spell resistance increase (if it has spell resistance) equal to its mythic rank.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. This subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape-shifting, and not every creature that can change shapes has the shapechanger subtype. A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Water Subtype: This subtype is usually used for outsiders with a connection to the Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

APPENDIX 4: MONSTERS AS PCS

For simple rules on using monsters as player characters, see the *Pathfinder RPG Bestiary*.

APPENDIX 5: MONSTER FEATS

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

ABILITY FOCUS

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

AWESOME BLOW (COMBAT)

This creature can send opponents flying.

Prerequisites: Str 25, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

CRAFT CONSTRUCT (ITEM CREATION)

You can create construct creatures like golems.

Prerequisites: Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You can create any construct whose prerequi-

sites you meet. The act of animating a construct takes 1 day for each 1,000 gp in its market price. To create a construct, you must use raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

EMPOWER SPELL-LIKE ABILITY

One of this creature's spell-like abilities is particularly potent and powerful.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as an empowered spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day). When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 2.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

FLYBY ATTACK

This creature can make an attack during its move action while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

HOVER

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement

while flying, allowing it to hover without needing to attempt a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must succeed at a Fly check to hover and the creature does not create a cloud of debris while hovering.

IMPROVED NATURAL ARMOR

This creature's hide is tougher than most.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by an additional +1.

IMPROVED NATURAL ATTACK

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisites: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

MULTIATTACK (COMBAT)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

MULTIWEAPON FIGHTING (COMBAT)

This multi-armed creature is skilled at making attacks with multiple weapons.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and by –6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at CL 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as a quickened spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature

can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4. For a summary, see the table below.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Empowered and Quickened Spell-Like Abilities		
Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

SNATCH

This creature can grab other creatures with ease.

Prerequisite: Size Huge or larger.

Benefits: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels $1d6 \times 10$ feet, and takes $1d6$ points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

WINGOVER

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once per round, the creature can turn up to 180 degrees as a free action without making a Fly check. This turn does not cost the creature any movement.

Normal: A flying creature can turn up to 90 degrees by making a DC 15 Fly check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly check and expending 10 feet of movement.

APPENDIX 6: MONSTER COHORTS

The Leadership feat (*Pathfinder RPG Core Rulebook*) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a member of the standard player races. The monsters on the following list all work well as cohorts (be they assassins, bodyguards, mounts, etc.)—their effective cohort “level” corresponds to the level available to the PC as afforded by his Leadership score. Use these monsters as guidelines when determining cohort levels for other monsters.

For more information on monster cohorts, see the *Pathfinder RPG Bestiary*.

Monster Cohorts	
Monster	Level
Arglof	7
Devil Dog	7
Maggot Hound	7
Mawgriff	7
Ooze Swallower	7
Shimmerdragon	7
Asnae	8
Dragannel	8
Gnarl	10
Scorpidrake	12
Sea Dragon	12

APPENDIX 7: ANIMAL COMPANIONS

The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located. Below the list are the statistics for each animal companion. The rules for choosing and progressing an animal companion can be found in the *Pathfinder RPG Core Rulebook*.

Animal Companions	
Animal	Page
Dragonnel	42
Khuzdan Jackal	88
Mawgriff	100
Reaper Falcon	124
Tumble Ox	148

DRAGONNEL COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 40 ft., fly 100 ft. (clumsy); **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 10, Dex 15, Con 10, Int 4, Wis 11, Cha 8; **Special Qualities** low-light vision, scent

7th Level Advancement: **Size** Large; **Speed** fly 100 ft. (poor); **AC** +2 natural armor bonus; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4

KHUZDAN JACKAL COMPANIONS

Starting Statistics: **Size** Small; **Speed** 50 ft.; **AC** +0 natural armor; **Attack** bite (1d4); **Ability Scores** Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 13; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2

MAWGRIFF COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 60 ft.; **AC** +3 natural armor; **Attack** gore (1d6), 2 hooves* (1d4); **Ability Scores** Str 12, Dex 15, Con 15, Int 2, Wis 12, Cha 7

4th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** gore (1d8), 2 hooves* (1d6); **Ability Scores** Str +8, Dex -2, Con +4; special attacks powerful charge

* This is a secondary attack

REAPER FALCON COMPANIONS

Starting Statistics: **Size** Tiny; **Speed** 20 ft., fly 40 ft. (average); **Attacks** 2 claws (1d2); **Ability Scores** Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** darkvision 60 ft., low-light vision

7th level Advancement: **Size** Small; **Speed** fly 60 ft. (average); **Attacks** 2 claws (1d3), wing bone (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** augmented critical, bleeding strike

SEA DRAGON COMPANIONS

Starting Stats: **Size** Medium; **Speed** Swim 30 ft.; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 12, Dex 17, Con 10, Int 2, Wis 12, Cha 6

7th Level Advancement: **Size** Large; **Speed** +10 ft.; **AC** +2 natural armor; **Attack** bite (2d6), tail slap (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **SQ** grab (bite)

TUMBLE OX COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 12, Cha 5; **Special Qualities** low-light vision.

7th-level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** powerful charge

APPENDIX 8: MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: corpse orgy, crystalline horror, dread eyebeast, eyebeast spawn, greenfeeder, maggot hound, ooze swallower, pain shrieker, paragon flumph, reaper, rognak burrower, scasm, scorp Drake, stillfiend

Animal: dragonnel, khuzdan jackal, mawgriff, reaper falcon, sea dragon, the savage hunt, tumble ox

(Aquatic): iron crab, mangonnel, sahratan, sarrenel, sea dragon

(Chaotic): faery regal, porphyrite golem

(Cold): devil dog, polarisk

Construct: clay archer, clay cavalryman, clay soldier, emerald golem, ioun remnant, ironwife, metal bandersnatch, porphyrite golem, ruby golem, sapphire golem, transforming blade sphere, transforming longship

Dragon: alaihar, dragon cuckoo, jade dragon, magi dragon, mangonnel, shimmer dragon

(Earth): jade dragon

(Evil): devil dog

(Extraterrestrial): femanx

Fey: buggane, faery regal, femanx, forest fiend, glaistig, hymele, mezadevs, oakstump, satyrine, woodsong

(Fire): alaihar, Aurouscuor, steel ooze

(Giant): mimic troll, wereotyugh

(Good): asnae

Humanoid: anpur, elf, knük, mimic troll, ogrillon, orc, orcam, polkan, wereotyugh, werestirge

(Incorporeal): sage whisperer, shebbah, the savage hunt

Magical Beast: arglolf, asnae, burrow-mawt, devil dog, dragonnel, elder locust, elder purple worm, iron crab, kahrn, otyugh, polarisk, sarrenel

Monstrous Humanoid: asherake, dromopod, gnarl, invidian, ith'n ya'roo, kech, komori-ninja, rokurokubi, sahratan,

(Mythic): paragon flumph

Ooze: ice ooze, mirage menace, oozecrawler, ooze queen, steel ooze

Outsider: eventual, eye stealer, grinning death, the great decay, the rotting fang, void bat, void hound

Outsider (chaotic): alticorn of idumea, Fenrir, nature's wrath, pseudonatural ogre, pseudonatural dire rat, x'sval

Outsider (daemon): erotodaemon

Outsider (devil): Hadriel

Outsider (earth): marunite

Outsider (elemental): njuzu

Outsider (evil): erotodaemon, fellmane, Fenrir, Hadriel, kaikodaimon, lernaeti, shiko-me, striga, x'sval

Outsider (fire): kaikodaimon

Outsider (good): alticorn of idumea, lord of vultures, nature's wrath

Outsider (lawful): Hadriel, revoker, striga

Outsider (native): eventual, eye stealer, marunite, njuzu, the great decay, the rotting fang

Outsider (water): njuzu

Plant: arboreal nemesis, gelatinous flower, osilath geminion, quickgrass, xydred

(Psionic): femanx, marunite, pattern of suffering, rognak burrower

(Shapechanger): invidian, shiko-me, wereotyugh, werestirge

(Swarm): carnage beetle swarm, stirge swarm

Template: amalgam creature, apocalyptic creature, beast lord, bygone creature, elder beast, ironclad lich, magical beast, monstrous lycanthrope, paragon creature, pseudonatural creature, spirit creature, transforming construct, vampiric dragon, void beast

Undead: Aurouscuor, barrow wight, fukuranbou, knollman, octospine, pattern of suffering, sage whisperer, shebbah, zombie rat

Vermin: carnage beetle, deathspire beetle, gothic beetle

APPENDIX 9: MONSTERS BY CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters are not included in this list.

In the case of templates, like fungal creatures and nosferatu vampires, only the sample creature presented with a full stat block at the start of the template's entry in this book is included.

For dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

A mythic creature's mythic rank is noted in parentheses after its listing.

CR 1/4: khuzdan jackal

CR 1/3: ogrillon

CR 1/2: anpur, carnage beetle, elf, eventual, femanx, marunite, knük, orc, orcam, polkan, satyrine

CR 1: burrow-mawt, glaistig, hymele, oakstump, pseudonatural dire rat, zombie rat

CR 2: dragon cuckoo, eyebeast spawn, komori-ninja, njuzu, reaper falcon, scasm, transforming blade sphere, vampiric thrall giant frog, werestirge, woodsong

CR 3: arglolf, clay archer, clay soldier, devil dog, eye stealer, greenfeeder, ice ooze, invidian, kech, maggot hound, mangonnel, sarrenel, shiko-me, striga, vampiric thrall axe beak, void bat

CR 4: asherake, barrow wight, elder locust, gothic beetle, mawgriff, ooze swallower, otyugh, pain shrieker, pseudonatural ogre, quickgrass, sahratan, the rotting fang, tumble ox, void hound

CR 5: carnage beetle swarm, clay cavalryman, crystalline horror, fukuranbou, ith'n ya'roo, octospine, rokurokubi, sage whisperer, shimmer dragon, wereotyugh

CR 6: asnae, dragonnel, emerald golem, oozecrawler, shebbah, steel ooze, young magi dragon

CR 7: gnarl, ioun remnant, iron crab, kahrn, mirage menace, paragon flumph (MR 3), rognak burrower, stillfiend, x'sval, xydred

CR 8: arboreal nemesis, buggane, deathspire beetle, erotodaemon, ironwife, knollman, lernaeti, mimic troll, sapphire golem, sea dragon, the savage hunt, young jade dragon

CR 9: revoker, scorp Drake, stirge swarm

CR 10: alaihar, adult magi dragon, porphyrite golem, osilath geminion, polarisk

CR 11: kaikodaimon, mezadevs, transforming longship

CR 12: adult jade dragon, dromopod, pattern of suffering, ruby golem

CR 13: corpse orgy, elder purple worm, fellmane

CR 14: alticorn of idumea, dread eyebeast, faery regal, gelatinous flower, Hadriel, reaper

CR 15: ancient magi dragon, forest fiend, the great decay

CR 16: lord of vultures, ooze queen

CR 17: ancient jade dragon

CR 18: grinning death, metal bandersnatch

CR 22: Aurouscruor, Fenrir

CR 25: nature's wrath

APPENDIX 10: MONSTERS BY TERRAIN

The following lists group all of the monsters in this book into their respective terrains. Note that there can be a certain amount of crossover on these lists.

It also wouldn't be unheard of to encounter one of these creatures outside their usual habitat, but this typically only happens when some need or event drives them to leave the regions where they're most comfortable.

Creatures listed under planar terrains can usually be encountered anywhere on the Material Plane as well, but are only very rarely encountered on planes other than the one associated with them.

In short, use these lists as a guide, not as shackles—if your adventure works better with a winter hag encountered in temperate mountains, by all means, go for it! Just keep in mind that you should probably come up with an in-game reason to explain the monster's presence there, but that can lead to ideas for a great adventure in its own right.

Any: carnage beetle, deathspire beetle, clay archer, clay cavalryman, clay soldier, emerald golem, elf, eventual, gelatinous flower, gothic beetle, ironwife, jade dragon, kahrn, magi dragon, marunite, metal bandesnatch, orc, ogrillon, porphyrite golem, reaper falcon, ruby golem, sapphire golem, scasm, shimmer dragon, transforming blade sphere

Aquatic: iron crab, mangonnel, njuzu, orcam, sahratan, sarrenel, satyrine, sea dragon, shebbah, the Rotting Fang, transforming longship, vampiric thrall giant frog

Cold: buggane, burrow-mawt, devil dog, ice ooze, ith'n ya'roo, polarisk

Desert: anpur, burrow-mawt, dromopod, elder locust, khuzdan jackal, lernaedi, lord of vultures, mirage menace, scorp Drake, shebbah

Forest: arboreal nemesis, asnae, buggane, faery regal, forest fiend, glaistig, greenfeeder, hyme, kech, knük, mawgriff, mezadevs, Nature's Wrath, oakstump, osilath geminion, pain shrieker, the Savage Hunt, woodsong, xydred

Hills: arglolf, asherake, buggane, dragonnel, glaistig, knük, komori-ninja, lord of vultures, mawgriff, mimic troll, pain shrieker, polkan, pseudonatural ogre, quickgrass, rognak burrower, scorp Drake, tumble ox, wereot-yugh

Jungle: alaihar, arboreal nemesis, asherake, buggane, dragonnel dinosaur, faery regal, kech, knük, mezadevs, njuzu, osilath geminion, pain shrieker, satyrine

Marsh: buggane, dread eyebeast, eyebeast spawn, glaistig, njuzu, ooze swallower, stirge swarm, the great decay, vampiric thrall giant frog, xydred

Mountains: alaihar, crystalline horror, gnarl, komori-ninja, mimic troll, pain shrieker, rognak burrower, steel ooze, tumble ox

Plains: arglolf, asherake, asnae, buggane, burrow-mawt, dromopod, elder locust, faery regal, femanx, Grinning Death, khuzdan jackal, knük, komori-ninja, lernaedi, lord of vultures, mawgriff, polkan, rognak burrower, scorp Drake, transforming longship, vampiric thrall axe beak, woodsong

Planes (Inner): kaikodaimon, njuzu, shebbah

Planes (Outer): alticorn of idumea, erotodaemon, fellmane, Fenrir, Hadriel, kaikodaimon, lernaedi, revoker, shiko-me, striga, x'sval

Ruins: barrow wight, carnage beetle swarm, greenfeeder, ioun remnant, knollman, lernaedi, octospine, reaper, rokurokubi, sage whisperer, shiko-me, zombie rat

Underground: corpse orgy, crystalline horror, dragon cuckoo, dread eyebeast, elder purple worm, eyebeast spawn, eye stealer, gelatinous flower, gnarl, maggot hound, octospine, oozecrawler, ooze queen, ooze swallower, otyugh, rognak burrower, steel ooze, stillfiend, vampiric thrall axe beak, vampiric thrall giant frog, zombie rat

Urban: asnae, barrow wight, erotodaemon, fukuranbou, invidian, knük, otyugh, pseudonatural dire rat, rokurokubi, shiko-me, werestirge, zombie rat

Vacuum: femanx, paragon flumph, void bat, void hound

APPENDIX 11: MONSTER ROLES

The following lists categorize all of the monsters in this book into specific roles. These roles indicate the creatures' general strengths and what types of character classes are treated as key classes for each monster. Combat monsters are good at ranged and melee combat. Spell monsters have an inherent ability to cast magic spells. Skill monsters are particularly adept at ambushing prey, use sneak attacks, or have bard-like powers. Special monsters have no key classes—their focus is on unique tactics and abilities.

Creatures listed as having “Any Role” do not use special rules when advancing via class level—they lack racial Hit Dice, and thus advance in level normally, as detailed in the *Pathfinder RPG Core Rulebook*. All of the PC races listed in that book fit into this category as well. Creatures listed in the “No Role” category have no key classes—these are generally any creatures that are mindless or have an Intelligence score of 2 or lower. Creatures in this category cannot gain class levels at all, and must advance using other methods. If a creature in this category gains an Intelligence score of 3 or higher, the creature becomes a Combat Role monster.

Note that monster templates are not listed in this appendix—a templated monster's key class is the same as the base creature's key classes.

If you add levels in a key class to a monster, increase its CR by +1 for every level in a key class. For more information on adding class levels to a monster, see the *Pathfinder RPG Bestiary*.

ANY ROLE

Anpur, asherake, elf, eventual, femanx, ith'n ya'roo, kech, knük, maruite, ogrillon, orc, orcam, polkan, sahrathan, satyrine

COMBAT ROLE

Alticorn of Idumea, arglof, burrow-mawt, clay archers, clay cavalryman, clay soldiers, crystalline horror, devil

dog, dragonnel, dromopod, fellmane, Fenrir, forest fiend, gelatinous flower, Grinning Death, iron crab, kaikodaimon, kahrn, maggot hound, maggonel, mimic troll, Nature's Wrath, oakstump, octospine, otyugh, pain shrieker, polarisk, pseudonatural ogre, pseudonatural dire rat, ruby golem, sarrenel, scasm, scorpion, shebah, striga, the Savage Hunt, werestirge, wereotyugh, vampiric thrall axe beak, vampiric thrall giant frog, xydred, zombie rat

NO ROLE

Carnage beetle, carnage beetle swarm, deathspire beetle, dragonnel, gothic beetle, greenfeeder, ice ooze, iron maiden, khuzdan jackal, mawgriff, metal bandersnatch, mirage menace, ooze crawler, reaper falcon, sage whisperer, sea dragon, steel ooze, stirge swarm, transforming blade sphere, transforming longship, tumble ox, void bat, void hound

SKILL ROLE

Arboreal nemesis, dragon cuckoo, eye stealer, gnarl, invidian, komori-ninja, quickgrass, rognak burrower, rokurokubi, shiko-me, stillfiend, woodsong

SPECIAL ROLE

Asnae, barrow wight, buggane, corpse orgy, elder locust, elder purple worm, erotodaemon, eyebeast spawn, fukuranbou, Hadriel, hymele, knollman, njuzu, ooze queen, ooze swallower, osilath geminon, paragon flumph, prophyrite golem, reaper, revoker, sapphire golem, shimmer dragon, the great decay, the rotting fang, x'sval

SPELL ROLE

Alaihar, Aurouscruor, dread eyebeast, faery regal, emerald golem, glastig, ioun remnant, jade dragon, lernaean, lord of vultures, magi dragon, mezadevs, Pattern of Suffering

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