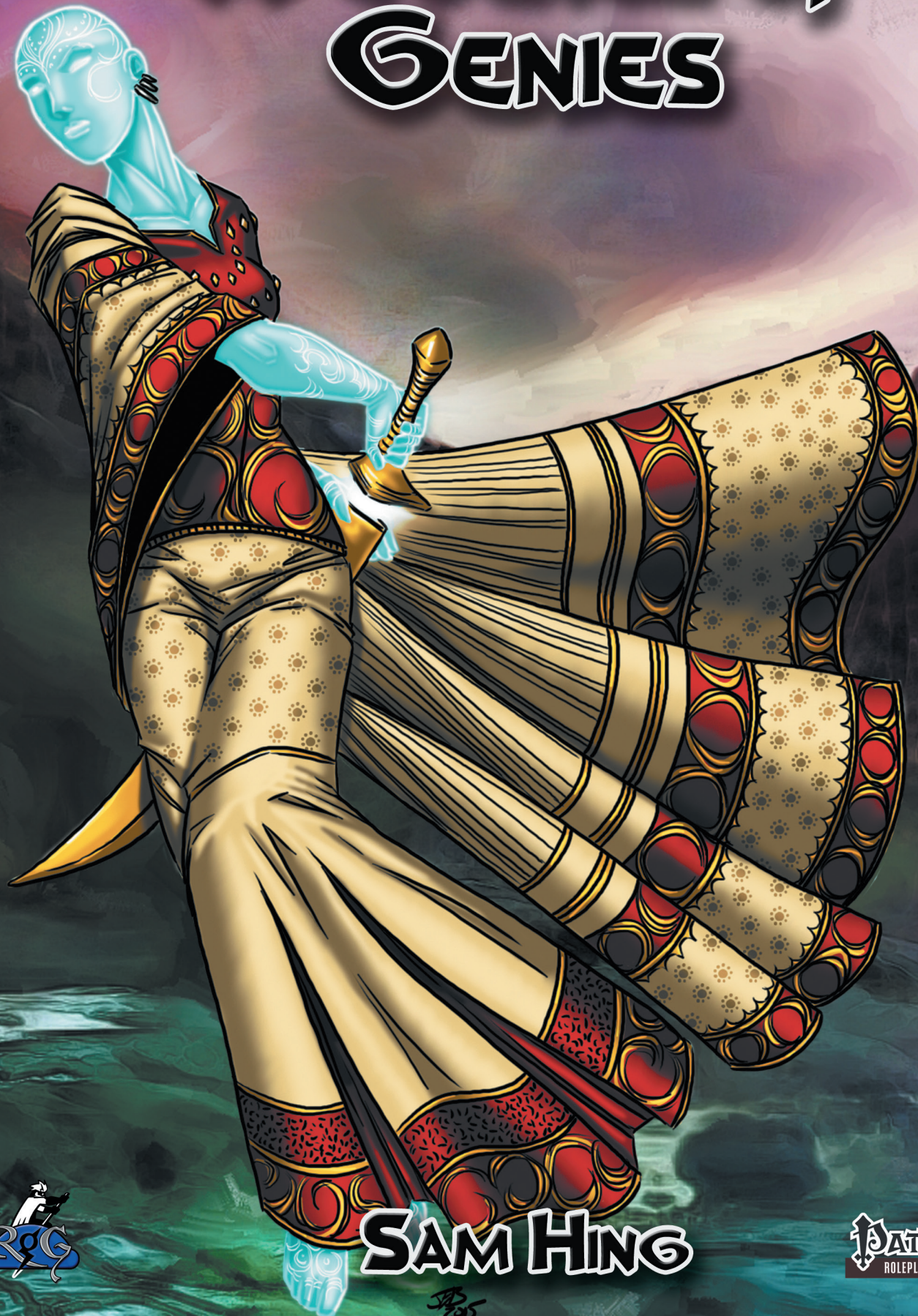


MONSTER MENAGERIE

A COUNCIL OF GENIES



SAM HING

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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A COUNCIL OF GENIES

INTRODUCTION

MAKE A WISH... IF YOU DARE!

Genies have a long history with roleplaying games, and are generally strongly tied to elemental themes and magic abilities, especially the *wish* spell. Of course they also have a strong presence in real-world mythology and religion, showing up in holy books, ancient sagas, early fables, and modern fiction and cinema. With such a broad collection of inspiration, there's no way any general-purpose bestiary can possibly touch on every interesting combination of planar focus, cultural influence, and magic powers. While a handful of different genies have already been presented for the game, there's lots of room for new groups that are less common (or at least less likely to be encountered by a typical adventurer).

Genies make fantastic foes because they generally combine decent combat options with built-in magic powers, they can use weapons and magic items as easily as a player character, they are famous for taking class levels (often resulting in genies with noble titles, such as *maik* or *shahzada*), and they can reasonably cover a wide set of challenge ratings. Characters who face orcs at 2nd or 3rd level may be skeptical of constantly encountering orc champions by 8th or 9th, but a group who crosses paths with a genie at lower level has every reason to expect genies of greater rank and skill exist in an organized hierarchy, and defeating one group does little but attract the attention of their superiors.

Genies are also good allies for other foes, often sharing planar space with or having goals that might compliment those of other powerful creatures. This is particularly true once you add a broader range of genies, including those with ties to the Positive and Negative planes, or connections to multiple elemental planes, or the freedom to move among many outer planes. Within these pages you'll find options including cross-planar genies such as the lowly (though sizeable) *mirremir* and themurderous *tephran*, through the wandering *electricus* and shadowy *obscural*, to the genies tied to positive and negative energy, the mighty *yazata* and *guayota*.

So prepare your *plane shift*, brush up on elemental diplomacy, and prepare to grant gifts or fight for your life. You've been called before a Council of Genies.

Owen K.C. Stephens
Fall 2015

MONSTER MENAGERIE

AFARA

This tall, lanky humanoid is surrounded by a halo of thick gray ash. Its mouth is slightly oversized, and its eyes glitter with disturbing mirth.

AFARA

CR6

XP 2,400

NE Large Outsider (air, fire, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 19; touch 15, flat-footed 15 (+5 Dex, +5 natural, -1 size)

hp 66 (7d10+28)

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

Immune fire; **Weakness** vulnerability to cold;
Defensive Abilities choking defense

OFFENSE

Speed 40 ft.

Melee mwk sickle +10/+5 (1d8+3 plus 1d4 fire),
or 2 claws +9 (1d6+3 plus 1d4 fire)

Special Attacks ash filled wounds, scorching embrace, spit ember

Spell-like Abilities (CL 6, Concentration +10)

At will—*message*, *spark** (DC 14)

3/day—*burning hands* (DC 15), *whispering wind*,
plane shift (willing targets to elemental planes,
Astral Plane, or Material Plane only)

2/day—*cloak of winds**

1/day—*lightning bolt* (DC 17)

STATISTICS

Str 17, **Dex** 21, **Con** 18, **Int** 19, **Wis** 20, **Cha** 18

Base Atk +7; **CMB** +12; **CMD** 27

Feats Improved Grapple, Improved Initiative, Skill Focus (Bluff), Vital Strike

Skills Acrobatics +15, Bluff +17, Intimidate +11,
Knowledge (planes) +14, Perception +15, Sense Motive +15, Sleight of Hand +15, Spellcraft +14,
Stealth +11, Use Magic Device +14

Languages Auran, Common, Draconic, Giant, Ignan, Terran; telepathy 100 ft.

Sq ashen form

ECOLOGY

Environment any (Plane of Fire)

Organization pair, party (3-7), band (10-20)

Treasure standard (masterwork sickle, other gear)

Ash Filled Wounds (Ex): Wounds inflicted by an afara, whether inflicted by a weapon or its natural attacks add 1d4 points of fire damage from hot ash that packs the wound.

Ashen Form (Su): As a swift action, an afara can collapse in upon itself, becoming a ten foot cloud of superheated ash. Living creatures other than afaras within the cloud are blinded, take 1d6 points of fire damage every round, and must make a DC 16 Fortitude save or be disabled by choking (treat as stunned) for 2d4 rounds. While in ashen form, an afara has a Strength of 0, may fly 20 feet per round, and is effectively amorphous. Strong winds allow the afara to move at the wind speed for as long as it lasts. It takes an afara one full round to resume its normal form.

Choking Defense (Ex): When an afara is struck by a physical attack, it releases a puff of burning ash. All creatures within five feet of the afara take 1d4 points of damage, and must make a DC 16 Fortitude save or be stunned for one round by intense choking and coughing. Creatures failing the save take an additional 1d4 points of damage the next round, and are blinded for 2d4 rounds.

Scorching Embrace (Ex): An afara that successfully grapples a target deals 1d6 points of fire damage per round. If the target is wearing nonmetal armor, they take an additional 1d4 points of fire damage in the next round. If the target is wearing metal armor, they take 1d6 points of fire damage in the next round, 1d4 points in the second round, and 1d2 on the third round following the attack.

Spit Ember (Ex): Once per round, as a standard action, an afara may spit a burning ember at a single target within 20 feet as a ranged touch attack. If the ember hits it sticks to the target, dealing 1d4 points of damage per round until removed, the victim is the target of a spell of the cold descriptor, or the target is doused with at least a gallon of water or other liquid. Creatures attempting to remove the ember must make a DC 16 Heal check, and take 1d4 points of damage unless they are using precautions, such as metal tools, or the like.

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Born at the conjunction of the Planes of Air and Fire, afara are sadistic and hyperactive, with most other beings seeing them as harboring more than a touch of madness. While their greatest joy is causing other creatures pain, they are approachable by beings who have taken the necessary precautions. Many afara have made a name for themselves as alchemists, fighters, and wizards.

Afara move quickly in battle, changing their plans and targets to keep foes off balance. Dangerous enemies are subjected to their ashen form, which they also use to escape—seeping into tiny cracks, or escaping on the winds.

Afara hate being alone, and will suppress their sadistic urges if they must just to keep a companion. They enjoy the art of the con as much as battle, and will attempt to fast talk impossible stories just to see if they can make a mark believe them. They are on good terms with the efreet, although their constant talking and the fine coating of ash that covers everything around them tests their allies' patience greatly.

A small percentage of afara are noble. Noble afara, often called khosrau, have 11 Hit Dice, and gain the following spell-like abilities: *2/day-fireball*, *river of wind**, *1/day-firefall**, *suffocation**. A noble afara's caster level is 12, and its CR is 10.

*-found in *Pathfinder Roleplaying Game: Advanced Player's Guide*



MONSTER MENAGERIE

ELECTRICUS

Blue white and violet arcs of electricity spring to life from this humanoid. It has large glowing eyes and fine features, and its black hair stands on end, crackling with static.

ELECTRICUS

CR12

XP 19,200

CN Large Outsider (air, extraplanar)

Init +11; **Senses** darkvision 60 ft.; **Perception** +12

Aura arcing aura

DEFENSE

AC 27; touch 16, flat-footed 20 (+7 Dex, +1 shield, +10 natural, -1 size)

hp 161 (17d10+68)

Fort +14, **Ref** +17, **Will** +5

Immune electricity; **Weakness** grounding

OFFENSE

Speed 40 ft.; fly 80 ft. (perfect)

Melee mwk scimitars +18/+18/+13/+13/+8/+8/+3 (1d8+4 plus 1d6 electricity/18-20),

or 2 slams +20 (1d6+3 plus 1d6 electricity)

Special Attacks arcing aura, lightning charge

Spell-like Abilities (CL 15, Concentration +20)

At will—*lightning bolt* (DC 19)

3/day—*shocking grasp* (DC 16), *dispel magic*

2/day—*ball lightning* (DC 19), invisibility

1/day—*call lightning* (DC 18)

STATISTICS

Str 19, **Dex** 25, **Con** 18, **Int** 16, **Wis** 11, **Cha** 20

Base Atk +17; **CMB** +24; **CMD** 41

Feats Dazzling Display, Double Slice, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Step Up, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +19, Escape Artist +19, Fly +25, Intimidate +17, Knowledge (planes) +15, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +15

Languages Auran, Common; telepathy 100 ft.

ECOLOGY

Environment any non-aquatic (Plane of Air)

Organization solitary, pair, or storm (4-8)

Treasure standard (masterwork scimitars, other gear)

Arcing Aura (Ex): Electricus are constantly surrounded by an area of arcing bolts of lightning. Every round 1d6 bolts arc off to nearby creatures, determined at random. Each bolt deals 2d6 points of damage, with a DC 22 Reflex save for half damage. Targets wearing metal armor or composed of metal get a -5 penalty to this save. The electricus has no control over its aura.

Electricity (Su): All natural attacks or attacks with metallic weapons made by an electricus add 1d6 points of electrical damage.

Grounding (Ex): Electricus that come in contact with the earth ground out, losing their electricity damage, and reducing the damage from their arcing aura to 1d4 points of damage. A electricus touching water deals its arcing aura damage to all creatures within 20 feet, and takes 2d6 points of Dexterity damage each round it remains in the water.

Lightning Charge (Su): A electricus making a charge does not take a penalty to its AC as long as its target is wearing metal armor, is metallic, or is carrying large amounts of metal. The target also takes and additional 1d6 points of electrical damage.

Wild and free-spirited, electricus are rare genies that roam the Plane of Air. They rarely interact with the djinn or other members of genie-kind, preferring to flit from one distraction to another at random. They have almost no understanding of creatures that are not native to the Plane of Air.

Electricus often attack out of curiosity or fear. Creatures bearing metal often attract their attention, as they enjoy the feel of conductive materials. They view creatures that are earthbound as demons, and blast them with lightning from afar when they can. Even foes immune to electricity rarely last against the blurring speed of the genies attacks.

Being true natives to the Plane of Air, electricus have little contact with creatures other than djinn. They greatly fear both earth and water, seeing them as unnatural environments that slowly drain their life force. Their greatest fear is confinement, which they view as Hell. Confined electricus rapidly go insane, and become both murderous and suicidal. Electricus summoned to the Material Plane react

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with great fear, and do anything within their power to return to their home plane. If that becomes impossible, they make their homes within the tallest storm clouds they can find.

A small percentage of electricus are noble. Noble electricus, often called mir, have 22 Hit Dice, a Dexterity of 30, and gain the following spell-like abilities:

3/day-chain lightning,
call lightning storm
1/day-stormbolts*,
storm of vengeance.

A noble electricus's caster level is 20, and its CR is 17.

* spell found in *Pathfinder Roleplaying Game: Advanced Player's Guide*

MONSTER MENAGERIE

GUAYOTA

This giant looks like the perfect negative of a sinister human. Its almond shaped eyes are empty pits of sheer darkness.

GUAYOTA

CR18

XP 153,600

NE Large Outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 33; touch 13, flat-footed 29 (+4 Dex, +20 natural, -1 size)

hp 287 (23d10+161)

Fort +20, **Ref** +11, **Will** +18

DR 10/magic; **Immune** cold, death effects, energy drain; **Vulnerable** positive energy; **SR** 29

OFFENSE

Speed 40 ft., fly 80 ft. (good)

Melee 2 slams +29 (2d6+7 plus entropy),

or *lifedrinker hammer* +29/+24/+19/+14 (2d6+7)

Ranged entropic bolt +26 (1d8 cold plus energy drain)

Special Attacks black breath, channel energy (10d6, DC 28, 10/day), entropy, entropic bolt

Spell-like Abilities (CL 25, Concentration +34)

At will—*bleed* (DC 17), *entropic shield*, *deeper darkness*, *plane shift* (willing targets to elemental planes, Astral Plane, Negative Material Plane, or Material Plane only)

3/day—*death knell* (DC 19), *dispel magic*, *enervation* (DC 21), *inflict serious wounds* (DC 20)

2/day—*harm* (DC 23), *implosion* (DC 26), *inflict light wounds*, *mass* (DC 22)

1/day—*anti-life shell*, *inflict serious wounds*, *mass* (DC 24), *slay living* (DC 22)

1/year—grant 1 *wish* (to nongenies only)

STATISTICS

Str 25, **Dex** 18, **Con** 25, **Int** 18, **Wis** 20, **Cha** 25

Base Atk +23; **CMB** +31; **CMD** 45

Feats Alignment Channel (good), Blind-Fight, Chanel Smite, Command Undead, Critical Focus, Disruptive, Exhausting Critical, Greater Vital Strike, Improved Vital Strike, Spellbreaker, Tiring Critical, Vital Strike

Skills Acrobatics +21, Bluff +28, Disable Device +28, Fly +27, Intimidate +28, Knowledge (arcana) +22, Knowledge (planes) +25, Knowledge (religion) +25, Perception +26, Sense Motive +26, Spellcraft +22, Stealth +21, Survival +23

Languages Abyssal, Common, Ignan, Infernal, Terran; telepathy 100 ft.

Sq energy form, lifedrinker, entropic focus

ECOLOGY

Environment any (Negative Energy Plane)

Treasure double (mwk hammer, other gear)

Black Breath (Su): A guayota may, as a full action, exhale a spinning mass of black energy that hovers above the genie's head. This mass drains 1d8 hit points from every living creature except the guayota within a twenty foot radius each round. The energy may be destroyed by a successful *dispel magic*, or by being targeted by a *sunburst* or similar magic. The guayota may, as a move action, devour the black breath, instantly healing an equal amount of hit points that it drained.

Channel Energy (Su): A guayota channels negative energy as a 19th level cleric.

Energy Form (Su): A guayota may become incorporeal for a number of rounds each day equal to its Charisma modifier. These rounds need not be used sequentially.

Entropy (Su): Any living creature struck by a guayota must make a DC 28 Fortitude save or take 1d4 levels of energy drain, and one random piece of the victim's equipment must make a Fortitude save of the same DC or take damage as if the genie had struck it. Constructs and undead instead take an additional 2d10 points of damage if they fail the save.

Entropic Focus (Su): A guayota may take an unattended object and attempt to destroy it by infusing it with pure entropy. The object must make a DC 28 Fortitude save every round or gain the broken condition. If the guayota continues its entropic focus on a broken item for an additional round, that item is destroyed. Disable Device is a Charisma-based skill for a guayota.

Lifedrinker (Su): Any weapon used by a guayota becomes a *lifedrinker* weapon for as long as it is in their possession. The weapon reverts to a normal item of its kind as soon as it leaves the guayota's possession or the genie dies.

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Guayota are some of the few living lords of the Negative Energy Plane. Their evil is less actively destructive than that of a demon, and less manipulative than a devil. They are content to dominate or destroy what comes to them, as opposed to seeking out opportunities to commit evil. They accept all creatures' aid in their cold war with the hated yazata.

Guayota care nothing for the lives of others, and are fascinated by watching the life energy of creatures drain away. They start nearly all combats by exhaling their black breath. They channel the life-sapping energy of their home into the very weapons they wield.

Most other genies fear the guayota, and avoid any contact with them. The guayota, as a race, barely acknowledge their kinship with the other races of genies, save for yazata, whom they view as insults to their very existence. Guayota rarely leave the Negative Energy Plane, finding most other environments uncomfortable.

A small percentage of guayota are noble. Noble guayota, often called Malik, have 27 Hit Dice, and gain the following spell-like abilities: 3/day—*phantom steed*, 2/day—*undeath to death* (DC 23), 1/day—*power word: kill* (DC 26). A noble guayota's caster level is 30, and its CR is 20.

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HRIMTHUR

This large humanoid has blue-white flesh and eyes that glitter like the sun on ice. Its white hair glimmers with frost.

HRIMTHUR

CR7

XP 3,200

N Large Outsider (air, cold, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +11

Aura cold (10 ft. 1d6 cold)

DEFENSE

AC 20; touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 67 (9d10+18)

Fort +8, **Ref** +7, **Will** +5

Immune cold; **Weakness** vulnerability to fire

OFFENSE

Speed 30 ft.; swim 30 ft.

Melee mwk greataxe +12/+7 (3d6+3 plus 1d6 cold), or 2 slams +12 (1d6+3 plus 1d6 cold)

Special Attacks cold icy blast

Spell-like Abilities (CL 8, Concentration +10)

At will—*chill touch* (DC 13), *ray of frost* (DC 12)

3/day—*chill metal* (DC 14), *sleet storm*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

2/day—*ice storm*

1/day—*cone of cold* (DC 17)

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +9; **CMB** +13; **CMD** 24

Feats Critical Focus, Greater Bull Rush, Improved Bull Rush, Power Attack, Vital Strike

Skills Climb +12, Craft (weapons) +10, Handle Animal +11, Intimidate +11, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +7 (+12 in icy areas), Survival +11, Swim +9; **Racial Modifiers** +5 Stealth in icy areas

Languages Aquan, Auran, Common, Giant; telepathy 100 ft.

Sq ice mastery

ECOLOGY

Environment any polar

Organization solitary, pair, war party (4-8), tribe (10-40)

Treasure standard (masterwork greataxe, other gear)

Cold (Ex): A hrimthur's body deals 1d6 cold damage upon a successful melee attack, and in each round it grapples.

Ice Mastery (Su): Hrimthur may move across icy terrain without penalty. Creatures standing on icy terrain suffer a -1 penalty to attack rolls and damage against a hrimthur.

Icy Blast (Su): Once every 1d4 rounds a hrimthur may release a burst of intense cold and ice crystals, extending out twenty feet with the genie at its center. Creatures caught within the burst take 2d6 cold damage with a DC 16 Fortitude save to negate, and must additionally make a DC 16 Reflex save or take 2d6 points of piercing damage from the jagged ice crystals.

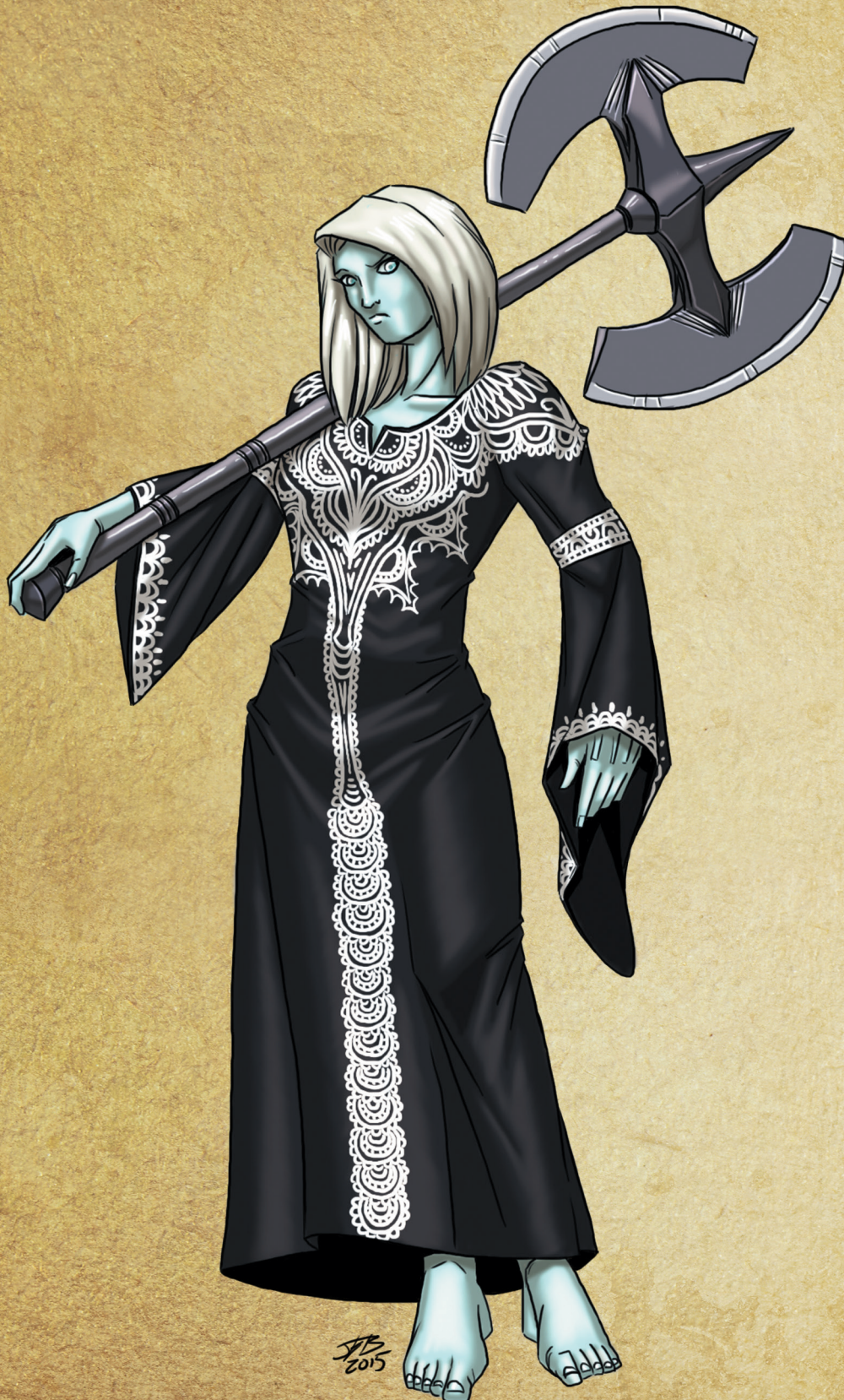
Believed to have been born from marids trapped in the frigid regions where the Planes of Air and Water intersect, hrimthur are seemingly as hard and cold as the ice upon which they live. They are grim, practical beings, and so rarely show emotions that most beings conclude that they have none. They are deeply loyal to each other, however, and never forget a kindness or harm done to them.

Hrimthur approach war as they do all things, slowly and solidly. They accept the surrender of their foes without comment, taking them as slaves for a period of time based on how well they fought and their natural lifespan. They surrender if overmatched, unless they know that they will be treated poorly afterward.

Hrimthurs care little for the society of genekind, seeing themselves as having been abandoned to the cruel ecology of what is now their home. They tolerate djinni and marids, though they generally politely but firmly turn them away. They hate efreeti, who sometimes torture captured hrimthur with flames for the sheer enjoyment of it.

A small percentage of hrimthurs are noble. Noble hrimthurs, often called jarls, have 12 Hit Dice, and gain the following spell-like abilities: 2/day—*freezing sphere*, *wall of ice*, 1/day—*polar ray*. A noble hrimthur's caster level is 11, and its CR is 9.

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INHABITOR

This humanoid brings to mind a tailor's mannequin; its flesh is unnaturally smooth and featureless. Its face consists of a pair of glowing holes for eyes, a slit for a mouth, and a vague nose and ears.

INHABITOR

CR10

XP 9,600

CN Medium Outsider (extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 26; touch 12, flat-footed 24 (+2 Dex, +14 natural)

hp 126 (11d10+66)

Fort +13, **Ref** +5, **Will** +10

Immune nonlethal damage, paralysis, poison, sleep effects, stunning

OFFENSE

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

Melee 2 slams +16 (1d4+5)

Spell-like Abilities (CL 10, Concentration +13)

At will—animate rope, mending, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

3/day—*invisibility*, *minor creation*

2/day—*animate objects*, *major creation*

1/day—*fabricate*

STATISTICS

Str 20, **Dex** 15, **Con** 23, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +16; **CMD** 28

Feats Catch-Off Guard, Master Craftsman, Power Attack, any three item creation feats

Skills Bluff +15, Craft (any one) +16, Disable Device +16, Fly +22, Knowledge (engineering) +14, Knowledge (planes) +14, Perception +15, Sense Motive +16, Stealth +14

Languages Common, Ignan, Terran; telepathy 100 ft.

Sq control construct, object meld

ECOLOGY

Environment any (Plane of Earth)

Treasure standard

Control Construct (Su): A inhabitor may attempt to possess any construct as a move action, with the construct receiving a DC 18 Will save to resist. The construct may make another Will save once every minute to expel the genie. If the construct's creator is present, she may substitute her Will save for the construct's. This power otherwise acts as the object meld ability.

Object Meld (Su): Inhabiters may possess and animate an object that is within one size category of their own. While possessed, the object acts as an animated object of the appropriate size, using the inhabitor's Intelligence, Wisdom, and Charisma, as well as its spell-like abilities. The inhabitor may leave the object as a move action, or may be forced out by a *dispel magic*, *anti-magic field*, or similar effect. If the object is destroyed, the inhabitor takes 3d10 points of damage and is forced out of the object.

Inhabiters are the craftsmen of many of genie-kind's fine weapons and armor. They are capricious beings, and sometimes possess objects for the sole purpose of terrorizing lesser beings. Their craftsmanship may be bought for a price, and they may be found at the forge in nearly any plane, working for any race that can afford their fees and tolerate their pranks.

Inhabiters prefer not to engage in combat in their natural form, preferring to instead possess whatever deadly objects are handy. Inhabiters are highly creative when it comes to finding an object to possess, and ensure that there are always several choices on hand. They especially enjoy taking over golems and other skilled constructs.

Inhabiters have good relationships with all other genie-kind, and may be found crafting wherever a large population of genies is found. They will never knowingly betray genie-kind to other creatures, and if they find that their weapons are being used to shed genie blood they will start crafting cursed items, and do whatever they can to sabotage their former employers.

A small percentage of inhabiters are noble. Noble inhabiters, often called negus, have 14 Hit Dice, are of Large size, and gain the following spell-like abilities: 3/day—*woodshape*, 2/day—*stone shape*, 1/day—*instant summons*. A noble inhabitor's caster level is 14, and its CR is 11.

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MIREMEIR

This hulking humanoid has flabby flesh of various shades of brown. Two small black eyes gaze out from beneath a prominent brow.

MIREMEIR

CR4

XP 1,200

N Large Outsider (earth, extraplanar, water)

Init -1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +10

DEFENSE

AC 16; touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +0, **Will** +6

Defensive Abilities amorphous

OFFENSE

Speed 20 ft., burrow 10 ft. swim 20 ft.

Melee mwk greatclub +9 (2d8+6),
or 2 slams +9 (1d6+4)

Special Attacks smothering critical

Spell-like Abilities (CL 4, Concentration +4)

At will—*grease* (DC 11)

3/day—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

2/day—*longstrider*

1/day—*rock to mud*

STATISTICS

Str 18, **Dex** 9, **Con** 15, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +11; **CMD** 20

Feats Combat Expertise, Improved Disarm, Weapon Focus (slam)

Skills Intimidate +8, Knowledge (planes) +8, Perception +10, Stealth +4 (+10 in muddy areas), Survival +10, Swim +12; **Racial Modifiers** +6 Stealth in muddy areas

Languages Aquan, Terran; telepathy 100 ft.

Sq amphibious, mud mastery

ECOLOGY

Environment any land or water (Plane of Earth)

Organization solitary, pair, gang (6-10), tribe (14-60)

Treasure standard (masterwork greatclub, other gear)

Mud Mastery (Ex): Miremeir may move across mud and muddy terrain without penalty. Creatures standing on muddy terrain suffer a -1 penalty to attack rolls and damage against a miremeir.

Suffocating Critical (Ex): Whenever a miremeir scores a critical hit, thick mud flows onto their target. Breathing targets must make a DC 14 Reflex save or have their nose and mouth packed with mud. Mud choked targets begin to suffocate at the start of the next round. The mud may be cleared out by a DC 14 Heal check, or by at least one gallon of water.

Bullied and abused, miremeir are one of the lowest castes of genie-kind. They are frequently pressed into service by more powerful beings, serving as amphibious troops. Eons of abuse have made them bitter and untrusting.

Miremeir do not seek conflict if left to their own devices, but have come to expect attacks from outsiders. Free genies fight with grim determination; those in the service of other creatures are often more than willing to abandon their posts or flee.

These mud genies attempt to live in the grandeur of more respectable genie-kind, building massive palaces of hardened mud and what little stone and lumber they can trade for. While unimpressive by genie standards, they are great works by mortal standards. Miremeir that get over their mistrust of others dote on visitors, and can be quite helpful, if cloying, to planar travelers.

A small percentage of miremeir are noble. Noble miremeirs, simply called bosses, have 10 Hit Dice, and gain the following spell-like abilities: 2/day—*fluid form**, *stinking cloud*; 1/day—*wall of stone*. A noble miremeir's caster level is 9, and its CR is 8.

* found in Pathfinder Roleplaying Game: *Advanced Player's Guide*

A COUNCIL OF GENIES



MONSTER MENAGERIE

OBSCURIAL

This looming humanoid has dusky flesh and dull black hair. Its equipment appears to be carved from ebony crystal.

OBSCURIAL

CR8

XP 4,800

NE Large Outsider (extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 21; touch 11, flat-footed 19 (+2 Dex, +5 armor, +5 natural, -1 size)

hp 82 (11d10+22)

Fort +5, **Ref** +9, **Will** +10

Immune cold; **Defensive Abilities** amorphous

OFFENSE

Speed 30 ft.

Melee mwk greatsword +15/+10/+5 (3d6+6 plus 1d6 cold),

or 2 slams +15 (1d6+6)

Special Attacks animate shadow, fear gaze, freezing equipment

Spell-like Abilities (CL 10, Concentration +14)

At will—*bane* (DC 15), *darkness*

3/day—*deeper darkness*, *silence* (DC 16), *shadow conjuration* (DC 18), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

2/day—*blink*, *death knell* (DC16), *shadow walk* (DC 20)

1/day—*black tentacles*, *shadow evocation* (DC 18)

STATISTICS

Str 22, **Dex** 14, **Con** 15, **Int** 17, **Wis** 16, **Cha** 19

Base Atk +10; **CMB** +18; **CMD** 30

Feats Bloody Assault*, Furious Focus*, Power Attack, Skill Focus (Stealth)

* found in *Pathfinder Roleplaying Game: Advanced Player's Guide*

Skills Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (planes) +17, Perception +19, Sense Motive +19, Spellcraft +17, Stealth +16, Use Magic Device +18; **Racial Modifiers** +6 Stealth in shadowy areas

Languages Aquan, Auran, Ignan, Terran; telepathy 100 ft.

Sq shadowcrafting

ECOLOGY

Environment any land

Organization solitary, pair, coven (8-24)

Treasure standard

Animate Shadow (Su): A obscurial can target any living creature within 100ft. as a move action, and cause its shadow to animate under its command. The target receives a DC 19 Will save to resist this effect. The victim's shadow acts as the undead monster of the same name, with equal Hit Dice to the victim. This effect lasts for one minute, or until the obscurial is slain. If the victim's shadow kills her, the victim and shadow rejoin and rise as a greater shadow. If the victim slays their shadow, they subsequently cast no shadow and take a -2 to all Will saves until a *remove curse* or similar magic is cast upon them, at which time their shadow reappears as normal.

Fear Gaze (Su): As the spell, 30 feet, DC 17.

Freezing Equipment (Su): Obscurials generally use weapons and armor that they have created by shadowcrafting. These weapons deal an additional 1d6 points of cold damage. Any creature other than an obscurial who dons shadowcrafted armor takes 1d6 points of cold damage per round, as does any creature striking the obscurial with a natural weapon or unarmed attack.

Shadowcrafting (Su): A obscurial can warp and harden shadows at will, crafting any number of traps and items with them. They can craft objects out of shadow using the Craft skill, creating any object normally made out of wood, stone or metal. All nonmagical shadowcraft items take 1d6 points of damage per round of exposure to natural sunlight, and take normal damage from sun-based magical effects. All shadowcraft creations radiate intense cold, dealing 1d6 points of cold damage every round they are contacted.

Obscurials can also create walls of solid shadow as a full round action as long as shadows exist in their environment. These act as a *wall of ice* spell, with a CL equal to the genie's HD. In addition,

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obscurials may target a victim's shadow, causing it to coalesce into a thick, freezing glue. The target gets a DC 19 Reflex save to leap clear. A target failing the save is unable to move, and takes 1d6 points of cold damage every round. A DC 19 Strength check or DC 20 Escape Artist check made as a full round action will let the victim pull free. A successful save or freeing itself will end the effect on a victim's shadow.

Obscurials are believed to be the remains of a djinni clan that was somehow trapped and corrupted by the Plane of Shadow. They are cold-hearted, bitter creatures that prefer as little contact with other races as possible. They trade their shadowy goods through fetchling brokers, who often fail to mention that the fine objects will melt away under the sun.

Obscurials fight in disciplined units, using just enough force to destroy or disperse any threats. Many of the genies are skilled at creating weapons and armor on the fly, replacing sundered or lost equipment in the middle of combat.

Obscurials are passionless creatures at heart, but do get a degree of grim satisfaction from tricking lesser beings, trading gleaming black gems and coins that they claim is their currency to planar travelers. These treasures fade away once the adventurers leave the Plane of Shadow for the safety of their home world. Any protests raised by the victims are ignored, or met with a fatal retort.

A small percentage of obscurials are noble. Noble obscurials, often called basileus, have 15 Hit Dice, have 24 Charisma, and gain the following spell-like abilities: 2/day—*greater shadow evocation*, 1/day—*shades*. A noble obscurial's caster level is 15, and its CR is 12.



MONSTER MENAGERIE

PRINCE-OF-BEASTS

This humanoid has a muzzle-like face, and reeks of sickness and decay.

PRINCE-OF-BEASTS

CR5

XP 1,600

CE Medium Outsider (native)

Init +8; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

AC 18; **touch** 14, **flat-footed** 14 (+4 Dex, +4 natural)
hp 57 (6d10+24)

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

Immune disease, poison

OFFENSE

Speed 30 ft., **climb** 30 ft., **swim** 20 ft.

Melee 2 claws +8 (1d4+3 plus disease/poison),
and bite +8 (1d6+3 plus disease/poison)

Special Attacks carrier, consume soul

Spell-like Abilities (CL 10, Concentration +12)

3/day—*charm animal* (DC 13), *contagion* (DC 15), *entangle* (DC 13), *magic stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

2/day—*soften earth and stone*, *stone call**,
transmute rock to mud

1/day—*meld into stone*, *shifting sands** (DC 15),
spike stones (DC 16), *stone shape*

* found in *Pathfinder Roleplaying Game: Advanced Player's Guide*

STATISTICS

Str 17, **Dex** 18, **Con** 18, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 22

Feats Ability Focus (carrier), Alertness, Improved Initiative

Skills Acrobatics +12, Bluff +10, Climb +15, Knowledge (local) +5, Perception +13, Sense Motive +13, Stealth +12, Survival +11, Swim +15

Languages Aklo, Common, Terran; telepathy 100 ft.
Sq rapid change, shape shifting

ECOLOGY

Environment any land

Organization solitary, pair, pack (4-12)

Treasure standard

Carrier (Su): A prince-of-beasts may absorb and reuse any disease or poison that it comes in contact with, and add it to its claw and bite attacks. The DC of the saves against the effect becomes 19, regardless of the original DC. The genie may only have one effect in place at a time, and if it chooses to carry a new one the old effect is instantly lost.

Consume Soul (Su): A prince-of-beasts can attempt to consume the spirit of any helpless living creature as a full round action. The victim receives a DC 15 Will save to resist the effect. The body of a victim that has had its soul consumed instantly becomes a ghoul under the control of the genie, for as long as it holds the soul within it. As a swift action, a prince-of-beasts may digest a soul, granting it a +2 to attacks, damage, and saves and DC's of its special abilities and spell-like abilities, as well as a +10 to its movement rate for 1d4 rounds. Doing so instantly makes the ghoul that the soul belonged to free-willed. Slaying a prince-of-beasts frees all non-digested souls it has consumed, and they return to their bodies if available, transforming them back to the creature type they were before they became a ghoul. If the body is not available, the soul is freed to go to whatever reward awaits it in the Planes. Digested souls are lost, and may only be recovered via *wish*, *miracle*, or divine intervention.

Rapid Change (Su): A prince-of-beasts may use its shape shifting special ability as a swift action a number of times per day equal to its Charisma modifier.

Shape Shifting (Su): A prince-of-beasts gains 3 alternate forms from the following list that it may assume at will, as a full round action. The genie retains use of all its spell-like abilities and supernatural abilities while in an animal shape. This ability acts as the appropriate *beast shape* spell, and a prince-of-beasts with a winged shape gains Fly as a class skill. Bear, cat, cat (leopard), crocodile, dire rat, dog, fly (giant)^, frog (giant), herd animal (bison), hippopotamus^, hyena, lion, lizard (monitor), roach (giant)^, shark, skunk (giant)#, vulture#, vulture (giant)#, weasel.

^ found in *Pathfinder Roleplaying Game: Bestiary 2*

found in *Pathfinder Roleplaying Game: Bestiary 3*

Prince-of-beasts genies are hateful creatures that blame all goodly races for their earthbound status. Most sages feel they originally hail from

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the Plane of Earth, although their connection with nature leads others to believe that they are truly native to the Material plane. They delight in feeding on both the flesh and spirits of mortal creatures.

Prince-of-beasts have varied attack options based on their animal forms. One that appears as a cat will often pose as a stray, inflicting disease with the mildest of scratches. Those with more powerful forms often kill most of their prey in that form, leading to legends of demonic “animal kings” ruling over an area.

Despite their chaotic nature, prince-of-beasts respect each other and their respective territories. Only rarely do they gather in any great numbers, generally in response to a threat too powerful to challenge alone. They loathe and avoid all other types of genies except for janni, whom they attack on sight.

A small percentage of prince-of-beasts are noble. Noble prince-of-beasts, often called Sultans-of-Beasts, have 10 Hit Dice, are of Large size, and gain the following spell-like abilities: 3/day—*command plants*, 2/day—*wall of thorns*, 1/day—*wall of stone*. A noble prince-of-beast’s caster level is 15, and its CR is 8.



MONSTER MENAGERIE

SPELL FETCH

A tiny humanoid floats in the air near you, its eyes glowing with arcane energy.

SPELL FETCH

CR2

XP 600

N Tiny Outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft., *arcane sight*; Perception +8

DEFENSE

AC 18; touch 15, flat-footed 15(+3 Dex, +3 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +5

SR 13

OFFENSE

Speed 20 ft., fly 40 ft. (good),

Melee touch +8 (1d3 force)

Special Attacks burn spell, school ability

Spell-like Abilities (CL 3, Concentration +5)

Constant—*arcane sight*

At will—*prestidigitation*, *plane shift* (self only to elemental planes, Astral Plane, or Material Plane only)

STATISTICS

Str 6, **Dex** 16, **Con** 11, **Int** 15, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 15

Feats Skill Focus (Spellcraft), Weapon Finesse

Skills Acrobatics +9, Fly +17, Knowledge (arcane)

+8, Knowledge (planes) +8, Perception +8,

Spellcraft +11, Stealth +17, Use Magic Device +6

Languages Common, Draconic; telepathy 100 ft.

Sq retrieve spells, store spells

ECOLOGY

Environment any land

Organization solitary, pair, squad (3-7)

Treasure standard

Burn Spell (Su): A spell fetch may burn one spell it has stored per round as a move action, converting it into healing energy. The spell fetch heals 1 hp per level of the spell burned, and the spell is lost until the spell fetch seeks it out to store again.

Retrieve Spell (Su): A spell fetch may search the planes for knowledge of spells. The genie must make a Spellcraft check, DC 20 + the spell's level to find the spell, taking 1 round per spell level, minus 1 round per 3 points rolled beyond the DC to find the spell. The spell fetch returns at that time with the spell stored within it, allowing it to burn the spell, or grant it to its master. Granting a spell to its master is a swift action, and conforms to the rules for using a scroll, except for the following exceptions: the spell is considered automatically deciphered, and the spell may be either arcane or divine. Attempting to cast a spell that is not normally on the caster's spell list requires a Spellcraft check (DC 15 + spell level). Failure indicates that the spell is lost.

School Ability (Su): A spell fetch possesses any one first level wizard school ability. If it becomes a familiar, the genie gains the 8th level ability in that school when its master becomes 10th level.

Store Spells (Su): An independent spell fetch typically possesses 1d6 spells of levels 1-3. A spell fetch that becomes a familiar loses these spells, and ritually consumes the wizard's spellbook, gaining knowledge of all the spells within. The wizard henceforth "studies" her spells by engaging the genie in discussion about the spells. A spell fetch that becomes a familiar to a sorcerer or witch retains knowledge of the spells it possessed before becoming a familiar, and can grant them to their master as if it retrieved them.

Spell fetches are minor genies, thought to have been spawned on the Astral Plane. They have little society of their own, and if left to their own devices they simply wander the planes, searching out areas of great magical energy, be they ancient libraries or nodes of natural mystic energy. They have a soul-deep longing to serve, leading most sages to believe that they are a created race.

Spell fetches flee combat whenever possible, unless defending their master. They channel raw magic with their touch, blasting foes with a tiny bolt of pure force.

A spell fetch may become a familiar to an arcane spellcaster of at least 7th level who possesses the Improved Familiar feat. The genie slowly acquires its master's alignment, and serves with utter loyalty.

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Each spell fetch looks different from the rest, and it is not unheard of for them to appear in non-humanoid forms. Over the course of time they slowly grow to resemble their master.

It is theorized that the spell fetch uses a unique form of *plane shift* when it uses its retrieve spell ability, allowing it to appear directly at one of its stores of magic, or perhaps joining the flow of magic itself. The genies themselves give no answers.

MONSTER MENAGERIE

TEPHRAN

The flesh of this bulky humanoid is mottled red and gray. It has a primeval appearance, with long arms, short tusks, and a sloping brow ornamenting a face drawn in a perpetual snarl.

TEPHRAN

CR7

XP 3,200

CE Large Outsider (earth, extraplanar, fire)

Init +2; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 20; touch 9, flat-footed 18 (+11 natural, -1 size)

hp 85 (9d10+36)

Fort +10, Ref +3, Will +6

Immune fire; Vulnerability cold

OFFENSE

Speed 30 ft.

Melee mwk heavy flail +16/+10 (2d8+7),

or 2 slams +15 (1d6+7 plus burn)

Special Attacks burn (2d6 DC 18), earth burst

Spell-like Abilities (CL 9, Concentration +10)

At will—*acid splash*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *spark** (DC 11)

3/day—*burning hands* (DC 12), *acid arrow*

2/day—*firebreath** (DC 13), *stone shape*

1/day—*fireball* (DC 15), *calcific touch** (DC 15)

* found in *Pathfinder Roleplaying Game: Advanced Player's Guide*

STATISTICS

Str 25, Dex 10, Con 18, Int 10, Wis 11, Cha 13

Base Atk +9; CMB +18; CMD 28

Feats Cleave, Critical Focus, Great Cleave, Power Attack, Vital Strike

Skills Climb +17, Intimidate +12, Knowledge (engineering) +11, Knowledge (planes) +9, Perception +9, Sense Motive +9, Stealth +3, Survival +10

Languages Ignan; telepathy 100 ft.

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3-15)

Treasure standard (masterwork flail, other gear)

Earth Burst (Su): Once every 1d4 rounds, a tephran may concentrate on an area of earth or stone for a full round, causing it to explode into fiery fragments at the end of that round. The genie can affect one 5 foot square per point of its Charisma modifier, and all affected squares must be adjacent to each other. Creatures within the effect take 4d6 points of damage, half from fire and half from bludgeoning, with a DC 15 Reflex save for half damage. The area of the burst becomes difficult terrain after the explosion.

Murderous and hateful, tephran are viewed with disdain by all other genies. They live in large gangs, raiding any nearby creatures for goods and short-lived slaves. Despite their primitive appearance and chaotic natures, tephran are skilled engineers and craftsmen, although they rarely trade their creations, instead hoarding them like dragons. They dwell where parts of the Planes of Earth and Fire interact, scraping a living on massive lava fields and burning slate.

Tephran raids are exceedingly violent affairs, and they often drag great war machines that are overkill against their foes. Rival gangs may descend on a planar town, competing to see which has the most devastating engine of destruction.

Tephran hate and fear both efreet and shaitains equally, both for their greater power and higher intelligence. Tephran gangs are generally far too small to pose a serious threat to the settlements of other genies, although on very rare occasions massive hordes gather, reminiscent of the orc hordes on the Material Plane. These hordes ravage massive areas until they are destroyed by attrition and infighting.

A small percentage of tephran are noble. Noble tephran, often called oràngún, have 12 Hit Dice, and gain the following spell-like abilities: 3/day—*stoneskin*, *wall of fire* 1/day—*contagious flame** *wall of stone*. A noble tephran's caster level is 12, and its CR is 9.

* spell found in *Pathfinder Roleplaying Game: Advanced Player's Guide*

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MONSTER MENAGERIE

YAZATA

This bald giant glows with blue-white radiance. Your heart races inexplicably as you move closer to its light.

YAZATA

CR18

XP 153,600

N Large Outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft., *detect undead*; Perception +18

DEFENSE

AC 34; touch 21, flat-footed 22 (+10 Dex, +1 Dodge, +13 natural, -1 size)

hp 287 (25d10+150)

Fort +14, **Ref** +26, **Will** +19

DR 10/magic; **Immune** electricity, paralysis, poison, sleep; **Vulnerable** negative energy; **SR** 29

OFFENSE

Speed 80 ft., fly 120 ft. (perfect)

Melee 2 slams +29 (2d6+5 plus invigorating touch), or mw *brilliant energy scimitar* +29/+24/+19/+14 (1d8+5/18-20)

Special Attacks blinding light, channel energy (10d6, DC 27, 10/day), invigorating touch

Spell-like Abilities (CL 25, Concentration +32)

At will—*consecrate*, *cure light wounds*, *daze* (DC 17), *detect undead*, *invisibility*, *light*, *plane shift* (willing targets to elemental planes, Astral Plane, Positive Energy Plane, or Material Plane only)

5/day—*continual flame*, *cure moderate wounds*, *daylight*, *remove disease*, *searing light*

3/day—*cure serious wounds*, *rainbow pattern* (DC 21), *restoration*

2/day—*cure critical wounds*, *displacement*, *sunburst* (DC 25)

1/day—*cure moderate wounds*, *mass*, *disrupting weapon*, *greater restoration*, *scintillating pattern*

1/year—grant 1 *wish* (to non-genies only)

STATISTICS

Str 20, **Dex** 30, **Con** 23, **Int** 16, **Wis** 25, **Cha** 25

Base Atk +25; **CMB** +35; **CMD** 45

Feats Agile Maneuvers, Alignment Channel (evil), Blinding Critical, Channel Smite, Critical Focus, Dodge, Lightning Reflexes, Lightning Stance, Power Attack, Staggering Critical, Stunning Critical, Turn Undead, Wind Stance

Skills Acrobatics +23, Bluff +20, Diplomacy +20, Fly +29, Heal +17, Intimidate +20, Knowledge

(planes) +16, Knowledge (religion) +16, Perception +18, Sense Motive +18

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

Sq energy form, energy weapon, positive energy affinity

ECOLOGY

Environment any (Positive Energy Plane)

Treasure double (mwk scimitar, other gear)

Blinding Light (Su): As a full action, a yazata may give off a blinding pulse of light, affecting all creatures that can see it. Viewers must make a DC 28 Reflex save or be blinded for 24 hours. At the end of this period, the victim must make a Fortitude save of the same DC, or the blindness is permanent. The save DC is Constitution-based.

Channel Energy (Su): Yazata channel positive energy as a 19th level cleric.

Energy Form (Su): A yazata may become incorporeal for a number of rounds each day equal to its Charisma modifier.

Energy Weapon (Su): Any weapon wielded by a yazata gains the *brilliant energy* quality. The weapon loses this ability if it leaves the genie's hands.

Invigorating Touch (Su): Any non-undead creature that is not native to the Negative Energy Plane touched by a yazata must make a DC 28 Will save or be overcome with life energy. This energy causes the target to become jittery and hyperactive, lasting for 4d4 rounds. The victim takes a -6 to all skill checks that are not purely physical, and to any concentration checks. Spellcasters must make a concentration check with a DC of 20+ spell level to cast a spell. The affected target must roll twice for any attack roll, and take the worst of the two results. The affected target gains a +4 to all Reflex saves during this time, and doubles the amount of any healing effects. At the end of the duration the affected target is fatigued.

Undead and natives of the Negative Energy Plane take an additional 4d6 points of positive energy damage, with a DC 28 Fortitude save for half damage.

Positive Energy Affinity (Ex): Yazatas exist comfortably on the Positive Energy Plane, and do not suffer or benefit from that plane's overwhelming infusions of life-giving energy. Whenever a yazata is subjected to a magical healing effect, that effect functions at its full potential, as if enhanced by Maximize Spell.

A COUNCIL OF GENIES

Yazata are powerful genies native to the Positive Energy Plane. While not generally goodly beings, they oppose all creatures with ties to the Negative Energy Plane, and war endlessly with their dark twins, the guayota. They are willing to grant aid to any that battle the undead or similar creatures. Yazata are stoic and slow to respond to creatures that are not native to their home plane, referring to them as “lesser lights.”

While slow to anger, yazata are without mercy, and destroy

any standing in their way. Their touch causes living creatures to burn out on their own energy. The vast power of their home plane courses through their weapons which blaze with the power of a small star.

Yazata rarely leave the confines of the Positive Energy Plane, and have little contact with the other races of genies. They are on neutral terms with most of their kin, but any meeting with a guayota ends in violence. Despite their power, yazata generally defer to the knowledge of worldlier genies.

A small percentage of yazata are noble. Noble yazata, often called shahanshah have 30 Hit Dice, and gain the following spell-like abilities: 3/day—*cure serious wounds*, *mass*, 2/day—*disintegrate* (DC 23), 1/day—*prismatic wall*. A noble yazata’s caster level is 30, and its CR is 20.



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- GENIES NATIVE TO THE MATERIAL PLANE ... AND NO LOVE OF ITS OTHER INHABITANTS.
- GENIES DRIVEN BY GREED, SADISM, GRIM PRAGMATISM, OR A DESPERATE NEED TO BE FREE SPIRITS — ALL PRIMED TO FLESH OUT A LESS-COLORFUL SIDE QUEST, OR TAKE CENTER STAGE IN AN EPIC STORYLINE.

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