
Monsters of
Porphyra
2
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Monsters of Porphyra 2

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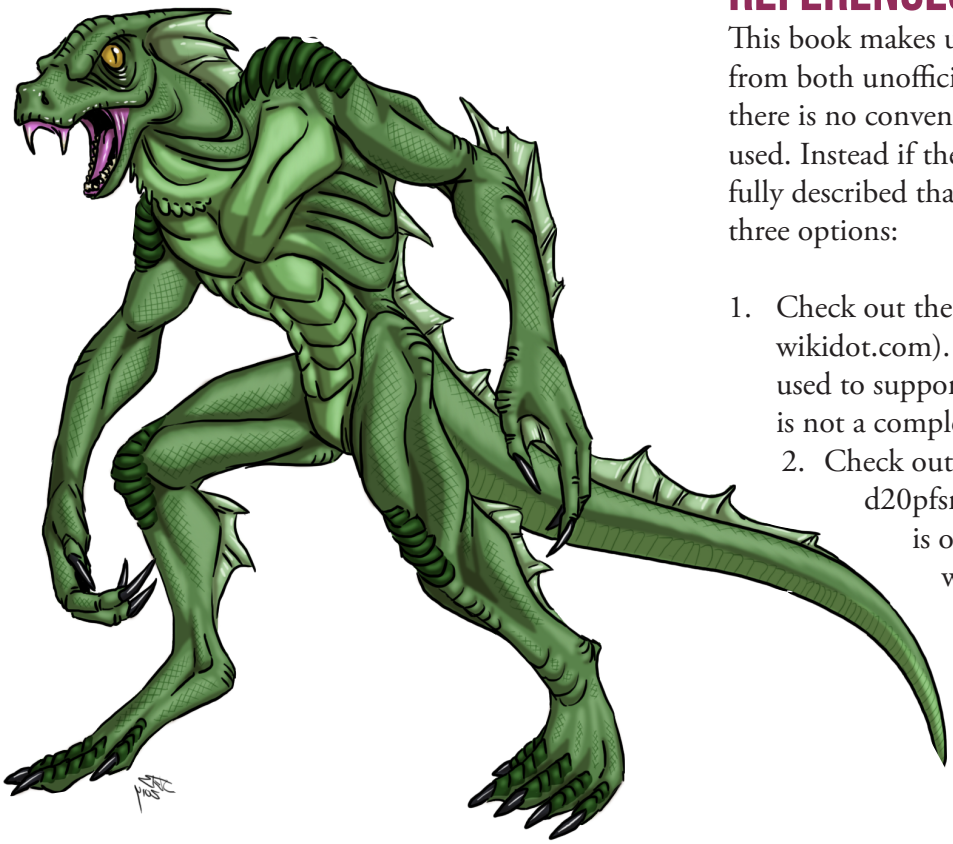

I didn't make it into the book. Grr!

REFERENCES

This book makes use of a ton of open game content from both unofficial and third party sources, as such there is no convenient way to reference all the books used. Instead if there is a feat, spell, or ability that is not fully described that you need information on there are three options:

1. Check out the porphyra website (http://porphyra.wikidot.com). This is an open game content website used to support the work of Purple Duck Games. It is not a complete source but it is growing every day.
2. Check out the d20pfsrd website (http://www.d20pfsrd.com/) by John Reyst. The d20pfsrd is one of the largest open game content websites. It contains both official and third party sources.
3. Contact me by email at ge-dakm@gmail.com and let me know what you are having trouble locating and I will point you in the right direction or add the needed content to my porphyra wiki.

INTRODUCTIONS

Welcome back to the Lands of Porphyra. It has been a little more than two years since the original *Monsters of Porphyra* was released. Immediately upon finishing the last book, I started work on planning this new volume of monsters from a content and a finance perspective. When I published the first *Monsters of Porphyra*, customers had the opportunity to help fund the project at the cost of $20 originally and then they got to hand-pick a number of monsters that went into the original volume. That worked well enough but the original product took 4 years to develop and I did not like having people's money for a product that was not out yet.

So instead of working a subscription model, I moved to Patreon instead. Over at patreon, I have been able to work with fans on selecting and revising the monsters that you see within this volume. I worked on a monthly model for payment and that helped to speed up production of the book. Having more capital tied directly to this book as well as receiving feedback from patreons has helped to push this book forward at nearly twice the rate as the original. As it stands, before launch of the book about 16% of my total costs are paid for, so I'll need to make up the rest through PDF sales, stock art sales, and through print distribution sales.

From a writing standpoint I have had a lot of help this time. **Perry Fehr**, the primary editor and lead on Porphyra, contributed a number of conversions and new monsters to this volume. Most notably the yakshas that he created here will also feature prominantly in *Purple Mountain VIII*, out later this year. **Todd Stewart**, who wrote *Protean Lords of Porphyra* for me, contributed three new proteans to this volume. **August Hahn** contributed the magmadactyl to serve as the long-time nemesis of our jousting ostrich. **Julian Neale**'s phix from *Legendary Races: Sphinx* also makes an appearance in this volume. The mandrillus is the creation of the ruined monster contest winner **Russ Brown**.

When *Monsters of Porphyra* came out I had one primary artist, **Gary Dupuis**, working on the project which was great for giving *Monsters of Porphyra* a uniform look and feel but did limit the rate at which the book could be produced. When I started to work on this second volume, I have Gary tied up working on a number of other of projects so I began casting a new further abroad for other artists who would be able to contribute to this project. We found many good people to work with for this project and many also have stock available from us. If you want to contract them you can reach them using the following information:

- **Jacob Blackmon** (commissionprodigyduck@gmail.com;)
- **Brian Brinlee** (bbrinlee1969@gmail.com)
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- **Michael Syrigos** (michaelsyrigos@gmail.com)

We hope you enjoy this second volume. I am off to work on *Monsters of Porphyra 3* with the help of my patreons.

- Mark Gedak



I will be in Monsters of Porphyra 3

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.

DR/Defensive Abilities/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 Abilties 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: This book uses a simplified set of environmental terrains for more detail on the environments used see p. 217.

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.

ABSINTHIAN HARDWOOD

Bizarre head-shaped fruit hangs from this twisted tree.

Absinthian Hardwood (CR 10; XP 9,600)

NE Huge plant

Init +3; **Senses** low-light vision; Perception +20

Defense

AC 22, touch 7, flat-footed 22
(-1 Dex, +15 natural, -2 size)

hp 142 (15d8+75)

Fort +14, **Ref** +6, **Will** +7

DR 10/slashing or bludgeoning; **Immune** plant immunities

Offense

Speed 5 ft.

Melee 2 slams +18 (2d6+9)

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

Special Attacks charm, corruption

Spells Known (CL 9th; concentration +12/+14 defensive)

4th (4/day)—*bloody claws*, *dispel magic*

3rd (6/day)—*cup of dust* (F-DC 16), *daylight*, *dominate animal* (W-DC 16), *spike growth* (R-DC 16)

2nd (6/day)—*feast of ashes* (F-DC 15), *forest friend*, *resist energy*, *share language*

1st (6/day)—*blend*, *bristle*, *charm animal* (W-DC 14), *entangle* (R-DC 14), *longstrider*

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

Statistics

Str 29, **Dex** 8, **Con** 20, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +11; **CMB** +22 (+24 to sunder); **CMD** 31 (33 sunder; can't be tripped)

Feats Combat Casting, Extend Spell, Lightning Reflexes, Improved Initiative, Improved Sunder, Power Attack, Scribe Scroll, Skill Focus (Stealth)

Skills Perception +20, Spellcraft +16, Stealth +15

Languages Sylvan, Treant

Ecology

Environment forest, jungle, ruins, urban

Organization solitary or grove (2-5), plus cult

Treasure double standard

Special Abilities

Charm (Su) Any creature that consumes more than three pieces of an absinthian hardwood's fruit within the space of a week runs the risk of addiction (see below). When charmed, the victim will seek out the hardwood, take orders from it, and defend it against all foes. A single tree can support the addiction of creatures equal to twice its Hit Dice.

Corruption (Su) Long term addiction to the absinthian fruit or liquor causes a creature's moral alignment to shift to evil.

Spells: An absinthian hardwood cast spells like a 9th level oracle but draws its spells from the druid spell list.

Absinthian hardwoods grow throughout the forests and jungles of the world. Whereever they grow, their fruit ensures a cult of supplicants is always nearby to protect them. As the cult grows, new trees are planted further abroad to spread the influence of their bitter fruit even farther. Naturally, sylvan creatures of good-alignments and druids work to contain the corruption of this bitter tree. Though the appearance of this macabre intelligent plant and its fruit typically seems monstrous and repellent, the skull-like fruit are sweet tasting and highly addictive. The absinthian hardwood rarely uses its magic in direct combat but instead tries to force other creatures to succumb to its addictive fruit.

ON PORPHYRA

It is said that within the central courtyard of every temple of the Candyman, an immense absinthian hardwood grows. The faithful of the temple harvest its fruit and distill a potent liquor that is used to strengthen the faith of the timid and convert the unwilling.

Absinthian Fruit/Liquor

Type ingested; **Addiction** major, Fortitude DC 20

Price 20 gp

Effects 1 day, *charm monster*; if charmed for a month continuously the creature's alignment shifts to evil and becomes immune to this drug.

Damage 1d2 Wis damage

VARIANT ABSINTHIAN

Some divinely-altered or mutated absinthian hardwoods have fruit that exhibit different effects. One such example is listed below:

Nightshade Absinthian: The fruit and processed liquor of these trees that dot the wastelands of the Empire of the Dead do Con damage instead of Wis damage, and any living being that dies while suffering such damage rises as a ghoul (or ghast if HD 4 or more) the next night, a devoted servant of the parent hardwood. Rajuki dancers often perform around their trunks.

THE XESA AND THE POISON TREE

- from '*Trees and Other Relations*' by Dyl-Tho, Xesa poet laureate

O Californ has sights to see
(and beasties dark and drear- i -ee)
It's jungles green are silent, wide,
Fell secrets do they keep inside...
Rum-ta-Tum the Xesa drum,
And blossoms fall upon thee

The Xesa city Sprak is grand
(though not two stones within it stand)
It's crumbling walls have many gaps
Where scholars hide their crumbling maps...
Rum-ta-Tum the Xesa drum,
And pages fall upon thee

Na-Reg the Xesa youngling bawled
(A sound well known to Xesa-world)
That knowledge kept was wasted well-
Great journeys are the way to tell...
Rum-ta-Tum the Xesa drum,
Fond farewells fall upon thee

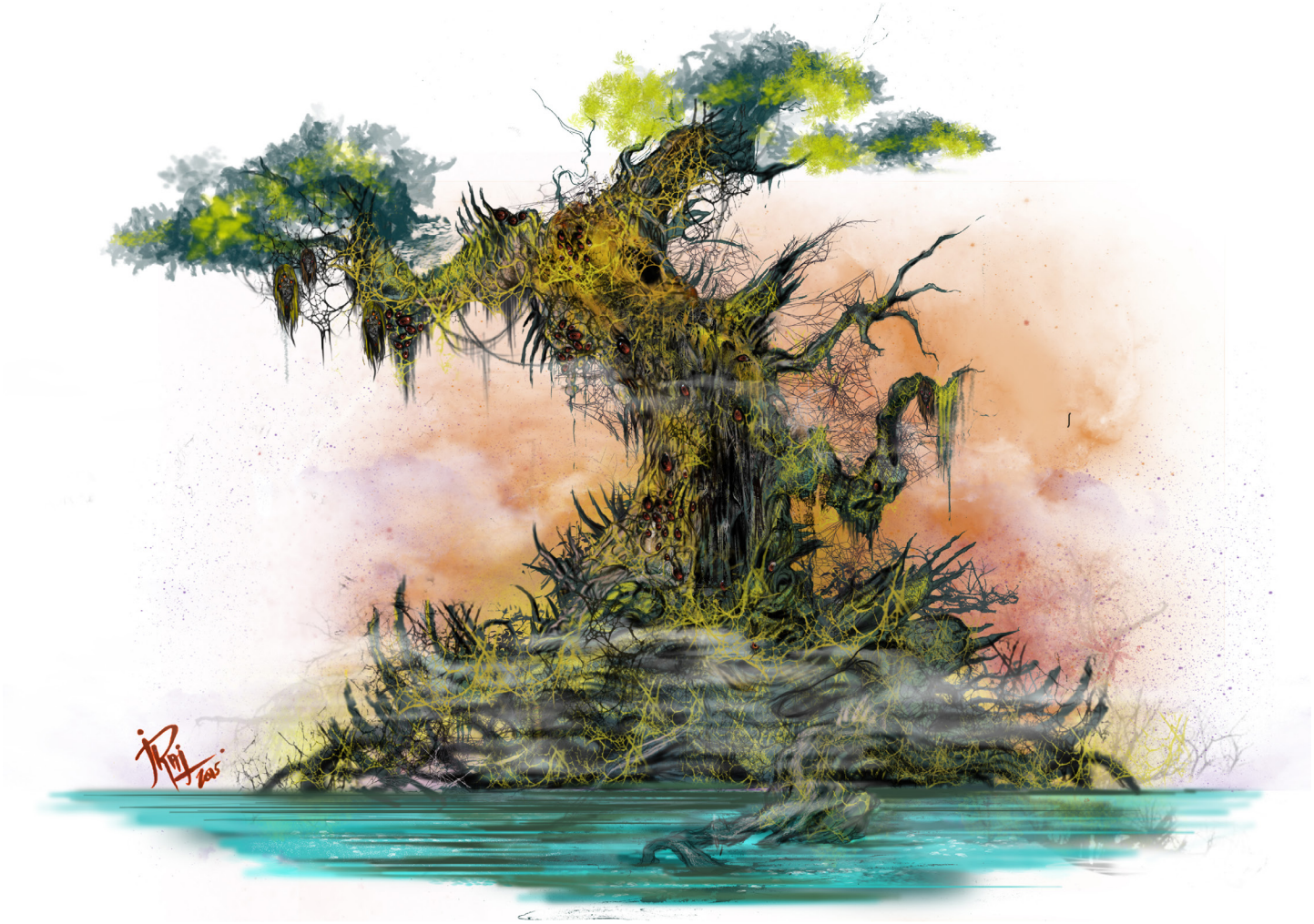
So Na-Reg left his ruined home
(the wise ones let him leave alone)
And sought adventure in the lands
Where Man-folk flex their leath'ry hands...
Rum-ta-tum the Xesa drum,
Their glaring eyes upon thee

A village quaint with walls of wood
(true, few good humans within stood)
They cried for loss, their menfolk taken
Foul magic in a drink partaken...
Rum-at-tum, the Xesa drum,
Dire madness fall upon thee

Na-Reg stood tall, (though not so much)
A staff of magic in its clutch
And went to find the sorcerous source
An Absinthian foulness, known, of course
Rum-at-tum, the Xesa drum,
"Bring liquor, fruit towards me!"

The Poison Tree, of foul intent
Demanded it consume, hell-bent
All the fruit the Tree could muster
Na-Reg coolly heard its bluster
Rum-ra-tum, the Xesa drum,
Red leaves do fall upon thee

So drunken Na-Reg won the day
The Poison Tree was driv'n away
The men cheered Na-Reg hour by hour
For Xesa heed not poison's power!
Rum-at-tum, triumphant drum,
The soft dew fall upon thee...



ALCHEMIST'S HOUND

A massive wolf composed of metal, wood, and glass clanks across the ground. Its cannon begins spewing fire.

Alchemist's Hound (CR 3; XP 800)

N Medium construct (clockwork)
Init +5; **Senses** darkvision 60 ft., scent; Perception +2

Defense

AC 17, touch 13, flat-footed 14
(+1 Dex, +2 dodge, +4 natural)
hp 31 (2d10+20)
Fort +0, **Ref** +3, **Will** +2
DR 5/adamantine; **Immune** construct traits
Vulnerable electricity; **Weakness** volatile

Offense

Speed 30 ft.
Melee bite +4 (1d6+2 plus trip)
Special Attacks alchemist cannon 4/day (25 ft. line; 3d6 acid or fire; R-DC 11)

Statistics

Str 14, **Dex** 12, **Con** —, **Int** —, **Wis** 14, **Cha** 1
Base Atk +2; **CMB** +4 (+8 trip); **CMD** 15 (19 vs. trip)
Feats Lightning Reflexes[B], Improved Initiative[B]
SQ swift reactions, winding

Ecology

Environment any
Organization solitary, pack (2-5)
Treasure none

Special Abilities

Alchemist's Cannon (Ex) All hounds have an alchemist's cannon built into them that can fire a line of fire or acid four times per day.
Volatile (Ex) With their bubbling concoction of alchemical innards and the ammunition fuel for an alchemist's cannon, hounds are potentially walking explosives. Whenever a hound is struck in melee combat, there is a 5% chance it detonates dealing 3d6 points of acid damage to all creatures within 5 ft. (no save). When destroyed, the chemical buffers and mechanisms keeping the alchemy in check stop working, and the hound explodes as above result in 1d3 rounds.

The 'alchemist's hound' is a veritable walking alchemy kit, a clockwork construct packed with as many bubbling glass flasks of chemicals as gears and pistons. It gets its name from its quadrupedal, hunched appearance and from the fact that creators with artistic pretensions often craft alchemist's hounds to look like great wolves.

Normally powered by an alchemechanical engine,



hounds are employed as guard constructs. The myriad of alchemical devices mimic an advanced sense of smell as well as powering the construct's main weapon, an alchemical cannon, the barrel of which juts out of the hound's gaping maw. Alchemist's hounds can understand and obey orders in one language. They cannot speak, though they can make mechanical growls and snarls. Their combat programming means they usually attempt to hose down as many attackers as possible with their alchemical cannon until the intruders either flee or die. If a hound is badly damaged it may try to retreat to its owner for repairs, depending on its instructions.

Alchemist's Hound

CL 12th; **Price** 18,375 gp

Construction

Requirements Craft Construct, *geas/quest*, *flaming sphere*, creator must be at least 12th level; **Cost** 9,188 gp

ON PORPHYRA

Do to their natural goblinoid fascination with fire, the creation of the alchemist's hound or at a minimum the addition of the cannon is directly attributed to the boggle technomancers of Havacord in the Clockwork Lands.

AM-REN

With a hairless hide that resembles the cracked red stone of the desert this well–muscled creature, appears to be starving to death. Its eyes are pits of darkness into which light disappears, and the flesh of its face so withered and emaciated that the skin is torn around the eyes and mouth, leaving open wounds that glisten with blood and expose rows of gnashing teeth.

Am-ren (CR 3; XP 800)

CE Medium outsider (chaotic, evil, native)
Init +7; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +3

Defense

AC 17, touch 14, flat-footed 13
(+3 Dex, +1 dodge, +3 natural)
hp 27 (6d10-6)
Fort +1, **Ref** +8, **Will** +8
Defensive Abilities uncanny dodge

Offense

Speed 40 ft.
Melee 2 claws +8 (1d4+2 plus 1d6 fire), bite +8 (1d6+2)
Special Attacks name eating (W-DC 14), name theft (W-DC 14)

Statistics

Str 14, **Dex** 17, **Con** 8, **Int** 12, **Wis** 16, **Cha** 12
Base Atk +6; **CMB** +8; **CMD** 22
Feats Combat Reflexes, Dodge, Improved Initiative
Skills Acrobatics +12 (+16 jumping), Knowledge (local) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +12, Sense Motive +12, Stealth +12
Languages Common, Infernal

Ecology

Environment desert
Organization solitary
Treasure standard

Special Abilities

Name Eating (Su) As a full round action that draws attacks of opportunity, the am-ren can attempt to devour the name of a confused opponent whose name it has stolen in the past 6 rounds. A character whose name is devoured immediately gains 2 negative levels and must make an additional DC 14 Will save or the confusion remains until cured. The character can make a save each day at dawn to shake of the confusion or only a *heal*, *remove curse*, or *break enchantment* spell can cleanse the character's soul of the chaos and restore the character to sanity. The character cannot recognize her name while confused. The save DC is Charisma based.



Name Theft (Su) An am-ren may steal the name of an opponent it can see as a standard action. If the opponent fails a DC 14 Will save, the creature temporarily loses its sense of identity and is confused for 6 rounds. The am ren must know the opponent's name, perhaps by hearing it spoken, reading a written record, or some other means. The save DC is Charisma based.

Am–ren are the demonic eaters of names, unholy creatures that dwell in tombs, necropoli, and other desolate places. Am-ren will often invoke their name in combat whenever they take action. They have found that humanoids will often be offended by this braggadocio and attempt to mock the creature by using their own names in a similar fashion. Once the am-ren hears the name of their opponents it will attempt to steal and devour it. After feeding an am-ren will typically retreat from the battlefield to digest it meal.

ON PORPHYRA

During the NewGod Wars, the followers of Vortain summoned the am-ren to the Material plane and sent their against zendiqi forces within the sand-sea of Ghadab. Many zendiqi clerics of the Elemental Lords fell to the cruel name theft of the am-ren for they had never seen truenames captured and devoured in such a manner before. During the final days of the war, the zendiqi found a way to bind the am-ren to the Material plane so that they could never return home again.

AMALGAM

This hulking brute is composed entirely of shifting stones. Its massive fists are caked with dried blood.

Amalgam (CR 16; XP 76,800)

N Huge outsider (earth, elemental, native)
Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft; Perception +0

Defense

AC 31, touch 6, flat-footed 31
(-2 Dex, +25 natural, -2 size)
hp 262 (25d10+125)
Fort +13; **Ref** +12, **Will** +14
DR 15/—; **Immune** elemental traits
Vulnerable spells

Offense

Speed 50 ft.
Melee 2 slams +36 (4d8+19/19-20)
Ranged rock +21 (2d10+13)
Space 15 ft.; **Reach** 20 ft.
Special Attacks crushing blow, powerful blows, rock slide 1/day, stone vortex 3/day
Spell-Like Abilities (CL 16th; concentration +17)
At-will—*stone shape*, *stone tell*
3/day—*spike stones*, *wall of stone*
1/day—*flesh to stone* (F-DC 17), *transmute mud to rock*

Statistics

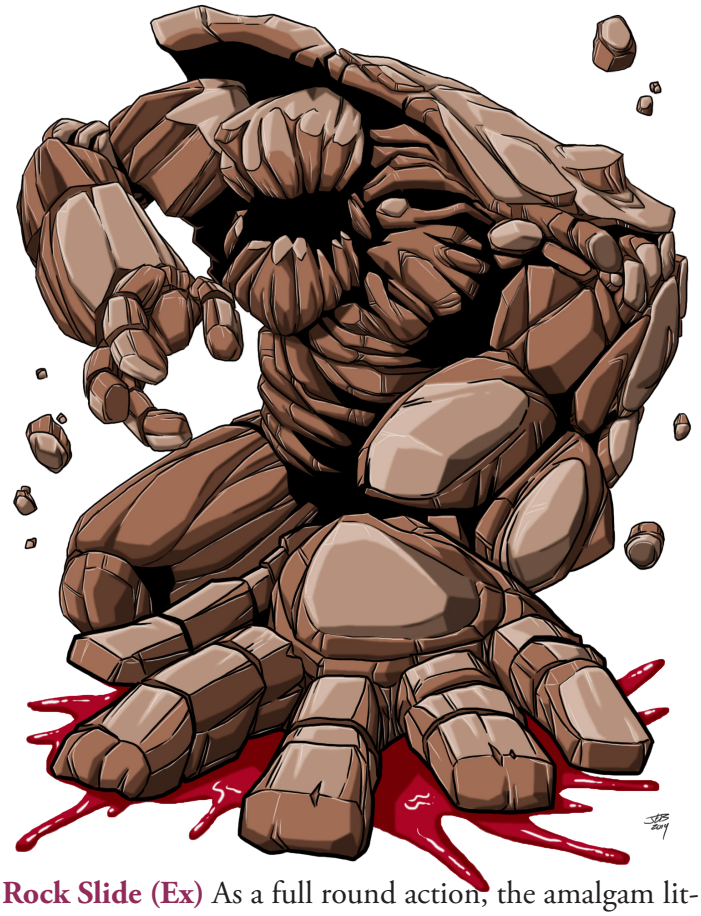
Str 36, **Dex** 7, **Con** 20, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +25; **CMB** +40 (+44 bull rush); **CMD** 48 (52 vs. bull rush)
Feats Awesome Blow, Bull Rush Strike, Cleave, Cleaving Finish, Critical Focus, Deadful Carnage, Furious Blows, Great Cleave, Greater Bull Rush, Improved Bull Rush, Power Attack, Skill Focus (Intimidate), Weapon Focus (slam)
Skills Climb +41, Intimidate +35, Knowledge (geography) +28, Knowledge (planes) +28, Knowledge (religion) +28, Stealth +18
Languages Terran

Ecology

Environment cold, desert, hills, mountains
Organization solitary
Treasure standard

Special Abilities

Crushing Blow (Ex) Once every four rounds, an amalgam may make a single slam attack against a foe smaller than it. If it hits the foe must make a Fortitude save (DC 35) or be killed or destroyed. If the save is made, the foe still suffers slam damage. The save DC is Strength-based.



Rock Slide (Ex) As a full round action, the amalgam literally throws itself at its enemies, creating a moving wall of massive stones that crushes and maims anyone within a 30 ft. long path that is 15 ft. wide directly in front of it for 12d12 points of bludgeoning damage. Targets may make a Reflex save (DC 27) for half damage. After performing a rock slide, the amalgam is staggered for 1d4 rounds. The save DC is Constitution-based.
Stone Vortex (Su) Three times per day, an amalgam can create a vortex of swirling rocks and boulders around it. All creatures within 60 ft. suffer 6d12 points of bludgeoning damage and may make a Reflex save (DC 27) for half damage. The save DC is Constitution-based.

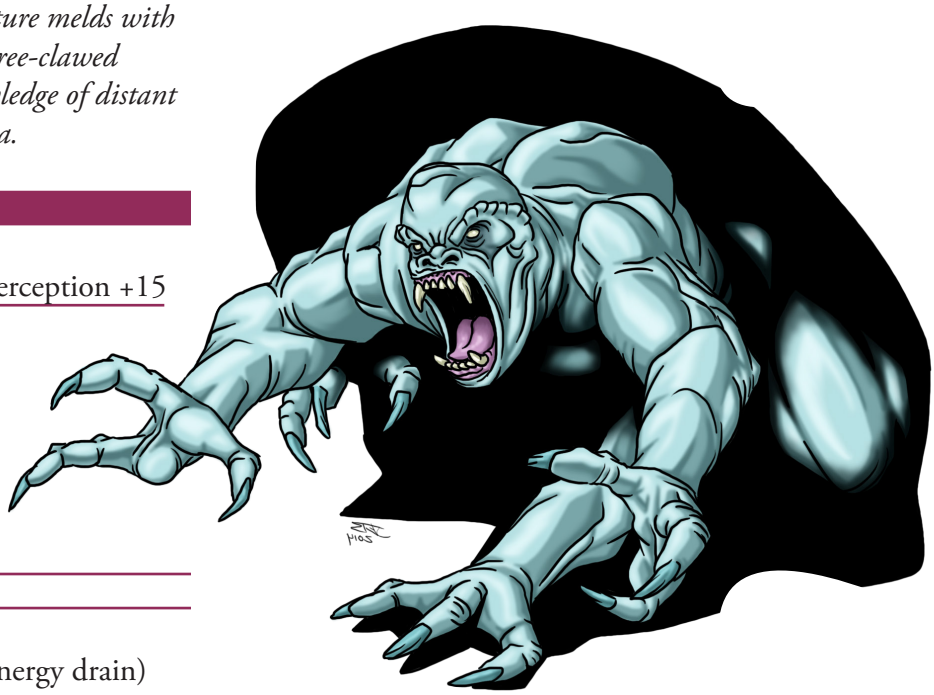
In places where elemental conduits of earth bleed into the Material Plane, amalgams are born from both elemental energy and material substance. They live and are made from the rocks, mountains, and hills of the world. At rest an amalgam is indistinguishable from a rocky landscape, however if their domain is entered without permission they are fearsome defenders of their territory.

ON PORPHYRA

Amalgams on Porphyra in the time before The Calling acted as enforcers within rebellious communities. Open civil unrest was easily quelled after a rioter or three was crushed by the amalgam's fists.

AMORTORTOK

Tall as an ogre, this four-armed bestial creature melds with the shadows. Its four arms end in wicked three-clawed fingers. Its eyes sparkle with forbidden knowledge of distant lands and its face is that of a demonic gorilla.



Amortortok (CR 7; XP 3,200)

N Large outsider (native)
Init +0; **Senses** darkvision 60 ft., scent; Perception +15

Defense

AC 20, touch 9, flat-footed 20
(+11 natural, -1 size)
hp 76 (9d8+36)
Fort +7, **Ref** +6, **Will** +6
Defensive Abilities negative energy affinity

Offense

Speed 30 ft.
Melee 4 claws +9 (1d6+5 plus grab and energy drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks energy drain (1 level, F-DC 14), rend (2 claws, 1d6+7)
Spell-Like Abilities (CL 7th; concentration +7)
1/day—*discern location*, *greater scrying* (W-DC 17), *vision*

Statistics

Str 20, **Dex** 10, **Con** 18, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +9; **CMB** +15; **CMD** 25
Feats Altitude Affinity, Endurance, Rugged Northerner, Skill Focus (Perception, Stealth)
Skills Appraise +12, Bluff +12, Knowledge (geography) +12, Perception +15, Stealth +11, Survival +12
Languages Common, Ya'roo
SQ shadow blend

Ecology

Environment cold
Organization solitary
Treasure standard

Special Abilities

Shadow Blend (Su) During any conditions other than full daylight, an amortortok can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell will however.

Amortortok are ancient beings that live in the cold northern climates of the world. They are powerful creatures cursed with dark energy for draining the life from others, and blessed with preternatural sight into the world beyond. Amortortok claim vast territories of frozen waste as their lands and often leave bone fetishes to mark their borders. The amortortok are creatures that can be both a boon and bane to creatures they encounter. If their territories and being are treated with respect they can be sources of information on the northern lands and oracles of those things beyond their land. If disrespected, the amortortok will stalk the offenders from the shadowy places of the north striking without warning and draining their life away. With *discern location*, nothing can truly escape the multi-clawed reach of the amortortok.

ON PORPHYRA

Deep in the Yeti Wastes of the Northlands, to the northwest of Gulag Red, lay the lands of the amortortok. Once creatures of the Elemental Plane of Ice, these outsiders were cut off from the elemental planes during the NewGod Wars for failing to side with the Elemental Lords against the New Gods. The amortortok saw the coming defeat of the Elemental Lords and supported the ith'n ya'roo tribes of the Northlands in the conflict.

ANGEL JELLY

Before you is a truly eerie sight; a silver-golden sheet of protoplasm forming rudimentary wings and floating across the chamber, echoing shapes just out of the range of your senses.



Angel Jelly (CR 8; XP 4,800)

LG Large ooze (good)

Init -2; **Senses** blindsight 60 ft., *detect good*, empathy 60 ft.; Perception +10

Aura protective aura

Defense

AC 17, touch 10, flat-footed 17; +4 deflection vs. evil (+8 natural, -1 size)

hp 125 (10d8+80)

Fort +8, **Ref** +3, **Will** +5

DR 10/evil, bludgeoning; **Immune** acid, cold, ooze traits, petrification, positive and negative energy; **Resist** electricity 10, fire 10; **SR** 19

Offense

Speed 10 ft., fly 30 ft. (poor)

Melee slam +11 (2d4+3 + 1d4 acid +1d4 positive energy)

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

Special Attacks constrict (2d4 + 1d4 acid + 1d4 positive energy)

Spell-like Ability (CL 10th; concentration +10)

Constant—*detect good*

Statistics

Str 16, **Dex** 10, **Con** 20, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +11; **CMD** 21 (cannot be tripped)

Feats Iron Will, Skill Focus (Knowledge [religion]), Power Attack, Toughness, Weapon Focus (slam)

Skills Fly +8, Knowledge (religion) +5, Perception +10

SQ empathy 60 ft.

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Acid (Ex) An angel jelly secretes a digestive acid that dissolves only flesh. Any melee attack deals acid damage.

Empathy (Su) Angel jellies can detect feelings and intentions in a manner similar to the spell *detect good*; this is the basic test they use to sense whether something is food or not. Communicating with an angel jelly, such as it is, is accomplished by emotions only, and cannot convey complicated information.

Positive Energy (Su) An angel jelly emits a palpable glow like silver candlelight, and melee attacks and grapples upon it inflict 1d4 positive energy damage; evil beings and undead suffer double damage from this positive energy.

Angel jellies, perhaps the only good-aligned creature of their type, are incredibly rare beings created when an outsider of the angel subtype is somehow killed by an unintelligent ooze, and its spirit is kept from returning to its home plane. The essence of the angel and the admixture of its spirit with the protoplasm of the jelly creates an almost beautiful creature, having intelligence (though of an alien kind) and the will do good, or at least avoid doing harm to good beings. Being oozes and not outsiders, angel jellies have to eat, but their strange senses ensure that they will not consume good beings, though they will eat virtually anything else. They are sometimes used as benevolent garbage disposals wherever they are, which is often a shrine or good-aligned temple or castle. So far, there have been no known examples of angel jellies dividing or reproducing, though they can be killed or starved to death. Some theologically-minded alchemists and wizards would like to study angel jelly specimens, but there are few in dungeon-type settings, and clerics and monks are usually disinclined to allow them to be studied.

ON PORPHYRA

The greatest number of angel jellies were formed during the NewGod War, when several cadres of Movanic devas were lured into spirit-warded castles filled with dire jellies and oozes and trapped there, to be changed into angel jellies. These were in turn distributed to temples and shrines dedicated to good, where the seemingly immortal oozes were set as guardians and garbage disposals.

AQRABUAMELU

The large, azure-shelled creature before you seems part crab, part insect, part dragon, its yellow eyes glowing with alien intelligence and significant magical power.



Aqrabuamelu (CR 10; XP 9,600)

N Large aberration

Init +3; **Senses** darkvision 60 ft., scent; Perception +20

Defense

AC 24, touch 12, flat-footed 21
(+3 Dex, +12 natural, -1 size)
hp 127 (15d8+60)
Fort +9, **Ref** +8, **Will** +13
Immune poison; **SR** 21

Offense

Speed 30 ft.
Melee 2 claws +15 (1d6+5 plus poison), bite +15 (1d8+5 plus poison)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 15th; concentration +19)
At will—*detect magic*, *mage hand*, *read magic*
3/day—*dimension door*, *quickened invisibility*, *fireball* (R-DC 17), *mind thrust I* (W-DC 15), *minor image* (Wd-DC 16), *spiritual weapon*, *web* (R-DC 16)
1/day—*animate dead*, *dispel magic*, *quickened levitate*, *summon monster VI*, *telekinesis* (W-DC 19), *wall of stone*

Statistics

Str 20, **Dex** 17, **Con** 19, **Int** 21, **Wis** 15, **Cha** 19
Base Atk +11; **CMB** +17; **CMD** 20 (32 vs. trip)
Feats Brandish Magical Might, Focused Healing, Improved Initiative, Iron Will, Power of the Name, Quicken Spell-Like Ability (*levitate*, *invisibility*), Sense the Unseen
Skills Acrobatics +21, Climb +23, Craft (alchemy) +18, Knowledge (arcana) +18, Knowledge (dungeoneering) +18, Perception +20, Spellcraft +23, Stealth +21, Survival +21; **Racial Modifiers** +4 Stealth
Languages Common, Aklo, Draconic, Manxic, Undercommon

Ecology

Environment underground
Organization solitary, pair, or cabal (3–8)
Treasure double

Special Abilities

Poison (Ex) Bite—injury; *save* F-DC 21; *frequency* 1/round for 6 rounds; *effect* 1d6 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.
Poison (Ex) Claws—injury; *save* F-DC 21; *frequency* 1/round for 6 rounds; *effect* 1d6 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

These pseudoarachnid beings are likely not native to the Material Plane as we know it, conjectured by some as hailing from the same reality as neh-thalggu, the dreaded brain collectors. Their powers do not follow any standard pattern of religious, magic or even psionic discipline, dealing with control of time, space, magic and energy in ways that make them formidable opponents should they be crossed.

Aqramuabelu, as they collectively refer to themselves, are mission-oriented creatures that are always planning, constructing and negotiating towards some goal. They do not seem to be interested in colonization, and are far advanced past the desire to hunt and slay, though they will eat whatever and whoever strikes their fancy at the moment. Their metabolisms seem to be slow enough to get by with a cow-sized meal once a week or so. Aqramuabelu do not like humanoids to any great degree, finding them avaricious and prone to acts of random pointlessness for short term gain.

ON PORPHYRA

The aqrabuamelu have come to Porphyra in small cabals, by means of dimension-traveling magic, to actively oppose and hinder the femanx race of the Advent Imperiax. They are ancient enemies across time and space, and neither race speaks of the great schism that caused their mutual antipathy.

ARBORGEIST

Shadowy and incorporeal, this horribly charred treant is contorted in agony. Sickly, blue-green flame sheathes its barren limbs and appendages with a deathly green radiance.

Arborgeist (CR 14; XP 38,400)

CE Huge undead (incorporeal)
Init +3; **Senses** darkvision 60 ft.; Perception +33
Aura cold flame (20 ft.; 2d6 cold)

Defense

AC 10, touch 10, flat-footed 10
(+3 deflection, -1 Dex, -2 size)
hp 130 (20d8+40)
Fort +11, **Ref** +7, **Will** +18
Defensive Abilities incorporeal, channel resistance +4;
Immune undead traits
Weakness arborgeist weaknesses, fire

Offense

Speed 30 ft.
Melee 2 incorporeal touches +13 (2d8/19-20 plus 2d6 cold plus 1d3 Wisdom drain [W-DC 23; negates])
Space 15 ft.; **Reach** 15 ft.
Special Attacks burning howl, horrific appearance (W-DC 23)
Spell-Like Abilities (CL 14th; concentration +17)
At-will—*tree stride*
3/day—*command plants* (W-DC 17)

Statistics

Str —, **Dex** 8, **Con** —, **Int** 17, **Wis** 18, **Cha** 17
Base Atk +15; **CMB** +14; **CMD** 24
Feats Blind-Fight, Critical Focus, Great Fortitude, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Lightning Reflexes, Sickening Critical, Skill Focus (Perception), Weapon Focus (incorporeal touch)
Skills Intimidate +26, Perception +33, Stealth +14, Survival +27
Languages Common, Treant

Ecology

Environment forest, jungle
Organization solitary, pair, brood (3-6)
Treasure none

Special Abilities

Burning Howl (Su) At the instant of its final destruction, the arborgeist graphically relives its fiery death, prompting it to unleash a burst of intense fire. All creatures within 20 feet immediately burst into flame, sustaining 6d6 points of fire damage, although a Reflex save (DC 23) reduces the damage to half. Creatures that fail the saving throw continue to burn, taking 1d6 points of fire damage each round, until the creature extinguishes the flames or dies trying. The save DC is Charisma-based.
Commune with Nature (Su) Arborgeists acquire knowledge as though continuously under the effect of a *commune with nature* spell. This ability affects an area of 10 miles.
Horrific Appearance (Su) Creatures that succumb to the arborgeist's horrific appearance suffer 1d3 points of Strength, Dexterity, and Constitution damage.
Weaknesses Despite their great power, arborgeists possess certain limitations, most notably their fear of fire prevents them from entering an area with a fire (camp fire, forest fire, etc.). Similarly, if strongly presented with an open fire source, like a torch or burning brand, they recoil in terror. These things do not harm the arborgeist; they merely keep it at bay. Despite their incorporeal nature, they cannot fly and also remain in contact with the ground. However, they can pass through solid objects and sink into the earth at will. Lastly, arborgeists never venture from the confines of the forest that spawned them. Because they died as a result of fire, arborgeists primarily haunt woods rather than vibrant forests. Regardless of size, the woods act as its eternal prison, and nothing short of destruction or divine intervention pardons them from their fate.

When a treant meets a gruesome end at the hands of fire and great evil, the pain and horror of this fate sometimes proves too intense for the benign spirit to find rest even in death. The treant's soul becomes twisted and corrupted, returning as a terrible spirit of vengeance known as an arborgeist. While bearing a consuming hatred for the living, arborgeists still fondly remember their former love of trees. They exclusively dwell deep in the burnt remnants of wooded areas, guarding their fellow trees and venting their wrath upon any living thing that threatens their groves.

ON PORPHYRA

Within Enoria, the Bullwark of the Halfling Nations, arborgeists are common sights within the Forest of Gora. When mâlites poured out of their prison plane onto the Material Plane it was the treants, dryads, and satyrs that first held back the incursion. Their losses were many and several of the slain treants became arborgeists who now haunt those same woods.



ARCHAIC ONE

Suddenly you realize the grey, stone-like mound is not a mound at all; it is in fact the enormous, dusty and evidently ages-old shell of a giant turtle.

Archaic One (CR 18; XP 153,600)

NE Gargantuan magical beast
Init -3; **Senses** darkvision 90 ft., low-light vision, *true seeing*; Perception +10
Aura deathly presence (200 ft.)

Defense

AC 37, touch 4, flat-footed 37
(-3 Dex, +34 natural, -4 size)
hp 319 (22d10+198)
Fort +22, **Ref** +12, **Will** +25
DR 15/epic; **Immune** disease, fear, poison; **Resist** acid 20, cold 20, electricity 15, fire 15; **SR** 29

Offense

Speed 40 ft., swim 40 ft.
Melee bite +28 (8d6+15)
Space 20 ft. **Reach** 20 ft.
Special Attacks desolate gaze (30 ft.; W-DC 28), diseased breath (20 ft. cone; F-DC 30), trample (8d6+15; R-DC 31)
Spell-Like Abilities (CL 22nd; concentration +27)
Constant—*true seeing*
3/day—*animate dead*, *cause fear* (W-DC 16), *death knell* (W-DC 17), *death ward*, *dispel good*, *protection from good*, *unholy blight* (W-DC 19)
1/day—*blasphemy* (W-DC 22), *create greater undead*, *create undead*, *destruction* (F-DC 21), *magic circle against good*, *slay living* (F-DC 20), *summon monster IX* (evil only), *unholy aura*, *wail of the banshee* (F-DC 24)

Statistics

Str 30, **Dex** 5, **Con** 29, **Int** 23, **Wis** 31, **Cha** 21
Base Atk +22; **CMB** +36; **CMD** 43 (47 vs. trip)
Feats Ability Focus (desolate gaze), Antagonize, Blind-Fight, Diehard, Endurance, Fast Healer, Flanking Foil, Improved Blind-Fight, Lightning Reflexes, Lunge
Skills Appraise +28, Intimidate +27, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (religion) +28, Perception +32, Sense Motive +40, Swim +43 ; **Racial Modifiers** +8 Sense Motive
Languages Aquan, Common, Draconic, Giant, Sylvan, Terran
SQ immortal boredom

Ecology

Environment marsh
Organization solitary
Treasure triple

Special Abilities

Deathly Presence (Ex) The body and soul of an archaic one are so unwholesome that its very presence is poisonous to the environment. Within 200 ft. of the archaic one, no natural healing is possible and all spells and effects with the healing descriptor restore only half the indicated amount of hit points; all morale bonuses gained from any source stop working. Any liv¬ing being in the area ages one day for every hour spent in the archaic one's deathly presence.
Desolate Gaze (Su) Any living, intelligent creature meeting the abysmally dull gaze of an archaic one must succeed at a Will save (DC 28) or be affected as per a *crushing despair* spell at caster level 22nd. If the save succeeds, the creature cannot be affected by the same archaic one's desolate gaze for the next 24 hours. The save DC is Charisma-based.
Diseased Breath (Ex) As a standard action, an archaic one can breathe a 20 ft. cone of noxious gas. Any creature within this cone must succeed at a Fortitude save (DC 30) or become nauseated for 2d6 rounds. This is a disease-effect with a Constitution-based save.
Immortal Boredom (Ex) An archaic one has lived and seen so much it is hardly impressed by anything. An archaic one gains a +8 racial bonus on all Will saves and Sense Motive checks. Also, all Intimidate checks made against an archaic one suffer a –8 circumstance penalty.

Archaic ones are unimaginably old giant turtle-like beings whose timeless lifespans and excessive knowledge have led them to ultimate madness. Their existences have been so long and dull that all zest for life, all hope and all goodness have been purged from their being, leaving only a hateful, wretched thing in place of their formerly wise souls. Their appearance reflects this sickness; an extremely aged and grey shell, covering the endless wrinkles of a dry, parched colorless reptilian skin, completed by a horribly weathered head whose glassy eyes do not show the slightest hint of compassion, sensitivity or concern of any kind. The location of their lairs often has some significance to some ancient site where an event happened or knowledge was kept, but no archaic one cares any longer for the reason or event of its placement.

An archaic one enters combat with the same passive indifference it applies to everything else. It would require a world-shattering incident to stir an archaic one to action and a party of hostile adventurers hardly qualifies. Thus, most archaic ones simply wait for the adventurers to expend themselves against their natural defenses. In

most cases, not even certain death can force an archaic one to flee or fight, but it may perhaps be pushed to use its magical abilities and breath weapon for a bit of amusement.

ON PORPHYRA

The archaic ones were originally brought into being by Atum, the First, the Self-Created, as overseers of certain aspects of the primeval, burgeoning world of Porphyra. Surpassed and made obsolete by the ambitious race of sphinxes who took over Atum's works after His leaving, the archaic ones began a lethargic, endless decline into their current wicked, debased forms. They exist in many lost corners of the planet, where sentient beings seldom go.

An archaic one known as Larom makes its home within the Wet Marshes in the north-east of the cursed and disease-stricken Kingdom of Avandrool. The grippli of the area have tried to drive the great beast away to no avail. Any grippli slain by Larom have be transformed into undead defidi to help it spread disease, fear, and hopelessness



ARNRACH CREATURE

Aranea are natural arcane spellcasters, and sometimes they come into conflict with each other over matters of honor, property, or territory. Averse to outright slaying of their own kind, the victors in these mage battles often cast *feeblemind* on the loser and drive them away. These nearly-mindless aranea naturally gravitate to places where monstrous spiders or scorpions make their lairs, and sometimes crossbreeds occur. The result of these matings are called arnrach, monstrous spiders or scorpions with superior intelligence and a few magical powers.

Arnrach are hunters and use their limited intelligence and magic to improve further upon their already keen hunting prowess. They are unconcerned with morality or other issues of civilized creatures and don't consider themselves any different than other monstrous vermin. For example, arnrach have been seen performing typical territorial and mating posturing with common monstrous spiders.

APPEARANCE CHANGES

An arnrach spider resembles an arachnid of its size except for a small hump on its back. The mandibles and small legs near the head are larger than normal and have tiny delicate digits capable of manipulating small objects.

CREATING AN ARNRACH

"Arnrach" is a template that can be added onto any vermin (often spiders or scorpions) from Small to Huge size (referred to hereafter as the "base creature"). An arnrach uses all the base creature's statistics and special abilities except as noted here.

CR: Base creature +1

Type: The creature's type changes to magical beast. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Unlike a monstrous spider, an arnrach is not mindless, and it gains skill points and feats normally.

Armor Class: Increase natural armor by +2.

Special Attacks: An arnrach retains all of the special attacks of the base creature and gains the following:

Spell-Like Abilities: 1/day—*alarm*, *ghost sound*, *silent image*, *true strike*. Effective caster level by hit dice. The save DCs are Charisma-based. An arnrach uses its illusion spell-like abilities to confuse or distract its prey (usually by making the sounds of a predator in the opposite direction, or blocking an exit with an illusory wall. It uses alarm to alert it to potential prey and true strike on its first attack on a creature. Its low intelligence limits its creativity when using illusions, and the results are rarely good enough to fool an intelligent observer.

Special Qualities: An arnrach has an Intelligence score, and therefore is no longer mindless or immune to mind-affecting effects. It otherwise retains all of the special qualities of the base creature and gains the following:

Camouflage (Su): Though it cannot change shape like its aranea parent, an arnrach can change the color and texture of its body, allowing it to blend with its surroundings. An arnrach gains a +8 racial bonus to Stealth checks when using this ability, which operates continuously and does not require an action to activate. Because it is a supernatural effect, the camouflage ends in an antimagic field or other places where magic does not function.

Abilities: Raise to Int 3 (minimum), Cha 10 (minimum)

Skills: Unlike common vermin, an arnrach has an Intelligence score, and therefore has skill points equal to 2 + Intelligence modifier, Class skills are the skills of the base creature, or Acrobatics, Climb, Escape Artist, Perception, Stealth if the base creature has no class skills.

Feats: As with skills, an arnrach has feats based on its hit dice, even though the base creature may not. Most choose Improved Initiative and Iron Will.

SAMPLE ARNRACH

This sample uses the cave scorpion as its base creature.

Arnrach Cave Scorpion (CR 1; XP 600)

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

Defense

AC 14, touch 10, flat-footed 14
(+4 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +1, **Will** +3

Offense

Speed 60 ft., climb 40 ft.
Melee 2 claws +2 (1d4), sting +2 (1d4 plus poison)

Special Attacks rend (2 claws, 2d4)
Spell-Like Abilities (CL 3rd; concentration +3)
1/day—*alarm*, *ghost sound* (Wd-DC 10), *silent image* (Wd-DC 11), *true strike*

Statistics

Str 11, **Dex** 10, **Con** 13, **Int** 3, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +2; **CMD** 12 (24 vs. trip)
Feats Improved Initiative, Iron Will
Skills Climb +8, Perception +10, Stealth +8 (+20 in caves); Racial Modifiers +4 Perception, +8 Stealth, +12 Stealth in caves
SQ camouflage

Ecology

Environment underground
Organization solitary, pair, or swarm (3–12)
Treasure none

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Arnarch Cave Fisher (CR 3; XP 800)

N Medium magical beast
Init +5; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 natural)
hp 22 (3d8+9)
Fort +6, **Ref** +2, **Will** +1

Offense

Speed 20 ft., climb 20 ft.
Melee 2 claws +5 (1d4+3)
Ranged filament +3 (drag)
Special Attacks pull (filament, 10 feet)
Spell-Like Abilities (CL 3rd; concentration +3)
1/day—*alarm*, *ghost sound* (Wd-DC 10), *silent image* (Wd-DC 11), *true strike*

Statistics

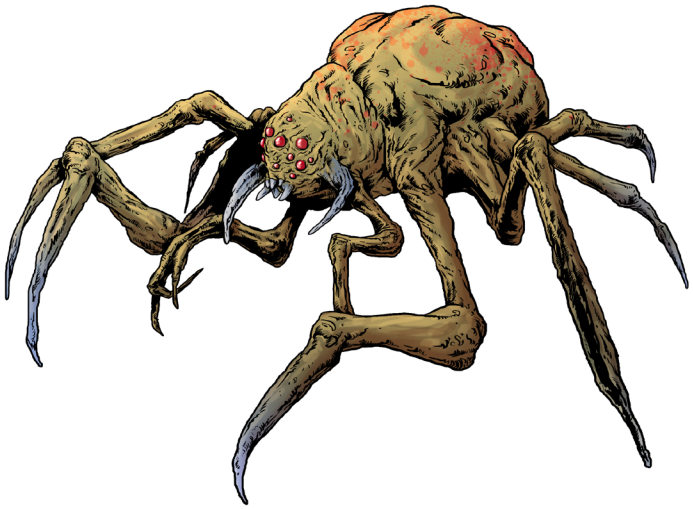
Str 17, **Dex** 12, **Con** 17, **Int** 3, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +5 (+9 with pull); **CMD** 16 (28 vs. trip)
Feats Improved Initiative, Skill Focus (Stealth)
Skills Climb +11, Stealth +15
SQ camouflage

Ecology

Environment underground
Organization solitary, pair, or tangle (3–6)
Treasure none

Special Abilities

Filament (Ex) An arnrach cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by an arnrach cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. An arnrach cave fisher can have only one filament active at a time.
Pull (Ex) An arnrachcave fisher has a +4 racial bonus on CMB checks made using its pull special attack.



ON PORPHYRA

The Haunted Sea is no stranger to shapeshifters and half-breeds. The jungle covered islands in the Cannibal Island chain are the home to many aranea and their arnrach kin.

ASSASSIN SPIRIT

A shadowy form drifts silently out of the darkness, its body obscured by the shadowed recesses of its leather shroud. It bears in one hand a sinister blade.

Assassin Spirit (CR 3; XP 800)

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +4

Defense

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

hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +1

Defensive Abilities incorporeal

Offense

Speed fly 30 ft. (perfect)

Melee incorporeal shortsword +4 (1d6/19-20)

Special Attacks fear cone (30 ft.; W-DC 13), poison critical, sneak attack +1d6

Statistics

Str —, **Dex** 14, **Con** —, **Int** 10, **Wis** 7, **Cha** 15

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

Feats Intimidating Prowess, Skill Focus (Stealth)

Skills Fly +16, Intimidate +8, Perception +4, Stealth +11

Languages Old Porphyran

Ecology

Environment urban

Organization solitary, or murder (2-5)

Treasure standard

Special Abilities

Poison Critical (Su) On a successful critical hit with the assassin spirit's incorporeal shortsword, the creature is subjected to an essence poison.

Essence Poison (Su) incorporeal shortsword-critical hit; *save* Will DC 13; *frequency* 1/round for 4 rounds; *effect* 1d3 Cha*; *cure* 1 save

* any creature reduced to 0 Charisma from essence poison becomes incorporeal permanently.

When an assassin or contract killer dies and is barred from the afterlife their unclean soul continues to haunt the world as an assassin spirit. Though unharmed by the light of day, they tend to lurk in the darkness of alleys or basements until night falls. Once darkness covers the city, assassin spirits will rise from their lairs and stalk solitary prey throughout the night. If an assassin spirit kills its prey with no one to bear witness it is able to render its victim's head incorporeal and add it to the collection of heads it holds within it robes. In life the assassin or contract killer always exchanged their murderous services for payment and that tradition continues in their afterlife as well. They will accept specific contracts from necromancers and mediums who contact them for work. Additionally, they are able to take loot from those they kill in a way that cannot be explained by any that have studied them. The lair of an assassin spirit is often filled with corporeal loot that they would seemingly be unable to gather themselves.



ON PORPHYRA

In the time before The Calling all living things were ordered to serve the Elemental Lords. Those that accepted money for the murder of others were universally shunned by the elementalists, and upon the death of the contract killer they returned as assassin spirits. They were one of the few intelligent undead known of in the time before the NewGod Wars. In the aftermath of the NewGod Wars, assassins found solace in the worship of Shade, the Master of Murder.

ASTRAL MASTERS (BARZAKH)

The enigmatic race of beings known as astral masters call their own race barzakh, an epithet given them by some long-dead race that they had enslaved to extinction. Their culture, indeed, is built around slavery, with rank-and-file barzakhi seeking to collect enough slaves for their superiors to gain access to magical rewards, which can then be absorbed by their alien physiology to trigger a transformation into a more powerful form. This selfish ambition has led to full-scale invasions of unsuspecting regions by warbands of astral masters and their leaders, preceded by hordes of war-slaves, charmed, dominated and intimidated into weakening targets to be defeated and providing more slaves.

Barzakhi reside in the astral plane, though it is suspected they are not native to it, and some scholars posit that their bizarre physiology is the result of generations of wholesale assimilation of body parts and powers, absorbing the essence of entire races for the furtherance of barzakh power. Their home bases are electrified spheres of alien metal that float through the astral plane-the contents of which no being has so far been able to report. It is likely that excess slaves are taken there, or even genetically manipulated there, so they are given a wide berth by other astral denizens.

Astral masters are not known to practice any religion other than the worship of their own ambitious self-improvement, though they have been known to cooperate with religion-based outsiders such as daemons, demons, devils and proteans. Even these dire beings must be circumspect in their dealings with these cruel slavers.

Astral masters live in a highly-structured caste society. Each caste has its own abilities and appellation. The three most common astral masters are:

- **Astral Ambassadors (Barzakh-shi):** Lowest of all classes next to slaves. Ambassadors are usually the first caste to make contact with other races.
- **Astral Slavemasters (Barzakh-hai):** A middle caste, the slavemasters are used to subjugate a population with their powerful psychokinesis.
- **Astral Overlord (Barzakh-tei):** An upper caste, the nobles manage the affairs of the empire.

ALL BARZAKH SHARE THE FOLLOWING TRAITS:

- All barzakh are monstrous humanoid with the extra-planar and psionic subtypes.
- **All-Around Vision (Ex)** Barzakh see in all directions at once. They cannot be flanked.
- **Skills** All barzakh treat Autohypnosis, Knowledge (planes), and Knowledge (planes) as class skills.
- **Detect Psionics (Ps)** Barzakh can *detect psionics* as a constant psi-like ability. The manifester level for this ability is equal to their Hit Dice.
- **Energy Blast (Su)** A barzakh can focus some its stored magical energy into a crackling ray of electrical energy with a range of 120 ft as a ranged touch attack. The blast deals 1d8 points of electricity damage per 3 Hit Dice. Each 1d8 blast consumes 1 stored spell level (see Thaumivore).
- **Psionics** Barzakh manifest psionic powers as a psion of their challenge rating. They use Charisma as their manifesting ability score. Each caste of barzakh has access to a specific discipline as indicated in their individual write-ups.
- **Thaumivore (Su)** Arcane spells and psionic powers targeted at a barzakh are absorbed as if by a *rod of absorption*. A barzakh can absorb 20 spell levels in its body at any time. A random barzakh will have 5 spell levels already stored. A spell that cannot be fully absorbed affects them normally. As a full round action, a barzkh may absorb the magic stored within any magic or psionic item that is not an artifact. They absorb 1 spell level per caster level of the item. Consumable magic items like potions, scroll, and wands are destroyed. Permanent items are rendered inert for 1 day per its caster level.

Barzakh

Languages Abyssal, Common, Infernal

Ecology

Environment planes (Realms Between)
Organization solitary, hunting party (2-8 plus 1 barzakh-hai), warband (10-30 plus 3 barzakh-hai plus 1 barzakh-tei)
Treasure NPC Gear

ON PORPHYRA

The qit'ar invasion of The Middle Kingdoms, which coincided with the transdimensional transference of The Calling, was engineered by the barzakh race, known to the qit'ar race as "The Masters". It is thought that a few of these "Masters" were marooned on Porphyra, and have since spent their efforts in contacting their home dimension, by rising to the rank of overlord.



ASTRAL AMBASSADOR (BARZAKH-SHI)

This bizarre humanoid has a pyramidal head with eyes upon each side, and though robed like a merchant you can see a myriad of tentacles that serve as its legs; no mouth is apparent.

Astral Ambassador (CR 2; XP 600)

NE Medium monstrous humanoid (barzakh, extra-planar, psionic)
Init +2; **Senses** all-around vision, darkvision 60 ft., *detect psionics*; Perception +7

Defense

AC 14, touch 12, flat-footed 12
(+2 armor, +2 Dex)
hp 22 (3d10+6)
Fort +5, **Ref** +3, **Will** +4
Defensive Abilities thaumivore; **Immune** flanking

Offense

Speed 40 ft.
Melee scimitar +3 (1d6/18-20)
Ranged energy blast +5 touch (1d8 electricity; 1 spell level)
Psi-Like Abilities (ML 3rd; concentration +4)
Constant—*detect psionics*
Powers Known (ML 2nd; concentration +3); 7 pp
1st—*broker*[A], *disable*[A] (W-DC 12), *empathic communication*[A] (W-DC 12), *mindlink*, *slumber*[A] (W-DC 12)
0th—*blinding flash*[A] (F-DC 11), *conceal thoughts*, *judge*

Statistics

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +3; **CMB** +5; **CMD** 15 (23 vs. trip)
Feats Agile Manuevers, Psionic Endowment
Skills Autohypnosis +7, Knowledge (planes) +6, Knowledge (psionics) +6, Perception +7
Gear leather armor, scimitar, *potion of cure light wounds*; other treasure

Special Abilities

Psionics Astral ambassadors are able to access psion powers and those from the telepathy discipline.

Though called ambassadors, the barzakh-shi know little of the diplomatic arts. They primary roll is to make first peaceful contact with another race. To provide a friendly , but alien, face to other races so that the barzakh can learn about the race in prepartion for their eventual conquering. Though they lack diplomatic skills they rely on their psionic powers to make the right sort of impression on others. Once peaceful contact has been made they return to the Astral Plane and update the barzakh-tei so invasion can be properly planned.

ASTRAL SLAVEMASTER (BARZAKH-HAI)

Though possessing a muscular, humanlike torso and arms, this being has a myriad of tentacles below the waist and a pyramidal, many-eyed head. It is heavily armed with an articulated whip.

Astral Slavemaster (CR 8; XP 4,800)

NE Medium monstrous humanoid (barzakh, extra-planar, psionic)
Init +1; **Senses** all-around vision, darkvision 60 ft., *detect psionics*; Perception +14

Defense

AC 22, touch 11, flat-footed 21
(+8 armor, +1 Dex +3 natural)
hp 93 (10d10+38)
Fort +10, **Ref** +4, **Will** +8
Defensive Abilities thaumivore; **Immune** flanking

Offense

Speed 30 ft. (40 ft. without armor)
Melee *+1 shock nine-section whip* +15/+10 (1d8+4/18-20 plus 1d6 electricity plus 1d3 Wis)
Ranged energy blast +11 touch (3d8 electricity, 3 spell levels)
Space 5 ft.; **Reach** 5 ft. (20 ft. with nine-section whip)
Special Attacks weakening whip
Psi-Like Abilities (CL 10th; concentration +12/+16 defensive)
Constant—*detect psionics*
Powers Known (ML 8th; concentration +10/+14 defensive); 64 pp
4th—*control body*[A] (F-DC 16), *deadly fear*[A] (Wd, F-DC 16), *inertial body*, *mindwipe*[A] (F-DC 16)
3rd—*body adjustment*[A], *energy cone*[A] (R/F-DC 15), *energy retort*[A] (R/F-DC 15), *energy wall* (R/F-DC 15)
2nd—*breach*, *concussion blast*[A], *control air*[A], *energy missile*[A] (R/F-DC 14)
1st—*catfall*[A], *control flames*[A], *control object*[A], *energy ray*[A], *force screen*[A]
0th—*energy splash*, *far hand*, *telekinetic punch*

Statistics

Str 17, **Dex** 12, **Con** 16, **Int** 14, **Wis** 12, **Cha** 15
Base Atk +10; **CMB** +13; **CMD** 24
Feats Combat Manifestation, Deep Focus, Psionic Body, Psionic Weapon, Weapon Focus (nine-section whip)
Skills Autohypnosis +14, Intimidate +15, Knowledge (planes) +15, Perception +14, Spellcraft +15, Survival +14; **ACP** -4
Language 2 additional
Gear *+2 chainmail*, *+1 shock nine-section whip*, *potion of cure serious wounds*, other treasure

Special Abilities

Psionics Astral slavemasters are able to access psion powers and those from the psychokinesis discipline.

Weakening Whip Astral slavemasters use a specially designed *+1 shock nine-section whip* as their primary weapon. In the hands of outsiders or members of another caste it acts normally but in the hands of a barzakh-hai it gains additional properties. The astral slavemaster can attack any foe within 20 ft. of itself and they do not draw attacks of opportunity when doing so. Additionally, the whip as deals 1d2 points of Wis damage when wielded by the barzakh-hai.

Astral slavemasters are the leaders of small bands of their lesser psionic brethren, and rule them with merciless cruelty. They are experts at the use of energy manipulation and intimidation. They lead on behalf of the upper caste of barzakh-tei, the astral overlords. It is said that lesser barzakh are transmogrified into slavemasters after absorbing a certain amount of magical or psionic energy.

ASTRAL OVERLORD (BARZAKH-TEI)

This alien being has an arrogant mien, bearing heavy armor and weapons crackling with energy. Its head is a multi-eyed pyramid, and it moves on a myriad of tentacles.

Astral Overlord (CR 12; XP 19,200)

NE Medium monstrous humanoid (barzakh, extraplanar, psionic)

Init +3; **Senses** all-around vision, darkvision 60 ft., *detect psionics*; Perception +24

Defense

AC 28, touch 17, flat-footed 25
(+11 armor, +4 deflection, +3 Dex)

hp 187 (18d10+88)

Fort +15, **Ref** +9, **Will** +14

Defensive Abilities thaumivore; **Immune** flanking

Offense

Speed 20 ft. (40 ft. without armor)

Melee *+3 shocking burst heavy flail* +23/+18/+13/+8 (1d10+5/19-20 plus 1d6 electricity)

Ranged energy blast +21 touch (6d8 electricity; 3 spell levels)

Psi-Like Abilities (CL 18th; concentration +22)
Constant—*detect psionics*

Powers Known (CL 12th; concentration +16); 150 pp
6th—*banish*[A] (W-DC 20), *fuse flesh*[A] (F-DC 20), *reposition*[A], *temporal acceleration*[A]
5th—*baleful teleport* (F-DC 19), *planar travel*, *psychoport*[A], *psychoport trigger*
4th—*death urge* (W-DC 18), *expulsion* (W-DC 18), *flight*, *wrench*
3rd—*astral caravan*, *delayed response*[A] (W-DC 17), *dispel psionics*, *time hop*[A] (W-DC 17)
2nd—*body equilibrium*, *dimension swap*[A], *gravitational well*[A] (R-DC 16), *id insinuation*[A] (W-DC 16)
1st—*astral traveler*, *burst*[A], *crystal shard*[A], *detect teleportation*[A], *entangling ectoplasm*[A]
0th—*distract* (W-DC 14), *telepathic lash*[A] (W-DC 14), *unearthly terror*[A] (W-DC 14)

Statistics

Str 14, **Dex** 16, **Con** 18, **Int** 18, **Wis** 16, **Cha** 18

Base Atk +18; **CMB** +20; **CMD** 33

Feats Aligned Attack, Autonomous, Deep Focus, Deep Impact, Greater Psionic Endowment, Inquisitor, Psionic Body, Psionic Endowment, Psionic Weapon

Skills Autohypnosis +28, Craft (vehicles) +25, Intimidate +25, Knowledge (planes) +25, Knowledge (psionics) +29, Profession (planar navigator) +21, Sense Motive +24, Perception +24; **ACP** -5

Languages any 4 additional

SQ planeskiff captain

Gear *+2 full plate*, *+3 shocking burst heavy flail*, *ring of protection +4*; other gear

Special Abilities

Planeskiff Captain (Su) Through a psionic process, astral overlords can mentally pilot special craft called planeskiffs, which are equivalent to a keelboat which can travel through the astral or ethereal plane as if under sail, and can fly in material dimensions as though propelled by a current. Planeskiffs are typically armed with a ballista. An astral noble can use *planar travel* on all occupants of the planeskiff regardless of their willingness.

Psionics Astral noble are able to access psion powers and those from the psychoportation discipline.

The upper caste of the barzakh race are the powerful astral overlords, dangerous megalomaniacs that pilot the planeskiffs that lead invasions on unsuspecting cultures all through the multiverse. Whereas lesser barzakh can compete to evolve into astral slavemasters, barzakh overlords are a breed unto themselves, and callously use the lives of their underlings to achieve their goals. When not leading invasions, astral overlords plot and plan in their electric sphere homes in the astral plane, manipulating species with dire psionics and making deals with evil alien races to extend their domination over physical worlds.

ASTRAL PALADIN

A resplendent elf stands before you in full armor. Its form is translucent as though not quite in tune with this plane.

Astral Paladin (CR 8; XP 4,800)

LG Medium outsider (extraplanar, good, incorporeal)
Init +3; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 16, touch 16, flat-footed 13
(+3 deflection, +3 Dex)
hp 84 (8d10+40)
Fort +8, **Ref** +9, **Will** +9; +3 vs. evil spells
Defensive Abilities incorporeal

Offense

Speed Fly 60 ft. (perfect)
Melee incorporeal longsword +11 (1d8/19-20 plus disruption)
Special Attacks channel positive energy 8/day (4d6; W-DC 19), smite evil 3/day (+3 to hit, +8 damage)
Spell-Like Abilities (CL 8th; concentration +11)
constant—*detect evil* (3 rounds), *death ward*

Statistics

Str —, **Dex** 16, **Con** 21, **Int** 15, **Wis** 16, **Cha** 17
Base Atk +8; **CMB** +8; **CMD** 21
Feats Channel Smite, Elemental Channel, Extra Channel, Improved Channel
Skills Diplomacy +14, Knowledge (planes) +14, Knowledge (religion) +14, Perception +14, Sense Motive +14, Stealth +14
SQ change shape (humanoid or meadowlark; *polymorph*)
Languages Celestial, Common

Ecology

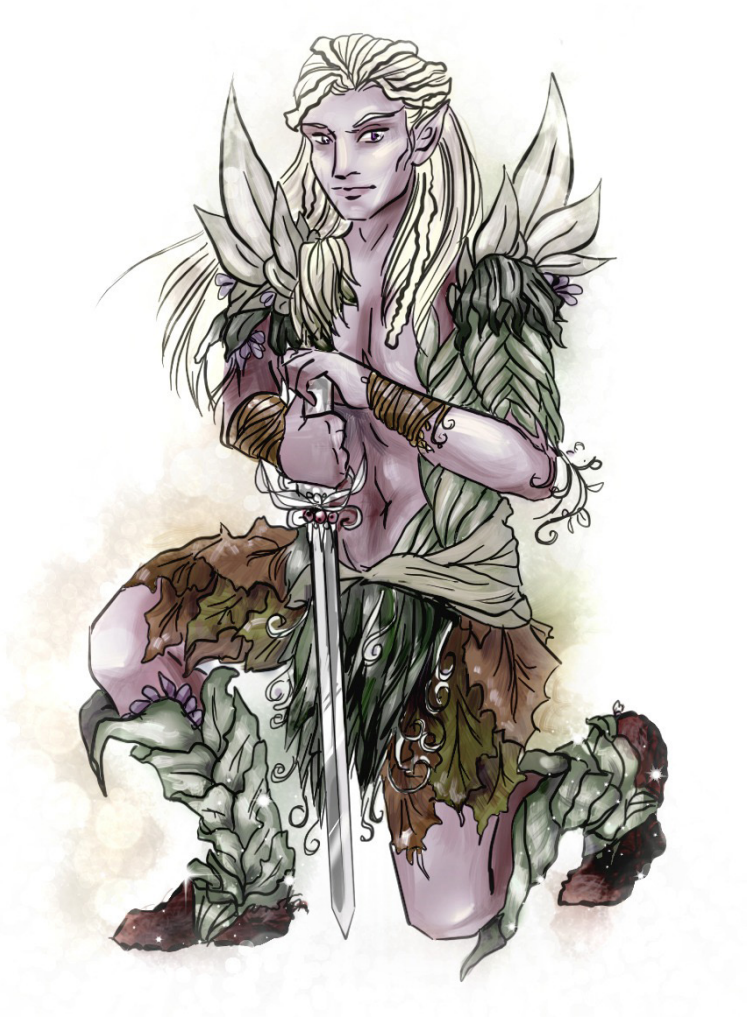
Environment planes (Realms Between)
Organization solitary or pair
Treasure standard

Special Abilities

Disruption (Su) An undead struck by the astral paladin's incorporeal longsword must make a Will save DC 17 or be destroyed. The save DC is Charisma-based.

Astral paladins are mysterious beings from the planes of Good devoted to fighting the scourge of incorporeal undead. They roam the planes (especially the Material Plane) bent on destroying those who refuse death or who have been enslaved in living death. They consider themselves defenders of living creatures threatened by evil, and are easily persuaded to take the side of good creatures.

In their natural form, astral paladins are incorporeal beings who assume a recognizably humanoid shape. They look very much like handsome warriors in full armor, except that they are entirely ethereal in nature. Their form glows with silvery luminescence, surrounding them with a nimbus of light. Their voices are hushed, yet clear, like a stage whisper.



Astral paladins can change shape and assume corporeal form, remaining inconspicuous while they patrol the planes. Those who have encountered astral paladins often describe an old man or a passing meadowlark disappearing in a flash of light and a radiant being of indefinite shape appearing to aid them.

ON PORPHYRA

Astral paladins are thought to be servants of Aleria as they often take the form of a meadowlark. Within the Lands of Porphyra, astral paladins are also known to hunt down remnant forces of the Elemental Lords that were defeated during the NewGod Wars.

AVOODIM

A humanoid, very tall, large and solid, broad shouldered, with statue-like features, looking almost carved from some pale, stone-like substance rather than flesh stands before you.

Eleniel Surestrike (CR ½; XP 200)

Female avoodim runereaper 1
N Medium outsider (native)
Init +1; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 13, touch 11, flat-footed 12
(+2 armor, +1 Dex)
hp 14 (1d12+2)
Fort +4, **Ref** +1, **Will** -1; -2 vs. fear
Resist acid 5, cold 5, electricity 5

Offense

Speed 30 ft.
Melee flail +4 (1d8+2) or 2 flails -2/-6 (1d8+2)
Special Attacks +1 to hit outsider (chaotic) and outsider (evil) subtypes, bloodlust +1d6
Spell-Like Abilities (CL 1st; concentration +1)
1/day—*doom* (W-DC 11)

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 11
Base Atk +1; **CMB** +3; **CMD** 14
Feats Combat Reflexes, Weapon Focus (light flail)
Skills Climb +6, Craft (weapons) +3, Handle Animal +4, Intimidate +4, Perception +3, Survival +3; **Racial Modifiers** +2 Craft (weapons)
Languages Celestial, Common, Ignan
SQ eternal despair, runes 1 (crouching man rune)

Ecology

Environment any
Organization solitary, mistake (2-4), failure (6-20)
Treasure NPC gear (2 flails, leather armor, short sword, other treasure)

In the Hierarchy of Heaven, the testing of souls for filling the ranks of the Archons is bound to have some that do not quite measure up. There are those who give up, ashamed that they were not chosen and lacking the will to try again. These bitter souls are forcibly returned to the world below, into powerful bodies, in the hopes that another chance will change the outcome. These exiles are the avoodim (male avood, female avooda), which means "The Lost" in the corrupted Celestial dialect that they use. Burdened with the pain of their rejection, but gifted in many other ways, they struggle to work out the mote of imperfection in their soul's eye, and taste again the glory of the Divine.

AVOODIM RACIAL CHARACTERISTICS

Avoodim characters are defined by class levels and the following racial characteristics.

- **+4 Constitution, -2 Dexterity, -2 Charisma:** The bodies of the avoodim are composed of all four elements, drawn from the material and outer planes, thus they are very durable, but their durability makes them stiffer and the pain of their origin haunts them, and makes them melancholy.
- **Native Outsider:** Avoodims are outsider with the native subtype.
- **Medium:** Avoodim are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Avoodim have a base speed of 30 feet.
- **Darkvision:** Avodim can see in the dark up to 60 feet.
- **Celestial Resistance:** Avoodim have acid resistance 5, cold resistance 5, and electricity resistance 5.
- **Forge of Heaven:** Avoodim have a +2 racial bonus on all Craft (weapons) checks.
- **Heavenly Hatred:** Avoodim resent creatures who still reside in the great beyond and gain a +1 racial bonus to attack outsiders with the chaotic or evil subtypes.
- **Shared Agony:** An avood can let another taste the despair it constantly feels. They may use *doom* 1/day as a spell-like ability (caster level equal to the avoodim's class level).
- **Eternal Despair:** The casting out of the avoodim has left the race with damaged psyches, constantly struggling against the wave of despair over what they have lost. Avoodim suffer -2 racial penalty on saves vs. fear and mind-affecting effects that cause despair, sadness or loss. Also, once per day, when a natural 20 is rolled for a skill check, ability check, saving throw or attack roll, the player must reroll. This reroll is at the GM's discretion.
- **Languages:** Avoodim characters begin play speaking Common and Celestial. Avoodim with high intelligence can choose from the following: Abyssal, Aquan, Auran, Infernal, Ignan, and Terran.

ON PORPHYRA

There are large populations of avoodim in the Holdfast of the Celestial Parishes. Most Avoodim consider the Celestial Parishes to be their homeland on the Material Plane.



AZATA, IX

Darting from behind the shine of Veiloaria is a large fox. It fur shines like polished silver.

Ix (CR 12; XP 19,200)

CG Medium outsider (azata, chaotic, extraplanar, good)
Init +11; **Senses** darkvision 60 ft, low-light vision; Perception +22

Defense

AC 30, touch 22, flat-footed 23
(+7 Dex, +5 luck, +8 natural)
hp 152 (16d10+64)
Fort +14; **Ref** +20, **Will** +16
DR 10/cold iron and evil; **Defensive Abilities** fortune's blessing; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 23

Offense

Speed 40 ft.
Melee 2 claws +23 (1d6+1 plus 1d4 Int), bite +23 (1d8)
Spell-Like Abilities (CL 16th; concentration +22)
3/day—*greater invisibility*, *greater teleport*
1/day—*plane shift* (W-DC 23), *power word stun*
Spells Known (CL 16th; concentration +22)
6th (2/day)—*euphoric tranquility*, *permanent image* (Wd-DC 24)
5th (4/day)—*dream*, *false vision*, *mass suggestion* (W-DC 23), *mind fog* (W-DC 23)
4th (6/day)—*denounce* (W-DC 22), *dominate person* (W-DC 22), *forgetful slumber* (W-DC 22), *hallucinatory terrain* (Wd-DC 22), *hold monster* (W-DC 22)
3rd (6/day)—*aura of the unremarkable* (W-DC 21), *charm monster* (W-DC 21), *confusion* (W-DC 21), *crushing despair* (W-DC 21), *good hope*
2nd (7/day)—*animal messenger*, *calm emotions* (W-DC 20), *compassionate ally* (W-DC 20), *fox's cunning*, *hold person* (W-DC 20), *hypnotic pattern* (W-DC 20)
1st (7/day)—*aggravate animal* (W-DC 19), *beguiling gift* (W-DC 19), *charm person* (W-DC 19), *friendly face*, *lesser confusion* (W-DC 19), *undetectable alignment*
0th (at-will)—*animal trick*, *dancing lights*, *daze* (W-DC 18), *ghost sound* (Wd-DC 18), *lullaby* (W-DC 18), *message*

Statistics

Str 13, **Dex** 24, **Con** 19, **Int** 23, **Wis** 16, **Cha** 22
Base Atk +16; **CMB** +17, **CMD** 34 (38 vs. trip)
Feats Combat Casting, Great Fortitude, Greater Spell Focus (enchantment, illusion), Improved Initiative, Spell Focus (enchantment, illusion), Weapon Finesse
Skills Acrobatics +26 (+30 jumping), Bluff +25, Escape Artist +23, Diplomacy +25, Knowledge (planes) +25, Knowledge (religion) +25, Spellcraft +25, Perception +22, Sense Motive +22, Stealth +26
SQ change shape (*alter self*)
Languages Celestial, Draconic, Infernal; truespeech



Ecology

Environment planes (Realms Beyond)
Organization solitary
Treasure standard

Special Abilities

Fortune's Blessings (Su) Ix receive a +5 luck bonus to AC and a +3 luck bonus to all saving throws.
Spells An ix casts spells as a 16th level bard. They favor enchantment and illusion spells.

An ix in fox form journeys earthward to play a good prank, or simply to observe a new work of comedy. As comfortable in the guise of one of the many mortal races as in his true form, an ix will often aid adventurers and heroes through subtle means. When summoned by a *gate* or *miracle*, an ix will usually respond if the caster is a valued servant. When one does respond, it prefers to stay back and use its magical and stealth abilities.

ON PORPHYRA

Ix on the Material Plane often hang out around roadside shrines of Veiloaria to observe travellers. They may offer aid to those respectful to the Wayfinder's shrine and harass those that are disrespectful with their illusion or enchantment magic.

BARANGULAAK

Appearing as a bald, armored dwarf in full plate armor, it becomes obvious that this being is a construct, being all of one metallic gray substance, with odd black speckles.

Barangulaak (CR 16; XP 76,800)

N Medium construct

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

Defense

AC 31, touch 10, flat-footed 31
(+21 natural)

hp 152 (24d10+20)

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

DR 15/geranite; **Immune** construct traits, magic, programming

Offense

Speed 20 ft.

Melee heavy pick +36/+31/+26/+21 (1d6+18/19-20/x4)

Special Attacks circle of devastation

Statistics

Str 35, Dex 10, Con --, Int --, Wis 11, Cha 1

Base Atk +24; CMB +36; CMD 46

Feats Improved Critical (heavy pick)[B]

Language Dwarven (cannot speak)

SQ geranite

Ecology

Environment underground

Organization solitary

Treasure none

Special Abilities

Circle of Devastation (Ex) When three or more opponents are within the barangulaak's threat range, the construct attacks as if it possessed the Whirlwind Attack feat. This reaction is a programmed response; therefore, the creature exercises no judgment in determining whether to utilize the ability.

Geranite (Ex) All barangulaak contain geranite in their structures. This rare godmetal grants the construct a +3 competence bonus to initiative, and their damage resistance is only overcome by weapons made of this substance.

Magic Immunity (Ex) The barangulaak is immune to all spells, spell like abilities, and supernatural effect with the exception of any spell that inspires or instills courage such as *remove fear*. These spells deal 1d6 points of damage per spell level to the barangulaak with no saving throw allowed.

Programming (Ex) Whenever the barangulaak is reduced to one quarter its original hit points, the creature immediately flees. This overrides the circle of devastation programming.



Dorlard, a duergar priest, aspired to monopolize the world's supply of the rare isotope of porphyrite, known as "amaranthine". Dorlard built a small force of constructs from the godmetal geranite. He charged the constructs to find and return any amaranthine stones. The constructs left a massive swathe of destruction forcing the duergar clans to unite against the wicked priest. The craven dwarf hastily fled never to return. His bewildered creations continue their work.

ON PORPHYRA

Dorlard's stronghold is said to be somewhere in the Underdeep beneath Sharira, the Pinnacle Lands, and doubtless guarded by many barangulaak.

CONSTRUCTION

A barangulaak's body consists of 1,000 pounds of iron, tin, and zinc plus 5 pounds of geranite worth 8,000 gp

Barangulaak

CL 19; **Price** 228,000 gp

Construction

Requirements Craft Construct, *cause fear*, *haste*, *mage's sword*, *limited wish*, *polymorph any object*; **Cost** 110,000 gp

BESIEGED UNDEAD

Besieged undead are unholy creatures created in times of great peril with limited resources. A single well-preserved corpse is used to make a three undead creatures (along with some nails, wire, bindings, and unholy luck). The bonesman, gritman, and muscleman share the following ecology.

Ecology

Environment any
Organization battalion (2-20)
Treasure none

Bonesmen (CR 1; XP 400)

NE Medium undead
Init -1; **Senses** lifesense 60 ft.; Perception +5

Defense

AC 12, touch 9, flat-footed 12
(-1 Dex, +1 natural, +2 shield)
hp 16 (3d8+3)
Fort +1, **Ref** +0, **Will** +3
DR 5/bludgeoning; **Immune** cold, undead traits

Offense

Speed 40 ft.
Melee bone longsword +3 (1d8-2/19-20); fragile

Statistics

Str 10, **Dex** 9, **Con** —, **Int** 5, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +2; **CMD** 11
Feats Toughness, Weapon Focus (longsword)
Skills Climb +4, Perception +5

Though limited in intelligence, bonesmen are known to provide limited leadership on the field of battle by helping to direct the actions of musclemen and gritmen.

Musclemen (CR 2; XP 600)

NE Medium undead
Init +0; **Senses** lifesense 60 ft; Perception -3
Aura frightful presence (30 ft.; W-DC 13)

Defense

AC 14, touch 10, flat-footed 14
(+4 natural)
hp 27 (5d8+5)
Fort +1, **Ref** +1, **Will** +1
Immune undead traits

Offense

Speed 30 ft.
Melee 2 grafted temple swords +8 (1d8+5/19-20)
Special Attacks rend (2 grafted temple swords, 1d8+7)

Statistics

Str 20, **Dex** 10, **Con** —-, **Int** —, **Wis** 4, **Cha** 12
Base Atk +3; **CMB** +8; **CMD** 18

These gruesome foes are composed of stitched together muscle, grafted weapons, and a spirit of malice. They are often the first of the besieged undead to enter combat and they are the last to leave. Though mindless they have been seen to harvest muscle from their fallen opponents to augment their own form or to prepare the way for the construction of others.

Gritmen (CR 2; XP 600)

NE Medium undead
Init -3; **Senses** lifesense 60 ft.; Perception -4

Defense

AC 15, touch 7, flat-footed 15
(-3 Dex, +8 natural)
hp 27 (6d8)
Fort +2, **Ref** -1, **Will** +1
DR 10/bludgeoning; **Immune** undead traits

Offense

Speed 20 ft.
Melee 2 slams +7 (1d6+3)
Special Attacks blinding (R-DC 13)

Statistics

Str 16, **Dex** 5, **Con** —, **Int** —, **Wis** 2, **Cha** 10
Base Atk +4; **CMB** +7, **CMD** 14

Special Abilities

Blinding (Ex) When a gritman is dealt damage from a slashing weapon, its body sprays sand up to 10 feet at the attacker. The attacker must make a Reflex save (DC 13) or be blinded for 1d4 rounds. The save DC is Constitution-based.

Gritmen are created from the skin of a humanoid creature that has been stitched together and filled with sand to replace its muscles and bones. They are the slowest of the besieged undead but in their sandy innards they hold the unnatural power to blind those that attack them making them an invaluable addition to the trio.

ON PORPHYRA

The celestial bastion of Digirn in the Empire of Dead is perpetually besieged by several battalions of bonesmen, gritmen, and musclemen, not that the Gallery of Lords thinks these mindless hordes can take the city, but it serves as a distraction for the paladins of Toma Thule to deal with.



BHORLOTH

This great grazing beast is covered with short, greenish-yellow fur and sports three vicious tusks.

Bhorloth (CR 4; XP 1,200)

N Large animal

Init +0; **Senses** low-light vision; Perception +7

Defense

AC 14, touch 9, flat-footed 14
(+5 natural, -1 size)
hp 45 (6d8+18)
Fort +8, **Ref** +5, **Will** +0

Offense

Speed 40 ft.
Melee gore +8 (1d8+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks blood rage, stampede, trample (2d6+7; R-DC 17)

Statistics

Str 20, **Dex** 10, **Con** 17, **Int** 2, **Wis** 7, **Cha** 5
Base Atk +4; **CMB** +10; **CMD** 20 (24 vs. trip)
Feats Endurance, Power Attack, Run
Skills Perception +7

Ecology

Environment hills, plains
Organization solitary, herd
Treasure none

Special Abilities

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Bhorloth are three-tusked mammals similar to bison, trained to work fields and as mounts. Bhorloth average 10 feet high at the shoulder and 15 feet long, and weigh close to 2,000 pounds. A bhorloth's mouth is wide, filled with dull teeth and bordered by a large tusk on either side. A third tusk grows from a bhorloth's chin. Bhorloth have tiny yellow eyes, and their consequentially poor vision– combined with an under-developed olfactory sense–leaves them reliant on their bulk to overcome obstacles.

Bhorloth are herbivores, feeding on shrubs and foliage, and going so far as to uproot small trees with their tusks to bring down higher branches. They migrate in herds of twenty or more, and give birth to live young every two to three years. Wild bhorloth are temperamental



and fierce, and regard most other creatures as potential threats. Extremely territorial, they attempt to drive out any trespassers who venture into their domains. Domesticated bhorloth are usually kept in stone-fenced fields on the outskirts of towns and cities. Attempts to stable the beasts can lead to disastrous consequences, with bhorloth breaking free and rampaging through entire city blocks before being brought under control. Once trained, bhorloth are often used to help till fields or dig trenches. Particularly well-trained examples can be fitted with bridles and razored tusk coverings in times of war.

ON PORPHYRA

Bhorloths are common along the Lotus Blossom Steppes where they are often herded by the humans and samsarans of the region. Some half-rakshasa have taken to selecting blorloth as their mounts.

BHORLOTH ANIMAL COMPANIONS

Starting Statistics: Size Medium; **Speed** 40 ft.; **AC** +1 natural armor, **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision.

7th-Level Advancement: Size Large; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blood rage, trample.

BLACKWATER SLOUGH

Magical energy ripples out of a black pool of frigid nothingness.

Blackwater Slough (CR 15; XP 51,200)

NE Huge ooze

Init -5; **Senses** blindsight 120 ft.; Perception +22

Aura cold (F-DC 28; 1d6 cold plus *slow*)

Defense

AC 11, touch 3, flat-footed 11
(-5 Dex, +8 natural, - 2 size)

hp 253 (22d8+154)

Fort +14, **Ref** +2, **Will** +7

DR 15/bludgeoning and magic; **Immune** cold, ooze traits; **SR** 26

Offense

Speed 5 ft., swim 10 ft.

Space 15 ft.; **Reach** 0 ft

Spell-Like Abilities (CL 15th, concentration +27); shadow form only

At will—*arcane sight*, *control water*, *dancing lights*, *detect scrying*, *dream*, *false vision*, *ghost sound* (Wd-DC 18), *hideous laughter* (W-DC 20), *hypnotic pattern* (W-DC 20), *illusory script* (W-DC 21), *illusory wall* (Wd-DC 22), *misdirection* (W-DC 20), *persistent image* (Wd-DC 23), *prying eyes*, *shadow conjuration* (Wd-DC 22), *ventriloquism* (Wd-DC 19)

3/day—*black tentacles*, *greater shadow evocation* (Wd-DC 26), *mirage arcana* (Wd-DC 23), *nightmare* (W-DC 23), *phantasmal killer* (Wd,F-DC 22), *rainbow pattern* (W-DC 22), *scrying* (W-DC 22), *shades* (Wd-DC 27)

1/day—*horrid wilting* (F-DC 26), *maze*, *screen* (Wd-DC 26)

Statistics

Str 1, **Dex** 1, **Con** 24, **Int** 24, **Wis** 10, **Cha** 22

Base Atk +16; **CMB** +13; **CMD** 18 (can't be tripped)

Feats Combat Casting, Greater Spell Focus (enchantment, illusion), Greater Spell Penetration, Skill Focus (Perception, Sense Motive), Spell Focus (enchantment, illusion), Spell Penetration, Uncanny Concentration, Voice of the Sibyl

Skills Bluff +31, Diplomacy +31, Intimidate +28, Knowledge (arcana, dungeoneering, nature) +29, Perception +28, Perform (oratory) +31, Sense Motive +28, Swim +3

Languages telepathy 200 ft.

Ecology

Environment marsh, underground

Organization solitary

Treasure standard

Special Abilities

Frigid Aura (Su) A blackwater slough creates an aura of intense cold in a 30-foot radius. Any creature within this area must succeed on a DC 28 Fortitude save or suffer 1d6 points of cold damage. Those damaged are also affected as by a *slow* spell (caster level 15th) for 1d4 rounds. The save DC is Constitution-based.

Shadow Form (Su) As a full-round action, it can create a shadowy humanoid servant. This ability is identical to a *project image* spell (caster level 15th), except: the shadow form does not mimic the appearance of the slough, has an unlimited duration, and does not allow a Will save to disbelieve. The slough can only use its spell-like abilities through the shadow form. A successful *dispel magic* spell cast on the shadow form destroys it and prevents it from creating another for 5 rounds.

Treacherous and deceitful, blackwater sloughs are powerful evil beings who guide their plans from afar. When they speak of their origins at all, blackwater sloughs tell of an ancient race so evil and dangerous that they were entombed by the forces of good within a frozen lake. The race was to spend eternity there, trapped and helpless. This remains the case, the sloughs say–but no one considered the taint the lake would accumulate from sustained contact with the creatures, or what would happen when the lake's edges melted and seeped into the earth. Blackwater sloughs claim to be the runoff from that lake, embodying the evil, but not the minds, of those trapped within.

The motives of blackwater sloughs seem to be fairly straightforward; increase their numbers and the territory that they have influence upon. They reproduce by a sort of fission, emitting a cloud of dire mist every other year, which drifts aimlessly until it finds a stagnant body of water that is suitably foul for incubation of a new blackwater slough.

ON PORPHYRA

Blackwater sloughs were first encounted in the Landed Territory known as the Pyynian Coast. Since their initial discovery they have spread to the Underdeep, Pale Island on the Green Sea, and the Fenian Triarchy. They are never a welcome immigrant.



BLOAT ISLAND

A small island drifts lazily across the horizon. Beneath its disguise lies a massive aberrant jellyfish.

Bloat Island (CR 25; XP 1,640,000)

NE Colossal aberration (aquatic)

Init +2; **Senses** blindsight 100 ft.; Perception +46

Defense

AC 40, touch 0, flat-footed 40
(-2 Dex, +40 natural,-8 size)

hp 594 (36d8+432); **fast healing** 10

Fort +23, **Ref** + 12, Will +22

Defensive Abilities soil camouflage, submerge; **Resist** cold 30, electricity 30

Offense

Speed swim 20 ft.

Melee 6 tentacles +37 (4d6+17 plus grab), bite +37 (4d8+25)

Space 50 ft.; **Reach** 30 ft. (5 ft. with bite)

Special Attacks capsize, constrict (4d6+17), quake, swallow whole (8d6 acid, AC 30, hp 55)

Statistic

Str 44, **Dex** 6, **Con** 32, **Int** 12, **Wis** 13, **Cha** 9

Base Atk +27; **CMB** +52 (+56 grapple); **CMD** 60 (can't be tripped)

Feats Cleave, Combat Reflexes, Endurance, Furious Blows, Diehard, Improved Initiative, Improved Lightning Reflexes, Improved Stalwart, Lightning Reflexes, Power Attack, Skill Focus (Perception, Stealth), Snatch, Stalwart, Stand Still, Toughness, Weapon Focus (bite, tentacle)

Skills Knowledge (geography) +40, Perception +46, Stealth +27, Survival +40, Swim +64

Languages Aquan

SQ fighting platform

Ecology

Environment aquatic

Organization solitary

Treasure double

Special Abilities

Fighting Platform (Ex) Individuals may stand on the surface of the bloat island, but moving across the bloat island provokes an attack of opportunity. Those standing on this creature receive a +4 bonus to melee attacks against it, but the creature also gets a +4 bonus to melee attacks against targets atop it.

Quake (Ex) When threatened, a bloat island shudders its surface, making it difficult for those standing on it to keep their footing. This requires a move action on the part of the jellyfish. All creatures standing on the bloat island must make an Acrobatics check (DC 15) or be knocked prone.

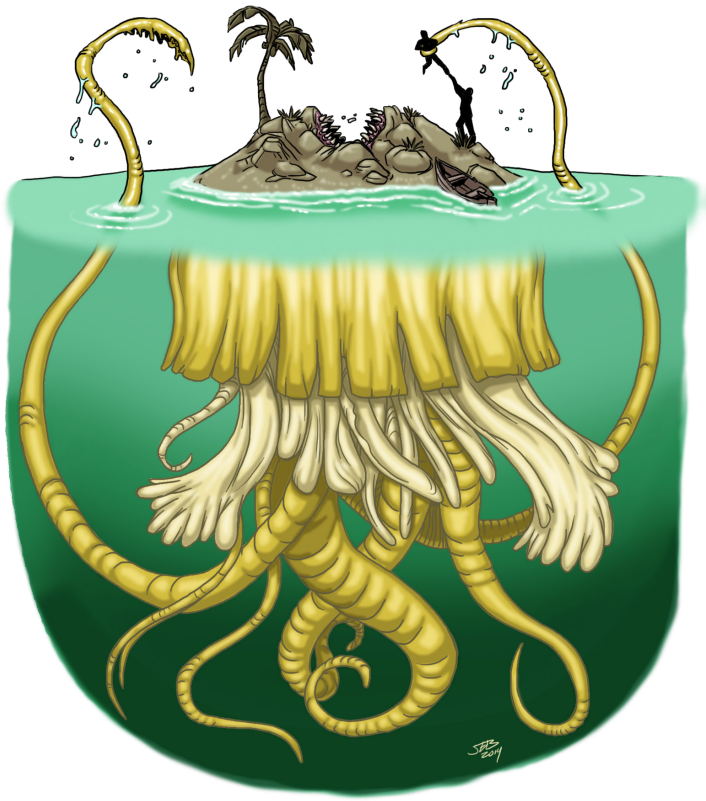
Soil Camouflage (Ex) This creature can cover itself with a mound of soil from the ocean floor, lending it the appearance of a small island. The camouflaged jellyfish receives a +8 bonus to Stealth checks to appear as an island.

Submerge (Ex) The creature island may submerge as part of a move action, forcing everyone on its surface into the water. Creatures formerly standing atop the bloat island no longer move with the creature and must swim or sink on their own.

A bloat island is a large aquatic predator that resembles a gargantuan jellyfish with a mouth on the top of its bell-shaped body. Bloat islands are usually 60 feet across when full grown and double that in height from top to tentacles. Some bloat islands hunt near trade routes in the hopes of luring sailors on to them. To this end, they often collect shiny objects or chests to create the illusion of treasure on their surface.

ON PORPHYRA

Bloat islands are most often encountered in the warm waters between the Sea of Karkoon and the Opal Sea.



BONECHEWER

Its dull scales the color of old, dead bone, this dragonlike creature creeps over the stones of the cavern, its batlike ears twitching; its eyes are dark, empty pits.

Bonechewer (CR 7; XP 3,200)

N Large dragon

Init +1; **Senses** blindsight 120 ft., scent; Perception +21

Defense

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

hp 95 (10d12+30)

Fort +10, **Ref** +8, **Will** +9

Immune *sleep*, sight-based attacks, paralysis

Offense

Speed 30 ft., fly 60 ft. (average)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), tail slap +12 (1d6+7 plus trip)

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

Special Attacks breath weapon (80 ft. line; R-DC 20, see bonespew), tail snatch

Statistics

Str 21, **Dex** 12, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +16 (+20 grapple, trip); **CMD** 27 (31 vs. trip)

Feats Ability Focus (breath weapon), Flyby Attack, Multiattack, Skill Focus (Perception), Wingover

Skills Climb +18, Fly +12, Knowledge (dungeoneering) +12, Perception +21, Survival +15

Languages Draconic

Ecology

Environment underground

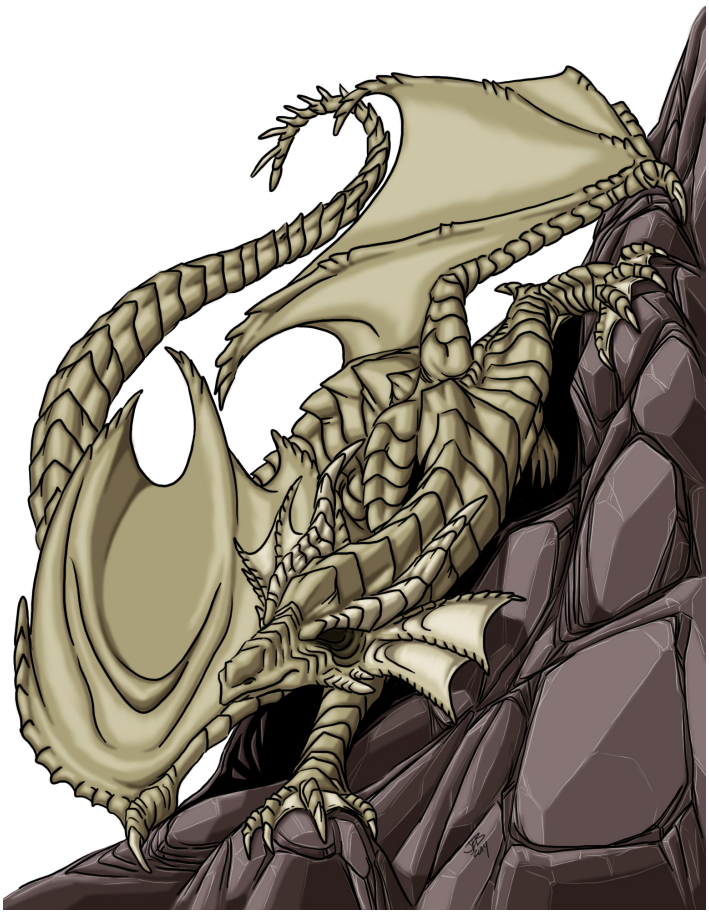
Organization solitary, pair, colony (5-10, plus 1d4 hatchlings)

Treasure double

Special Abilities

Bonespew (Ex) Bonechewers spit out a paste of stomach excretions and ground bone. Any creatures struck by this breath weapon who fail their Reflex save are immobilized. As a full-round action, those trapped may attempt to break free with a Strength or Escape Artist check against DC 20. The hardened paste has a hardness of 7 and 15 hit points. The save DC is Constitution-based.

Tail Snatch (Ex) Instead of tripping an opponent with its tail, a flying bonechewer that hits a creature no larger than Medium size with its tail can attempt to grapple the creature with its tail. On subsequent rounds, it can attack held creature with its tail, a claw, or fling it up to 50 ft. which will deal the greater of (5d6) or falling damage.



Some scholars think that bonechewers, as they are called for their favorite form of sustenance, are an engineered species, as some bold races of the dark spaces under the surface use them as mounts. They are no reports of bonechewers venturing to the surface, though there have been a few cases of them breaking into a burial catacombs and eating the entire contents of an ossuary.

They are persistent trackers with twice the blindsense of true dragons and keen senses. These eyeless draconians hug the ground when they move, batlike ears twitching constantly, and they fly erratically, more like a bat than a megalizard. More social than surface dragons, bonechewers enjoy the company of their own kind, and a colony will claim a large, open cavern as theirs, repelling all others; hatchlings are Small versions of adults, applying the appropriate template.

ON PORPHYRA

Bonechewers have been noted in the Underdeep, naturally, and if lacking their favored large caverns, claim large territories underground in their search for food. There has been efforts to breed them in the Empire of the Dead, hampered by the fact that they like to eat some of the more skeletal inhabitants of that domain.

BRAERSHOOT

A glowing orb of light encased in a membrane and wreathed with vine-like tentacles floats through the air.

Braershoot (CR ½; XP 200)

N Small plant

Init +2; **Senses** low-light vision; Perception +0

Defense

AC 13, touch 13, flat-footed 11
(+2 Dex, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +2, **Will** +0
Immune light, plant traits

Offense

Speed fly 20 ft. (perfect)
Melee tentacle +1 (1d3)
Ranged thorn +3 (1d4)
Special Attacks thorn burst

Statistics

Str 11, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** -1; **CMD** 11
Skills Fly +12

Ecology

Environment forest, marsh
Organization solitary, pod (2-7), or grove (8-30)
Treasure none

Special Abilities

Immunity to Light (Ex) A braershoot is unaffected by spells and effects with the light descriptor.
Thorn (Ex) A braershoot can shoot a thorn from a tentacle at a target within 30 feet as a standard action.
Thorn Burst (Ex) Once per day as a standard action, a braershoot can shoot all its thorns at once. Each creature within 30 feet must succeed on a DC 11 Reflex save or take thorn damage. The save DC is Constitution-based. Once the braershoot has used this attack, it is stunned for 1 round and can no longer shoot thorns for 24 hours.

Braershoots are glowing, lighter-than-air plants that hover and drift together in groups. A braershoot's "stem" is a small globe of yellow light that hovers a yard above the ground. The light is held within a thin, transparent membrane that thickens to translucency at night. Sprouting from the top of the globe are short, thick vines, each ending in a sharp thorn. These vines ordinarily hang limp over the globe, but rise and shoot their thorns with a popping noise when the plant feels threatened. (In a braershoot's case, a "threat" qualifies as anything foreign to its environment, often including humanoids.)



Braershoot are not intelligent, but they tend to cluster and travel together. They are not truly migratory, usually staying within a 1-mile-radius territory. However, strong winds and other environmental factors occasionally move pods of braershoots great distances.

ON PORPHYRA

Braershoots were cultivated and selectively bred by the animus of the Gardens of Meynon to act as non-intelligent sentries in patches along the Garden's borders.

VARIANT BRAERSHOOTS

Like most plants, braershoots may possess additional defenses to fend of predator species. One variant is the pulseshoot.

Pulseshoots (CR 1): The pulseshoot is an advanced braershoot able to radiate an intense light once every three rounds.

Light Pulse (Ex) Once every three rounds, a pulseshoot is able to generate a pulse of intense light as a standard action. All creatures within 30 ft. must make a Reflex save DC 13 or be dazzled for 1d4 rounds. The save DC is Constitution-based and includes the +2 bonus from the advanced simple template.

BURNING ONE

This mummified humanoid figure is wreathed in a terrible nimbus of flame and light, too fiery to resist.

Burning One (CR 17; XP 102,400)

NE Medium undead

Init -1; **Senses** lifesense 120 ft.; Perception +3

Aura unnatural aura (300 ft.)

Defense

AC 31, touch 9, flat-footed 31; +2 deflection vs. good (-1 Dex, +22 natural)

hp 264 (26d8+147)

Fort +10, **Ref** +9, **Will** +18; +2 vs. good creatures

DR 15/magic; **Defensive Abilities** channel resistance +4, halo of fire, protection from good, searing skin; **Immune** fire, undead traits; **SR** 28

Vulnerability gold weapons bypass DR

Offense

Speed 30 ft.

Melee 2 hammerfists of fire +33 (2d12+13 plus 2d10 divine fire)

Special Attacks divine fire, lance of fire, pillar of fire

Spell-Like Abilities (CL 17th; concentration +22)

Constant—*divine power*, *unhallow*

At will—*maximized fireball* (W-DC 18)

Statistics

Str 27, **Dex** 8, **Con** —, **Int** 8, **Wis** 16, **Cha** 21

Base Atk +19; **CMB** +27; **CMD** 36

Feats Blind-Fight, Cleave, Dazzling Display, Deadly Stroke, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack, Shatter Defenses, Step Up, Strike Back, Vital Strike, Weapon Focus (hammerfists of fire)

Skills Intimidate +35, Knowledge (geography) +28, Perception +32

Languages Old Porphyran

Ecology

Environment desert

Organization solitary

Treasure none

Special Abilities

Divine Fire (Su) This fire damage comes from a divine source and can only be resisted or reduced by divine spells that resist or reduce fire damage.

Halo of Fire (Su) The wreath of fire that surrounds a burning one fills a 300 ft. radius with brilliant white light. It banishes all forms of natural, magical, and supernatural darkness. Any creature within its halo suffers a -2 circumstance penalty to all attack rolls and skill checks. Within 15 ft. of the burning one, the penalty is increased to -4.



Lance of Fire (Su) As a standard action a burning one can fix its gaze upon a single opponent within 100 ft., who suffers 10d10 points of divine fire damage. A Fortitude save (DC 28) reduces the damage by half. The save DC is Charisma-based.

Pillar of Fire (Su) Once per day, as a full-round action a burning one can surround itself with a pillar of divine fire that deals 10d10 points of divine fire damage per round to all other creatures. A Fortitude save (DC 28) reduces this damage by half. This pillar is initially 5 ft wide but grows by an additional 5 ft. every round until it meets its maximum radius of 100 ft. The pillar can persist for up to one hour and can be dismissed as a free action.

Searing Skin (Su) The skin of a burning one is extremely hot. It causes 6d6 points of fire damage to anyone that strikes it with natural attacks and any combustibles making contact with it must make a Reflex save (DC 23) or catch on fire for five rounds. The save DC is Constitution-based.

Burning ones are fiery undead engines of destruction.

ON PORPHYRA

In the earliest days of the NewGod Wars, the forces of Gerana met with terrible defeat as a number of Lady Justice's paladins and knights fell to Ashamar Shining's forces. These unfortunate souls were corrupted and transformed into the first burning ones and made to turn against their former allies.

CENTIOCH

An overgrown centipede with huge mandibles and a scorpion's tail, its carapace is thick and black, while its tail is a rusty orange, topped with a three-pronged stinger.

Centioch (CR 7; XP 3,200)

N Huge vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 17, touch 10, flat-footed 15
(+2 Dex, +7 natural, -2 size)
hp 84 (8d8+48)
Fort +12; **Ref** +4, **Will** +2
Immune mind-affecting effects

Offense

Speed 40 ft., climb 20 ft.
Melee bite +13 (2d6+9), sting +8 (2d4+4 plus poison)
Space 15 ft.; **Reach** 10 ft. (15 ft. with sting)
Special Attacks triple poison

Statistics

Str 28, **Dex** 14, **Con** 22, **Int** —, **Wis** 10, **Cha** 4
Base Atk +6; **CMB** +17; **CMD** 29 (can't be tripped)
Feats Ability Focus (poison)[B]
Skills Climb +17, Stealth -2; **Racial Modifiers** +4 Stealth

Ecology

Environment underground
Organization solitary or colony (2-7)
Treasure none

Special Abilities

Triple Poison (Ex) The stinger of the centioch is triple pronged with each prong housing a unique poison. When a centioch strikes with its stinger it can select any one of the following poisons to inject.

Maddening Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* confusion (as the spell); *cure* 2 saves.

Paralysis Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* paralysis; *cure* 2 consecutive saves.

Weakening Sting—injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save

Centiochs scuttle through wet underground tunnels, devouring living creatures and carrion alike. Centiochs live only a few years after hatching and leaving their colonies. They lay dozens of eggs at once, but fewer than one in six newborns survive to adulthood. Centiochs rarely eat creatures bigger than sheep, but large slow-moving or injured creatures may tempt centiochs into attacking anyway. Anger and hunger can also drive centiochs to attack. In combat, a centioch bites and stings one creature until that creature falls, then moves on to the next.



While a centioch's poison becomes inert after the creature's death, a character with the Craft (alchemy) skill can use it as a base for creating a poison equivalent to oil of taggit. A centioch's stinger can be removed without need for a skill check. For purposes of determining creation time and raw materials cost, up to 10 doses of oil of taggit created with a centioch stinger cost only 45 gp each. Oil of taggit created in this manner has a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (nature) has a +2 bonus on the Craft (alchemy) check.

ON PORPHYRA

Centioch are a common nuisance in the Underdeep. Dromites have often attempted to control the centiochs with their psionic powers but have not uncovered a way to reach the vermin's true mind, despite their own insectoid nature. Some of the troglodyte tribes that live in the Underdeep have worked to domesticate the centioch so that they can be ridden into battle.

CHAINED DEATH

This skeleton's eyes are awash with hellfire, while in it hands it brandishes a set of cruel manacles.

Chained Death (CR 8; XP 4,800)

NE Large outsider (evil, extraplanar)
Init +3; **Senses** see in darkness; Perception +18

Defense

AC 21, touch 12, flat-footed 18
(+3 Dex, +9 natural, -1 size)
hp 102 (12d10+36)
Fort +8, **Ref** +11, **Will** +11
DR 10/silver; **Immune** cold, poison; **Resist** acid 20; **SR** 19

Offense

Speed 30 ft.
Melee 2 claws +16 (1d6+5), 4 shackles +11 (bound)
Space 10 ft.; **Reach** 5 ft.
Special Attacks punishment, shackle

Statistics

Str 20, **Dex** 16, **Con** 15, **Int** 13, **Wis** 16, **Cha** 17
Base Atk +12; **CMB** +18; **CMD** 31
Feats Acrobatic Steps, Great Fortitude, Nimble Moves, Power Attack, Skill Focus (Survival), Toughness
Skills Escape Artist +18, Knowledge (arcane) +16, Knowledge (planes) +16, Perception +18, Stealth +14, Sense Motive +18, Survival +24
Languages Abyssal, Infernal

Ecology

Environment planes (Realms Beyond)
Organization solitary, punishment squad (2-5)
Treasure standard

Special Abilities

Punishment (Sp) The shackles act as a conduit to the chained death's spell-like abilities. As a standard action the chained death can use any of these abilities against one shackled target:

- 1 shackle—*blindness/deafness* (F-DC 15), *chill touch* (F or W-DC 14), *ghoul touch* (F-DC 15)
- 2 shackles—*contagion* (F-DC 17), *vampiric touch*
- 3 shackles—*bestow curse* (F-DC 17), *hold monster* (W-DC 18)
- 4 shackles—*finger of death* (F-DC 20)

The chained death has as caster level of 12.

Shackles (Su) A chained death generates shackle-like weapons from its body with which it can strike each round. If a creature is struck with a shackle, a manacle will automatically clamp onto them impairing their movement and actions. Each shackle attached to a creature causes it to lose ¼ of its movement speed and suffer a -1 competence penalty to all attack rolls and skill checks. To break free of a shackle requires a Strength check or Escape Artist check (DC 18). The escape DC is Constitution-based.



When a soul escapes their torment in the Realms Beyond or when an evil mortal begins the path to redemption, chained deaths are dispatched to punish them and set a proper example for both mortal and hellish petitioners. Chained deaths work for both infernal and abyssal masters and work tirelessly to complete any contract they accept. Making use of natural portals and vortexes, chained deaths have been known to track their prey across the multiverse. There is no greater cause to a chained death than the punishment of the guilty.

ON PORPHYRA

Chained death are created from the souls of particular fervent followers of Rajuk-Amon Gore. Often mistaken as black dancers by members of the faithful, few of lower status than the Mordant Vicar recognize their true outsider heritage. This misunderstanding is cultivated by clerics of the Black Hood.

CORPULENT CREATURE

A few scholars of forbidden and fearful lore know that some things that are thought to be part of the natural world are part of an alien ecology, not native to the world, and not meant to be part of it… Eons ago, objects fell from the sky that were neither stone nor flesh, fragments of a dead cosmic intelligence that still bore virulent signs of life. Those who handle such fragments, which often appear as grotesque pieces of statuary, are infected with this primordial, oozing life. Their physical form swells in size and corpulence, and is dominated utterly by the need to selfishly consume the fragile beings of a weak planet, an insidious desire, which overwhelms the infected, bloated form. They are an intermediary to the unknowable life-forms commonly referred to as oozes, giving intelligence to those organisms in a terrifying manner, and often cooperating with many different types that are compatible with the corpulent creature's base of operations.

APPEARANCE CHANGES

The form of the corpulent creature is always one of obscene obesity. They bodies are swollen with fat and their bodies secrete a noxious combination of sweat and oil.

CREATING A CORPULENT

"Corpulent" is a template that can be added to any living creature (referred to hereafter as the base creature).

CR: Same as base creature +2.

Alignment: Always neutral evil.

Size and Type: The base creature's size increases by one size category (to a minimum of Huge) and its type changes to ooze. Do not recalculate BAB, saves, or skill ranks based on type.

Senses: A corpulent gains tremorsense 30 ft.

Armor Class: A corpulent's natural armor bonus is increased by +3.

Speed: A corpulent's base land speed is reduced by half. They lose the ability to fly if they possessed that ability.

Defenses: A corpulent is immune to polymorph spells and effects. They possess DR 10/piercing and SR 11 + their adjusted CR. Additionally they possess the following abilities:

Oil Secretion (Ex): Corpulents exude a noxious, slippery ooze from their skin that helps them move. Individuals that follow the corpulent or who get within 10 ft. of the corpulent must make a DC 15 Reflex save or slip and fall prone.

Ooze Shape (Su): Corpulents possess ooze shape. This in all ways mimics the druid ability of wild shape except that it bypasses the corpulent's immunity to polymorph and instead of mimicking the *beast shape*, *elemental body*, and *plant shape* series of spells it is limited to the ooze shape series of spells.

At 6th druid level, the corpulent uses *ooze shape I*, at 9th level *ooze shape II*, and at 12th level *ooze shape III*.

Attacks: The corpulent gains two slam attacks that have the grab special ability. The damage is based upon its size if it didn't normally possess slam attacks.

Special Attacks: A corpulent retains all the special attacks of the base creature and gains those listed below.

Envelop (Ex): A corpulent can try to wrap a creature of Large size or smaller in its body with a successful grab. While grappling an opponent, the corpulent does not gain the grappled condition and may deal constrict damage equal to its slam attack. An enveloped creature also begins to suffocate. A corpulent may only envelop a single creature at a time.

Lard Worms (Ex): A corpulent's



body is infested with voracious lard worms. These worms do not harm the corpulent but deal an additional 1d6 points of damage per round to enveloped creatures. A creature that is dealt damage by the lard worms must also make a Fortitude save DC (10 + ½ base creature's Hit Dice + Con modifier) or be paralyzed for 1d6+1 rounds.

Abilities: Str +8, Dex -8 (minimum 1), Con +8, Wis +4, Cha -8 (minimum 1).

Feats: Corpulents gain Endurance, Great Fortitude, and Improved Great Fortitude as bonus feats.

Skills: Corpulents gain a +8 racial bonus to Escape Artist.

SAMPLE CORPULENT

This example uses the halfling druid sea captain NPC as a base creature.

Corpulent Sea Captain (CR 9; XP 6,400)

Corpulent halfling druid 8
NE Huge ooze (halfling, augmented humanoid)
Init +7; **Senses** tremorsense 30 ft.; Perception +17

Defense

AC 24, touch 4, flat-footed 24
(+7 armor, -4 Dex, +11 natural, +2 shield, -2 size)
hp 124 (8d8+88)
Fort +18, **Ref** -2, **Will** +14; +2 vs. fear, +4 vs. fey and plant-targeted effects
DR 10/piercing; **Defensive Abilities** oil secretions (R-DC 15); **Immune** polymorph; **SR** 20

Offense

Speed 5 ft.; 10 ft. without armor
Melee mwk scimitar +21/+16 (2d6+17/18–20) or 2 slams +21 (1d8+17 plus grab)
Ranged mwk sling +4/-1 (1d8+17)
Special Attacks envelop (1d8+17), lard worms (1d6 plus paralysis [F-DC 24]), ooze shape 3/day
Spell-Like Abilities (CL 8th; concentration +14)
8/day—*lightning lord*
7/day—*storm burst*
Spells Prepared (CL 8th; concentration +14)
4th—*control water*, *flame strike* (R-DC 20), *freedom of movement*, *sleet storm*[D]
3rd—*call lightning*[D] (R-DC 19), *greater magic fang*, *protection from energy*, *quench*, *wind wall*
2nd—*barkskin*, *bull's strength*, *fog cloud*[D], *gust of wind* (F-DC 18), *warp wood*
1st—*cure light wounds* (4), *endure elements*, *obscuring mist*[D]
0 (at will)—*create water*, *detect magic*, *flare* (F-DC 16), *light*
D Domain spell; **Domain** Weather

Statistics

Str 44, **Dex** 2, **Con** 30, **Int** 10, **Wis** 22, **Cha** 2
Base Atk +6; **CMB** +25 (+29 vs. grapple); **CMD** 31
Feats Endurance[B], Great Fortitude[B], Improved Great Fortitude[B], Improved Initiative, Natural Spell, Toughness, Weapon Finesse
Skills Acrobatics -6 (–10 when jumping), Climb +17, Escape Artist +1, Fly -1, Handle Animal +1, Heal +12, Knowledge (nature) +10, Perception +17, Spellcraft +7, Survival +15, Swim +14; **Racial Modifiers** +8 to Escape Artist
Languages Common, Druidic, Goblin, Halfling
SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +8, woodland stride
Combat Gear *scroll of owl's wisdom*, alchemist's fire (3), thunderstone; **Other Gear** *+1 dragonhide breastplate*, masterwork heavy wooden shield, masterwork scimitar, masterwork sling with 20 bullets, *cloak of resistance +1*, *headband of inspired wisdom +2*, grappling hook, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch, 22 gp

ON PORPHYRA

A thousand years ago, Najim Starfallen, an alien Elemental Lord, was summoned from Beyond the Dark Tapestry to join the NewGod Wars. He/It planned to arrive in Porphyra's physical dimension upon a planetoid that was its throne and home, creating a new Land, much as the invading gods called by The Calling were. Ambushed by the New Gods Linium and Kamus, Its body was hidden and its planetoid was stolen, but some few tiny fragments were scattered, infected with its alien sentience. These icons resemble bloated bugs of silvery stone that appear as though something were moving beneath the surface. This invasion strategy has slowly made progress on Porphyra, limited by the near-absence of Najim's cult in locations where the icons have spread their insidious curse.

CROCODILE, QUILLBACK

The crocodilian beast has the added features of long, sharp quills, and a spiky lump of bone on its tail.

Quillback Crocodile (CR 2; XP 600)

N Large animal
Init +1; **Senses** low-light vision; Perception +5

Defense

AC 15, touch 10, flat-footed 15
(+1 Dex, +5 natural, -1 size)
hp 34 (4d8+16)
Fort +7, **Ref** +5, **Will** +1
Defensive Abilities spines

Offense

Speed 30 ft., swim 20 ft.
Melee bite +6 (1d8+4 plus grab), tail slap +1 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks tail sweep

Statistics

Str 19, **Dex** 13, **Con** 17, **Int** 2, **Wis** 10, **Cha** 6
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)
Feats Skill Focus (Stealth), Toughness
Skills Perception +5, Stealth +4, Swim +12
SQ hold breath

Ecology

Environment aquatic, marsh
Organization solitary, bask (2-6)
Treasure none

Special Abilities

Hold Breath (Ex) A quillback crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.
Spines (Ex) The back of the quillback crocodile is covered by sharp defensive quills. Any creature who attacks it with a natural attack or a non-reach melee weapon must make a Reflex save (DC 13) or be stabbed with 1d4 quills that deal 1d4 points of damage each. The save DC is Dexterity-based.
Tail Sweep (Ex) As a full-round action that does not draw attacks of opportunity, a quillback alligator can make a trip attempt against all foes within its reach by sweeping its tail around its body.

The result of yet another inquisitive wizard's combination of animal species, quillback crocodiles have long, dangerous quills on their backs and a jagged lump of fused bone on the end of its long, strong tail. Though they reproduce more slowly, they live much as their normal brethren do, though they are not quite as sluggish, being more aggressive. They are more comfortable on dry land, and can make devastating use of their sweeping tails on those who trespass against their territory. Quillback crocodiles can be seen outside their natural habitat in arenas, where they are popular bestial opponents for gladiators to fight, and as guardian beasts for the properties of reclusive landowners. Young quillbacks have soft spines for their first couple of months, and one such can net a pretty penny on the menagerie, arena or hermetic wizard marketplace, up to 1,000 gp for a healthy specimen, if its parents do not skewer and eat the would-be seller.



ANIMAL COMPANION

Quillback Crocodiles use the following statistics as animal companions.

Starting Statistics: Size Small; **Speed** 30 ft., swim 20 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** hold breath, low-light vision.

4th-Level Advancement: Size Medium; **Attack** bite (1d8 plus grab) or tail slap (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** spines, tail sweep.

ON PORPHYRA

Quillback crocodiles were lovingly created through magical means by the enigmatic Kadeg the Merciless, renegade wizard of the Siwath borderlands. Descendants of the original bask still live in the Oliti delta, having spread to the Pyyynian jungles and with sightings in other swampy areas where normal crocodiles are found.

CROWOLF

Sleek and powerful, this amalgam creature seems to combine the most powerful aspects of both the grey wolf and the common crow.



Crowolf (CR 3; XP 800)

NE Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense

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

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +2; evasion

Offense

Speed 40 ft.

Melee bite +6 (1d6+2 plus trip), 2 talons + 6 (1d4+2)

Special Attacks pounce

Spell-Like Abilities (CL 4th; concentration +6)

At-will—*daze* (W-DC 12), *detect magic*, *message*

3/day—*blend*, *cause fear* (W-DC 14), *chill touch* (F-DC 14), *ray of enfeeblement* (F-DC 14)

1/day—*obscuring mist*, *fly*

Statistics

Str 14, **Dex** 16, **Con** 15, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Spell Focus (necromancy), Skill Focus (Stealth)

Skills Acrobatics +10 (+14 jumping), Climb +9, Perception +8, Stealth +13

Languages Common, Sylvan

Ecology

Environment forest, hills, plains

Organization solitary or pair

Treasure standard

Another in a long line of experiments from a mad wizard's laboratory, crowolves are highly successful predators in a wide variety of environments, limited only by their strictly monogamous lifestyles and large personal territories. They have a considerable number of magical abilities for bringing down skilled humanoid prey, which was likely their original purpose- especially those that practiced arcane magic, which seems to draw their attention. They use their magical powers very efficiently in the hunt, and far prefer humanoid prey to that of animals; they are capable of living on carrion if need be, though. Crowolves live in dens as wolves do, but are quite comfortable in trees or on high points that allow them to observe the countryside. They are particularly dangerous when they congregate to fly, by means of their magical ability. Crowolves rarely bay as wolves do, unless trained by the rare being that can manage it; their call is an odd, yipping caw- or a magically whispered threat in a humanoid language, a favorite trick of theirs. There are some sub-species that are white furred/feathered, perhaps having an infusion of owl- or are simply the extension of successful albino mutations.

Though a highly efficient combination of two tenacious animals that work well in packs and flocks, crowolves consistently form only mated pairings, raising a small clutch of 1d4 black eggs in the spring, though rarely more than one survives to leave the den in the summer, as pup-fledglings are as nasty-tempered as their parents. They collect treasure as crows enjoy shiny trinkets, brooding over it uselessly- though they are intelligent enough to use the items that are useable by them. They do not cooperate well with humanoids of any stripe, requiring a strong hand that can deal with their powers and dominate them completely.

ON PORPHYRA

Crowolves are commonly held to have been bred by the erstwhile Cyclopes wizard-magicians of ancient Kesh, and set to hunt any who would intrude upon their gory empire. The half-cyclopes that still straggle around the Hill of the Eye are among the only beings that can coerce cooperation from hunting crowolves. Their hatred of spell-users is still deeply-felt and instinctual among their kind, limiting those professions in Kesh.

CRYSTAL MOUNTAIN WEAVER

Impossibly huge, this glittering, spider-like creature emerges from a mountainside cave to walk delicately on its sparkling, jewel-like web, strung between mountains.

Crystal Mountain Weaver (CR 15; XP 51,200)

N Colossal magical beast

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +21

Defense

AC 31, touch 5, flat-footed 28
(+3 Dex, +26 natural, –8 size)
hp 230 (20d10+120)
Fort +18, **Ref** +17, **Will** +9
DR 10/bludgeoning; **Immune** acid, petrification; **SR** 26
Vulnerable sonic

Offense

Speed 40 ft., climb 20 ft.
Melee bite +26 (8d6+26 plus poison)
Space 30 ft.; **Reach** 20 ft.
Special Attacks powerful bite, stunning sparkle +15 ranged touch, web (+16 ranged, DC 30, 20 hp)

Statistics

Str 36, **Dex** 16, **Con** 22, **Int** 6, **Wis** 12, **Cha** 8
Base Atk +20; **CMB** +8; **CMD** 20 (32 vs. trip)
Feats Ability Focus (poison), Far Shot, Improved Initiative, Iron Will, Lightning Reflexes, Point-Blank Shot, Precise Shot, Skill Focus (Perception), Weapon Focus (bite), Weapon Focus (web)
Skills Acrobatics +10, Climb +25, Perception +21 ; **Racial Modifiers** +8 Climb, +4 Perception
Languages Terran (cannot speak)
SQ reflective carapace, strong webs

Ecology

Environment mountains
Organization solitary
Treasure incidental

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Str, 1d4 Dex and staggered; *cure* 2 saves. Save DC is Constitution-based.
Powerful Bite (Ex) The crystal mountain weaver can break large boulders with its bite. It deals 8d6 points of damage on each attack plus twice its Strength modifier. The bite of the crystal mountain weaver ignores hardness and 10 points of any untyped DR or materials-based DR.
Reflective Carapace (Ex) Due to its crystalline exoskeleton, any ray or gaze attacks that do not overcome the crystal mountain weaver's spell resistance are reflected back on the attack's source.
Strong Webs (Ex) A crystal mountain weaver's webs gain a +4 bonus to the DC to break or escape; their crystalline nature gives them DR 10/—.
Stunning Sparkle (Ex) When in full daylight, a crystal mountain weaver can take a full-round action to magnify the sun's rays into a beam of blistering, stunning light up to 300 ft. that can hit a target of Medium size or larger. If it hits, the target must make a DC 26 Fortitude save or be stunned for 1d6 rounds and suffer 8d6 points of fire damage. The save is Constitution-based.

To call a crystal mountain weaver a "spider" would be a misnomer; they are likely a long-ago transplant from the elemental Plane of Earth moved to the Material for easier hunting. Indeed, these 60-foot long, 100 ton crystalline creatures are large and powerful enough to hunt, catch and eat small dragons. They prey on anything man-sized or larger, typically winged creatures such as rocs, drakes, giant birds, wyverns and the like. They will not overlook ground-dwelling prey, however, and many a bold giant has ended up cocooned and feasted upon by these awesome arachnid analogs.

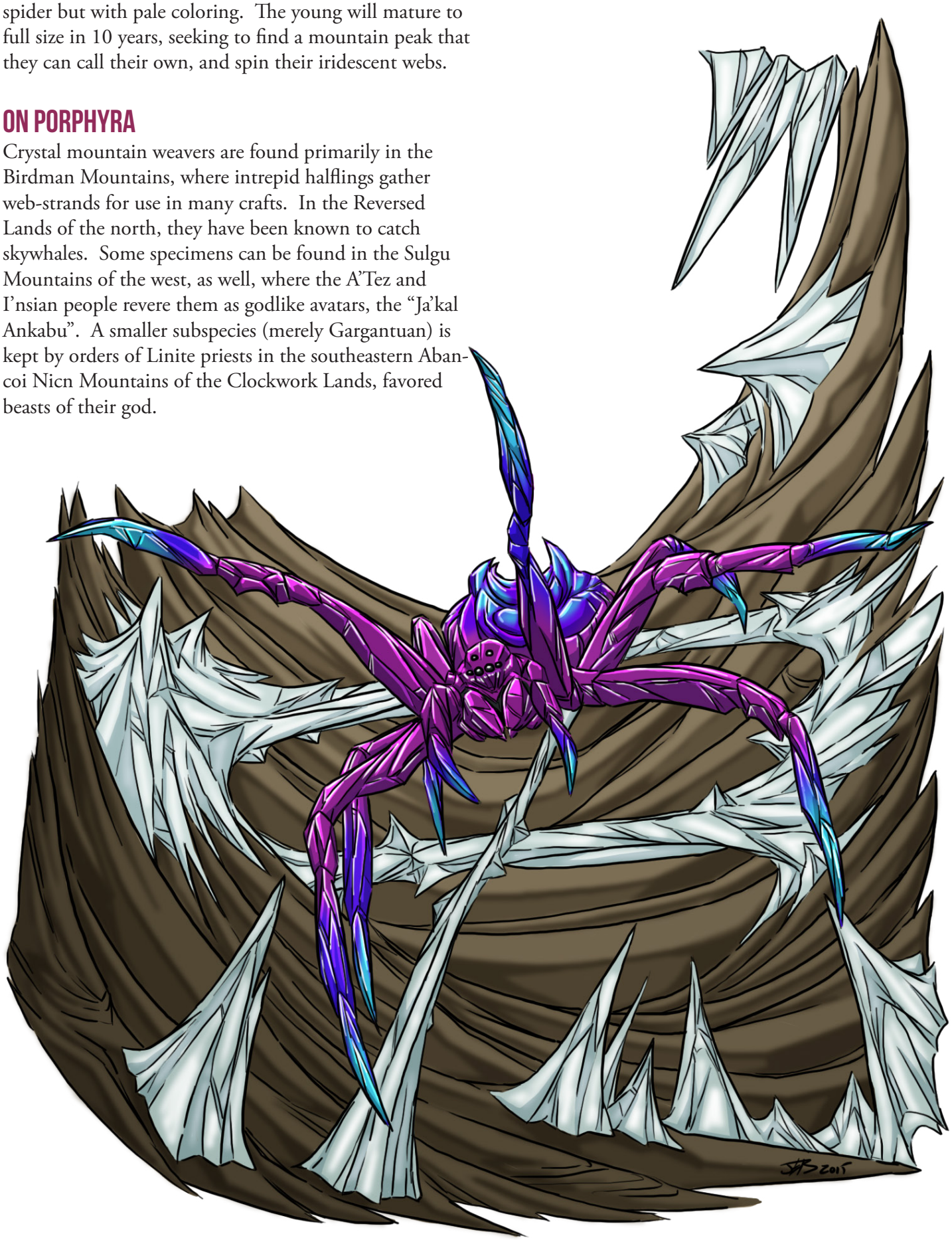
Crystal mountain weavers build their sparkling webs of flexible, super-strong crystal between mountain peaks, suspended from crags, even over the mouths of caves- the sight of a busy 'weaver leaping across a canyon like a flying castle is a once-in-a-lifetime scene. The threads of their webs are sought after for craft material by many cultures, and humanoids small enough to be beneath their notice often harvest sections of them, though it is not without risk. Being caught by a crystal mountain weaver is often seen as a judgment by the gods- indeed, these beautiful, colossal builders and hunters are often revered by mountain tribes, as much for their disposing of large predators as their awesome godlike power.

Crystal mountain weavers typically stay in large mountain cave dens, nearby strands from their web notifying them when prey is trapped or nearby. They can even sense errant currents from winged flight or vibrations from large mountain climbers through the web. Though very solitary, crystal mountain weavers mate about every decade or so, an event of great omen in their territories. Males will travel to female webs, often over large distances, and the females will produce 2d6 crystalline eggs. In very lean times the female will eat the male, which portends catastrophe for those that revere them. When the young 'weavers hatch, early nest squabbling will leave 1d8 immature crystal mountain weavers to leave

the cave; their statistics are identical to those of an ogre spider but with pale coloring. The young will mature to full size in 10 years, seeking to find a mountain peak that they can call their own, and spin their iridescent webs.

ON PORPHYRA

Crystal mountain weavers are found primarily in the Birdman Mountains, where intrepid halflings gather web-strands for use in many crafts. In the Reversed Lands of the north, they have been known to catch skywhales. Some specimens can be found in the Sulgu Mountains of the west, as well, where the A'Tez and I'nsian people revere them as godlike avatars, the "Ja'kal Ankabu". A smaller subspecies (merely Gargantuan) is kept by orders of Linite priests in the southeastern Abancoi Nicn Mountains of the Clockwork Lands, favored beasts of their god.



CRYSTAL SERPENT

Crystal serpents vaguely resemble snakes of more normal variety, except that they are composed of spiky crystals, speckled with tiny geodes, and gem-like eyes.

Crystal Serpent (CR 1; XP 400)

N Small magical beast (earth)
Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft; Perception +0

Defense

AC 16, touch 13, flat-footed 14
(+2 Dex, +3 natural, +1 size)
hp 8 (1d10+3)
Fort +5, **Ref** +6, **Will** +0
Immune electricity; **Resist** acid 5

Offense

Speed 30 ft., burrow 20 ft.; earth glide
Melee bite +2 (1d4+1 plus 1d4 electricity)
Special Attacks shock

Statistics

Str 12, **Dex** 14, **Con** 17, **Int** 8, **Wis** 10, **Cha** 5
Base Atk +1; CMB +1; CMD 13
Feats Lightning Reflexes
Skills Stealth +10
Languages Terran

Ecology

Environment desert
Organization solitary, pair, or nest (3-8)
Treasure standard

Special Abilities

Shock (Ex) The bite of a crystal serpent carries a piezoelectric shock that deals 1d4 points of electricity damage.



Crystal serpents resemble fat 3' ft. long snakes of more normal variety, except that they are composed of minerals and crystals, speckled with tiny geodes, with gem-like eyes. It is likely that they once were denizens of the Elemental Plane of Earth, but now live and breed on the Material Plane, hunting small animals by erupting from sand and stone, biting and shocking them to death. They have also been known to coil around stalagmites and enjoy dripping minerals; they otherwise dislike and avoid water. Crystal serpent eggs look like tiny, beautiful geodes, and are laid underground in clutches of 4-10, though the young are quite prone to cannibalism of their siblings. Collecting the pretty 'gems' seems to be profitable for casual spelunkers until they hatch; the young can deal a nasty shock for 1 hp of damage if handled. These creatures are fairly intelligent and will converse with beings that are bigger than they are and can speak with them, and do not pose a threat. They enjoy treats of acidic food and may respond with local information about their environment or even nearby mineral deposits. Dwarves sometimes employ them in this regard, calling them 'sniffer snakes', though they are prone to escaping to pursue their own whims.

ON PORPHYRA

Crystal serpents are common hazards in the southwestern deserts of Siwath, Simoon and Ghadab. Though the Creeper's Rift lies within this region the crystal serpents seem unable to breach the godswall that surrounds it. Arcane spellcasters who are devoted followers of Drothos, Enor Ashlord, or Najim may select a crystal serpent as a familiar at 5th level with the Improved Familiar feat.

CULKMA

Floral scents draw you ever closer to the shifting sand, you have but a fraction of a second to react to this lizard's poison stinger.

Culkma (CR 1; XP 400)

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

Aura pheromones (60 ft., W-DC 13)

Defenses

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

hp 15 (2d10+4)

Fort +5, **Ref** +5, **Will** +0

Offense

Speed 30 ft.

Melee bite +3 (1d8+1), sting -2 (1d4 plus poison)

Special Attacks pheromones, poison

Statistics

Str 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Bluff +7, Perception +5, Stealth +2 (+8 in desert);

Racial Modifiers +8 Bluff, +8 Stealth in desert

Languages Common

Ecology

Environment desert

Organization solitary or pack (2-7)

Treasure standard

Special Abilities

Pheromones (Su) Culkma emit magical pheromones to attract living prey to it. Any living creature that fails a Will save against the aura move toward the culkma as fast as they can. Creatures with the scent ability take a -4 penalty on this saving throw. The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* once; *effect* unconsciousness for 10 minutes; *cure* 1 save; The save DC is Constitution-based



Culkma are lizard-like beasts forged in the hottest and most desolate parts of the world. Amid the shifting sand and glass of blasted wastelands, these creature make their homes and lie in wait for desperate travelers. Culkma hunt in packs whenever possible, with a single culkma acting as bait to attract a meal with its pheromones and lure their targets into a pack of culkma or into a confined space like a desert canyon, cave, or ruins. When hunting alone a single culkma will stake out a desert oasis, lying in wait for thirsty travelers to arrive. Omnivorous to a fault, culkma consider any living thing to be a potential meal as they have been known to attack mawgriff herds and even sandworms. If their pheromones are unable to draw prey into their trap they will instead resort to trying to verbally coax their prey onward with their sibilant form of the Common tongue. Some desert tribes have been known to hunt the culkma for its animal products. The tribes use the culkma's pheromone glands to make perfume or scent lures, while others use the leather of their hides to make water-resistant boots or armor.

ON PORPHYRA

Culkma survive best in the vast tracks of the Glass Sea. Anpur, enigmon, and zendiqi are trained from a very young age to be able to identify the territory of a culkma pack. Consequently, they rarely fall prey to its alluring pheromones by accident. Enigmon artificiers will hunt the beasts to use their pheromones in the production of *elixirs of love*.

DAEMON, AURALDAEMON

Skuttling on multiple legs this cricket-like creature trills a haunting song…

Auraldaemon (CR 4; XP 1,200)

NE Large outsider (daemon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

Defense

AC 18, touch 12, flat-footed 15
(+3 Dex, +6 natural, -1 size)
hp 38 (4d10+16)
Fort +5, **Ref** +7, **Will** +6
DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 15

Offense

Speed 40 ft., climb 20 ft.; jumping
Melee bite +8 (1d4+5), 2 claws +8 (1d6+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks music 22 rounds/day (free action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*)
Spell-Like Abilities (CL 4th; concentration +8)
1/day—*dimension door*, *summon* (level 2, 1 auraldaemon only, 30%)
Spells Known (CL 6th; concentration +10)
2nd (4/day)—*hypnotic pattern* (W-DC 16), *scare* (W-DC 16), *silence* (W-DC 16), *suggestion* (W-DC 17)
1st (5/day)—*cause fear* (W-DC 15), *charm person* (W-DC 16), *hypnotism* (W-DC 16), *lesser confusion* (W-DC 16)
0th (at will)—*daze* (W-DC 15), *lullaby* (W-DC 15), *mage hand*, *prestidigitation*, *read magic*, *resistance*

Statistics

Str 20, **Dex** 16, **Con** 18, **Int** 11, **Wis** 10, **Cha** 19
Base Atk +4; **CMB** +10; **CMD** 23 (31 vs. trip)
Feats Iron Will, Spell Focus (enchantment)
Skills Acrobatics +11 (+25 jumping), Climb +16, Perception +11, Perform (sing) +15, Perform (string instruments) +15, Stealth +10
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

Ecology

Environment planes (Realms Beyond)
Organization solitary, band (2-4), entourage (6-10)
Treasure standard

Special Abilities

Jumping (Ex) Auraldaemons gain a +10 competence bonus to all jump checks and are considered to always have a running start.



Music (Su) Auraldaemons are able to use bardic music as if they were an 8th level bard. They are able to create music with their legs, thereby allowing them to make melee attacks and cast spells while maintaining a bardic performance. They may begin and maintain their bardic performance as a free action.
Spells An auraldaemon casts spells as a 6th level bard. They favor enchantment spells.

Like unholy minstrels of the Realms Beyond, auraldaemons are often found near the sites of great peril and conflict. Their loyalty is affordable, though fickle, and they can regularly switch sides during a conflict to ensure maximum bloodshed and personal profit. When not engaged in the commerce of war in the Realms Beyond, they entertain themselves on the Prime Material by luring mortals, with their magic, into dangerous situations. They are the eternal song of defeat, failure and misfortune throughout the multiversal Realms.

ON PORPHYRA

The faithful of Neria are often the target of an auraldaemon's malice as these daemons can tolerate no music other than their own. They have been known to work well with rajuki dancers though as the faithful of the Last Dancer understand well the value of paid accompaniment. The avoodim from Holdfast of the Celestial Parishes sometimes leave gifts to auraldaemons on the battlefield as the find the music of the auraldaemon strangely comforting to their eternal despair

DEEP HARVESTER

Surging through the murky ocean deep is a huge creature like a gigantic snake connected to a barrel, a wide, flat head and ravenous mouth sucking up the silty matter of the ocean floor.

Deep Harvester (CR 14; XP 38,400)

N Huge aberration (aquatic)

Init -2; **Senses** darkvision 60 ft.; Perception -2

Defense

AC 26, touch 6, flat-footed 26
(-2 Dex, +20 natural, -2 size)

hp 230 (20d8+140)

Fort +15, **Ref** +4, **Will** +10

DR 5/adamantine; **Defensive Abilities** consume, pressure resistance; **Resist** cold 30

Weakness metal allergy

Offense

Speed 40 ft., swim 20 ft.

Melee bite +24 (2d6+10/19-20 plus grab), 2 claws +23 (1d8+10)

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

Special Attacks fast swallow, swallow whole (4d6 acid, AC 20, 23 hp), trample (1d8+15; R-DC 32)

Statistics

Str 31, **Dex** 7, **Con** 25, **Int** 1, **Wis** 7, **Cha** 9

Base Atk +15; **CMB** +27 (+2 bull rush, +4 grapple); **CMD** 35 (37 vs. bull rush)

Feat Ability Focus (trample), Awesome Blow, Critical Focus, Endurance, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Power Attack, Snatch, Weapon Focus (bite)

Skills Swim +18, Survival +21

Ecology

Environment aquatic

Organization solitary, pack (4-20)

Treasure standard

Special Abilities

Consume (Ex) If a deep harvester is able to swallow organic matter, it heals itself upon doing so. The organic matter must not be resisting. The harvester heals 1d4 hit points for each Tiny creature swallowed, 1d6 hp for each Small creature, and so on.

Metal Allergy (Ex) Deep harvesters have an unusual allergy to metal. Its touch is painful to them, and swallowing large fragments of metal can be deadly. Damage from metal weapons that overcomes their damage resistance do an additional 1d6 damage, and the consumption of more than 20 pounds of metal does 1d6 points of Constitution damage per round to the 'harvester, unless the creature makes a DC 25 Fortitude save and can regurgitate it, which takes a full round.

Harvesters instinctively avoid metal when they find it on the ocean floor.

Pressure Resistance (Ex) Deep harvesters do not take damage from pressure at great depths. They cannot survive near the surface, though, and take 1d6 points of nonlethal damage each round they are at a depth of less than 1,000 feet. If a deep harvester ever reaches the surface it must make a Fortitude save (DC 35) each round or die. Even if it makes this save, the deep harvester may take no actions on the surface because its muscles cannot support its bulk.

Deep harvesters are rarely encountered, but the immense damage they cause makes them widely feared despite their rarity. Much of the harvester's length is its long tail and neck, but its size is still impressive. The creature's head is nearly flat and is mostly occupied by the mouth. This shape allows the deep harvester to place its face nearly flush with the ocean floor and suck everything into its mouth, like a whale straining plankton. The deep harvester retains all organic matter pulled up for digestion and passes everything else straight through a secondary digestive tract that handles only inedible matter. The main body of the creature is huge and barrel-like, being so large in girth it seems almost immobile. Its legs are stout but look like they should not hold up the creature's bulk. Each leg ends in webbed claws, enabling the deep harvester to swim despite its great size and awkwardness. Its skin is green, gray, or dark blue, depending on the region in which it is found. As no young or immature deep harvesters have been reported to have been sighted, one theory posits that deep harvesters produce eggs that are cast into the deepest trenches in the seas- perhaps during the periodic absences of the beasts every 10 years ago, pointing to some mass migration for mating and egg-laying purposes. Others claim that warty nodules upon a 'harvester's hide are actually the immature beasts growing within their hermaphroditic parents' flesh.

Widely feared by bottom-dwelling races, deep harvesters eat everything in their path. They consume several tons of organic matter each day and are not picky as to its source. They usually travel in packs, forming a long line side by side as they walk across the ocean floor, devouring anything unlucky enough to be caught in their path. They move very slowly while doing this and

so are rarely a threat to creatures that can recognize their approach, but they destroy settlements and the local ecosystem with their passing. A large group of deep harvesters can devastate a region, much like locusts do in the surface world. Unfortunately, they cannot easily be slain or turned aside. Usually only geographic obstacles, such as trenches or mountains, abate their progress. This has led to many submarine settlements popping up in these elevated or sloped regions, situated to avoid the passage of deep harvesters. These creatures travel in packs and move in a single direction without fail until they find an impassable obstacle or reach a depth of less than 1,000 feet. If either of these events occurs, they then head in whichever random direction seems to have the most food. Deep harvesters never willingly go above depths of 1,000 because they are more sensitive to pressure than most deep dwelling creatures. Any harvester that reaches the surface is sure to die within a few seconds.

ON PORPHYRA

There are relatively few benthic races in Porphyra's seas, perhaps because of the existence of deep harvesters, though they are not particularly common. They do not seem to have many natural predators, though a full-grown morgathrell would certainly do its best to consume even a full-grown adult and would entirely relish it. Some oceanic scholars surmise that they are a leftover from the First Invasion of the Great Old Ones, more than thirty centuries ago, and that they were placed and purposed to "clean" the ocean floor of native life and prepare the way for some other race. Southern-dwelling orcam have developed ways of dealing with deep harvesters over the centuries, and it is likely that the evil sahuagin do, as well.



DEFIDI

The black flesh of the silent pack of bug-eyed frog people glisten with rot as well as swamp-slime, and they stare with dead eyes, preparing to throw their nets.

Defidi (CR 1; XP 400)

NE Small undead

Init +2; **Senses** darkvision 60 ft., Perception +0

DEFENSE

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

hp 12 (2d8+3)

Fort +0, **Ref** +2, **Will** +3

DR 5/ slashing; **Immune** undead traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee slam +3 (1d4+2 plus disease)

Ranged mwk net +5 touch (entanglement plus chill)

Spell-Like Abilities (CL 2nd; concentration +2)
2/day—*chill touch* (F or W-DC 11)

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 14

Feats Toughness

Skills Stealth +10

SQ unnatural stealth

ECOLOGY

Environment forest, marsh

Organization solitary, gang (2-5), or pack (6-11)

Treasure none (2 masterwork nets)

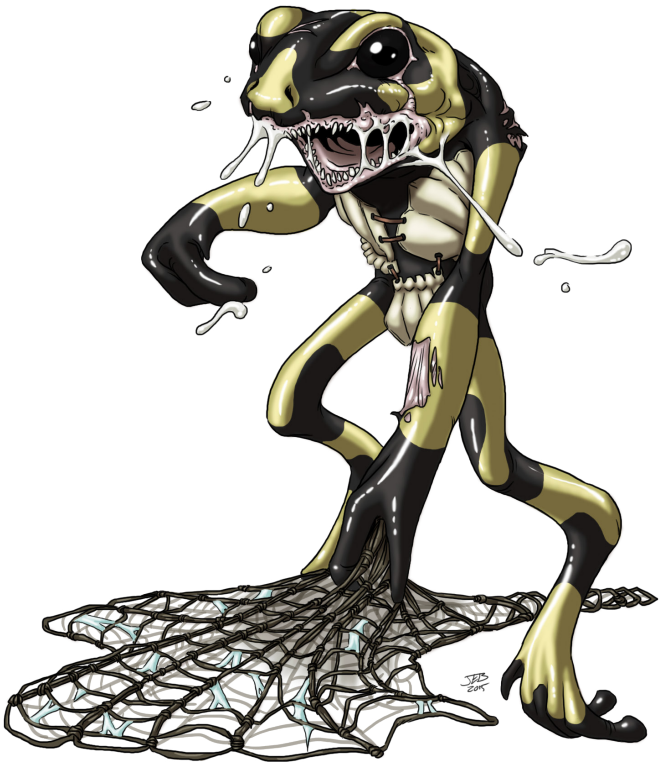
SPECIAL ABILITIES

Chilled Net (Sp) A defidi can transfer its *chill touch* power to one of its nets as a swift action, and that net will impart that effect on a target so hit by it in a subsequent attack.

Disease (Ex) Swamp fever: Slam—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Dex damage and 1d2 Con damage; *cure* 2 consecutive saves. The save is Charisma-based.

Unnatural Stealth (Ex) Due to their coloration, defidi have a +4 racial bonus to Stealth checks.

The emerging race of grippli tree-frog people are intrepid and tenacious, surviving and thriving in dangerous swamps and wet forests. They are not without their own problems, however, and one of those is the dreaded undead form of their race, the defidi, which in their language, means "cursed ones". A grippli that dies of disease and is subsequently animated by necromantic magic becomes more than a mere zombie, bearing faint traces of its former tribal existence and a desire to serve evil powers. Defidi are often found as and servants of dark spellcasters in their former swampy homes, and as such are hated by the grippli people as abominations, as their creators are hated. Some few grippli achieve undeath to defidi through personal evil behavior and death by disease; these would be the solitary encounters of these undead frog-people. It is not known whether defidi make their own chilling nets, or whether they are provided by their dark creators, but to be netted by these horrors is a terrifying thought for all who travel in their lands.



ON PORPHYRA

Defidi are mostly found in the swampy Wetlands of Avandrool, where the decline of humans due to the Black Plague has lead to their ascendancy. Though the grippli themselves are immune to Black Plague, there are other pestilences in Avandrool, and the Black Vicars of Rajuk Amon-Gore are always keen to experiment with various types of undeath. The decadent nobility of Avandrool prize defidi as safari beaters, weakening their prey before they can close for the kill.

DEMON, GU'DABANA THE CHOKER

The horrendous creature is 20 feet tall, defying natural description but suggesting the legs of a stork, body of a starved simian with four arms, and a head like a slime-covered mole, quivering with ignorant sensation.

Gu'Dabana the Choker (CR 19; XP 204,800)

CE Huge outsider (chaotic, demon, evil, native)
Init +4; **Senses** darkvision 60 ft., keen scent; Perception +38
Aura frightful presence (60 ft; W-DC 29)

Defense

AC 35, touch 12, flat-footed 31
(+4 Dex, +23 natural, -2 size)
hp 319 (22d10+198)
Fort +15, **Ref** +17, **Will** +18
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

Offense

Speed 40 ft., climb 40 ft.
Melee 4 claws +29 (4d6+9 plus grab), bite +29 (2d8+9)
Special Attacks constrict (6d6+9), grab (any size), possession, strangle
Spells Secrets (CL 10th; concentration +15)
3rd (1/day)—*fly*
2nd (2/day)—*alter self*, *blur*, *defensive shock*
1st (4/day)—*heightened awareness*, *negate aroma*, *see alignment*
0th (4/day)—*acid splash*, *arcane mark*, *daze* (W-DC 15), *flare* (F-DC 15), *ray of frost*, *read magic*, *spark*
Spell-Like Abilities (CL 22nd; concentration +26)
Constant—*nondetection*
At will—*animate rope*, *call lighting* (R-DC 17), *chaos hammer* (W-DC 18), *chill touch* (F/W-DC 15), *death knell* (W-DC 16), *deathwatch*, *deeper darkness*, *desecrate*, *detect magic*, *entangle* (R-DC 15), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects), *invisibility* (self only), *magic circle against good* (self only), *mirror image*, *raise dead*, *slow* (W-DC 17), *unholy aura*, *unholy blight* (W-DC 18), *web* (R-DC 16)
3/day—*harm* (W-DC 20), *inflict critical wounds* (W-DC 18), *mass inflict light wounds* (W-DC 19), *slay living* (F-DC 19)
1/day—*implosion* (F-DC 23)

Statistics

Str 28, **Dex** 18, **Con** 26, **Int** 21, **Wis** 21, **Cha** 18
Base Atk +22; **CMB** +33 (+37 grapple); **CMD** 47 (51 vs. grapple)
Feat Bloody Assault, Combat Reflexes, Cleave, Cleaving Finish, Eschew Material, Improved Vital Strike, Power Attack, Rending Claws, Stand Still, Toughness, Vital Strike
Skills Bluff + 29, Climb +42, Diplomacy +29, Intimidate +29, Knowledge (arcana) +30, Knowledge (local) +30, Perception +38, Spellcraft +30, Sense Motive +30, Stealth +21, Survival +30; **Racial Modifiers** +8 Perception
Languages speaks Common; understands Abyssal, Celestial and Draconic

Ecology

Environment mountains
Organization unique
Treasure standard

Special Abilities

Keen Scent (Ex) Gu'Dabana can notice creatures by scent in a 90-foot radius and can smell spilled blood at a range of up to a mile.
Possession (Su) Once per day as a swift action, Gu'Dabana can merge his body with another creature as a touch attack. This ability is similar to *magic jar* (caster level 20th), except that it does not require a receptacle. If successful Gu'Dabana's form vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 25). A creature that successfully saves is immune to the Gu'Dabana's possession for one day. Gu'Dabana can leave the body at any time as a full-round action that provokes an attack of opportunity. If the host body is slain, Gu'Dabana emerges on his next turn.

Possession is permanent, but Gu'Dabana can only possess one creature at a time. When Gu'Dabana isn't actively controlling the target, it can take its own actions. *Dispel chaos* or *dispel evil* ends this possession effect as if it were an enchantment spell, but unless the caster of the spell succeeds at a DC 33 caster level check, as a swift action Gu'Dabana can attempt to possess the caster as he is driven out of the target. A creature possessed by Gu'Dabana is immune to *protection from evil*, *magic circle against evil*, and any similar effects. The save DC is Charisma-based.
Spell Secrets Gu'Dabana casts spells as a 10th-level porphyran assassin, and can cast spells from the magus list.

If demons understand one thing it is the power of the victorious over the defeated. For all of his abyssal power, the demon prince Gu'Dabana, called The Choker by his tiny, devoted cults of ritual killers on the Material Plane, failed in an ancient bid to overthrow a neighbor-ruler in the Abyss, and suffered the consequences. He was

banished to the Material Plane, stripped of the rulership of his layer and his memory, a shattered exile.

In the years since his exile, the fallen lord has wandered remote mountain trails and isolated canyons far from settled territories, killing and eating anyone he meets. Organized parties to eliminate the menace he represents find only isolated corpses, as he is a master of stealth and has many magical powers to evade and defeat pursuers. Many legends and stories, as well as rituals of propitiation, have sprung up in lands that he haunts, a boogeyman to scare children.

Perhaps the most disturbing habit of Gu'Dabana is his possession of unlucky victims, whose bodies he enters to facilitate wandering into towns to search odd tomes and interrogate knowledgeable people who might possess some fragment of information of his divested identity. Frequently, the body he uses is that of a child… When his searches come to naught, he typically tears the town apart in his anger and frustration.

ON PORPHYRA

Headquartered in Ahabhi, the assassin's cult known as the Gudabi are multi-classed mystic theurge/professional assassins (see *Assassins of Porphyra* and *Prestige Archetype Collected*) who are loyal to Gu'Dabana and kill in his name. Though they seek to return Gu'Dabana to his full former status, they do not often seek out the exiled prince's presence, as his eviscerated memory usually leads him to eat the devoted worshipper. Gu'Dabana can be found nearly anywhere, but seems to prefer lonely mountains, and was last seen in the Mountains of Wrath, strangling dwarves.



DEMON, PORPHYRITE (JANUSARIN)

This being is fifteen feet tall, bizarrely formed with a body seemingly composed of carrion and glistening purple crystal. It has four arms and two smooth, barely-featured heads, one facing backwards.

Janusarin (CR 13; XP 25,600)

CE Large outsider (chaotic, demon, elemental, evil, extraplanar)

Init +3; **Senses** all-around vision, darkvision 60 ft., *true seeing*; Perception +21

Defense

AC 23, touch 8, flat-footed 23
(-1 Dex, +15 natural, -1 size)

hp 186 (12d10+120)

Fort +18, **Ref** +3, **Will** +12

DR 10/bludgeoning and good; **Immune** electricity, elemental traits; **Resist** acid 10, cold 10, fire 10; **SR** 24

Offense

Speed 30 ft.

Melee 4 variable strikes +20 (2d6+9)

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

Special Attacks breath weapon (30 ft. line, 8d6 acid damage; R-DC 20 for half; usable once every 1d4 rounds), defy resistance

Spell-like Abilities (CL 12th; concentration +12)

Constant—*porphyrite passage*, *true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *meld into stone*

3/day—*dimension door*, *wall of blindness/deafness* (F-DC 16), *wall of stone* (R-DC 16)

1/day—*displacement* (self only), *plane shift* (self only), *summon* (level 5, 1d4 large earth elementals 40%)

Statistics

Str 28, **Dex** 8, **Con** 30, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +12; **CMB** +22 (+26 to bull rush); **CMD** 32 (34 vs. bull rush)

Feats Alertness, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Skills Knowledge (geography) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +21, Sense Motive +21, Survival +17

Languages Abyssal, Terran; telepathy 100 ft.

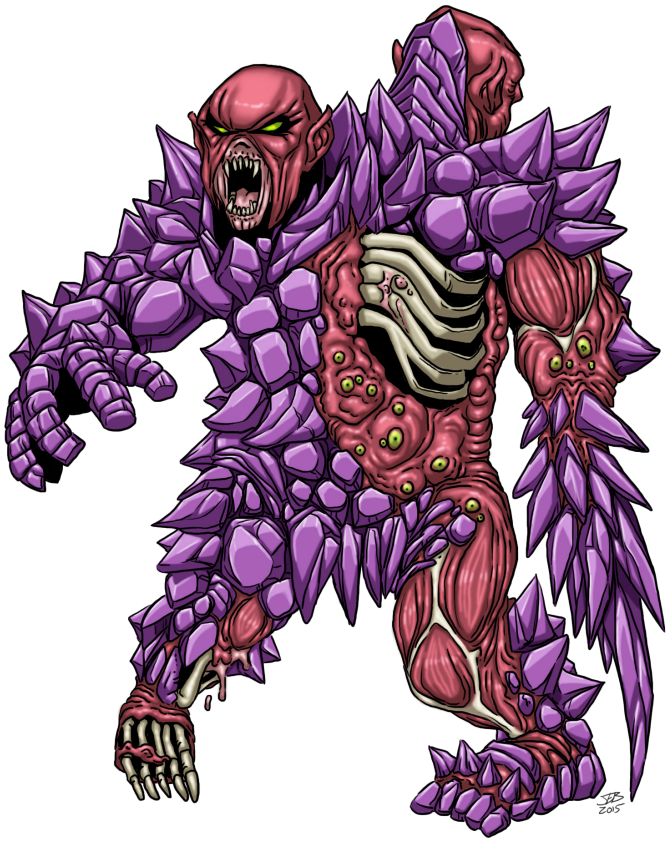
Ecology

Environment planes (Realms Beyond, Realms Between, Realms Within)

Organization solitary, pair, or border guard (3-6)

Treasure standard

Special Abilities



Defy Resistance (Ex) The slam attacks of a janusarin bypass all alignment-based damage reduction and regeneration.

Variable Strike (Ex) The appendages of a janusarin are mutable to the demon's will, and can take the form of blugeoning, piercing, or slashing appendages.

Porphyrite demons are dangerously unpredictable beings tied inextricably to large deposits of the mystical mineral porphyrite. Though thoroughly demonic, janusarins have a great deal in common with elementals.

Some clerics have postulated that janusarins are formed from the souls of the criminally indecisive, those that could not choose between right and wrong and sinned because of their inaction. In any case, porphyrite demons delight in destroying outsiders and mortals alike.

ON PORPHYRA

Janusarins are always close to some source of porphyrite, or a porphyrite border generated by the material. Thus they can be found in the border dimensions of the Astral and Ethereal planes as well, and their senses can penetrate into those dimensions. Their presence on other worlds than Porphyra would be extremely rare, as there are more of them on The Patchwork Planet than in the Abyss itself.

DEMON, SOULHERDER

This titanic being walks on its knuckles and leans on massive bone-club festooned with giant skulls, but still manages to top 50 feet in height.

Soulherder (CR 20; XP 307,200)

CE Gargantuan outsider (chaotic, demon, evil, extraplanar)

Init -2; **Senses** darkvision 60 ft., soulsense; Perception +40

Defense

AC 38, touch 4, flat-footed 38
(-2 Dex, +34 natural, -4 size)
hp 378 (28d10+224)
Fort +17, **Ref** +14, **Will** +19
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 31

Offense

Speed 40 ft.
Melee *+4 ghost touch greatclub* +40/+35/+30/+25 (4d6+20) or 2 slams +35 (2d6+11/19-20)
Space 20 ft.; **Reach** 20 ft.
Special Attacks tremorstomp
Spell-Like Abilities (CL 18th; concentration +20)
At-will—*forcecage* (R-DC 19), *hold monster* (W-DC 17), *sending*, *greater teleport* (self plus 50 lbs. of objects only)
3/day—*chain lightning* (R-DC 18), *globe of invulnerability*, *imprisonment* (W-DC 21)
1/day—*power word blind*

Statistics

Str 32, **Dex** 6, **Con** 26, **Int** 13, **Wis** 17, **Cha** 15
Base Atk +28; **CMB** +43 (+47 bull rush, sunder); **CMD** 51 (53 vs. trip, 55 vs. bull rush, sunder)
Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus, Furious Focus, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Critical (greatclub), Improved Sunder, Power Attack, Skill Focus (Perception), Stunning Critical, Weapon Focus (greatclub)
Skills Acrobatics +29, Craft (cages) +32, Intimidate +33, Knowledge (engineering) +32, Knowledge (planes) +32, Perception +40, Sense Motive +34
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Ecology

Environments planes (Realms Beyond)
Organization solitary or pair
Treasure standard (*+4 ghost touch greatclub*, other treasure)



Special Abilities

Soulsense (Ex) Soulherders can sense souls consigned to the Abyss. At will, a soulherder can ascertain the location of all chaotic evil souls within a 1,120 foot radius circle centered upon himself.
Tremorstomp (Ex) As a full round action, a soulherder can leap into the air and land with enough force to create powerful tremors. Treat this as an *earthquake* spell cast by an 18th level sorcerer.

Souls are the currency and fuel of the Abyss, and demon princes need them to form new followers and to maintain their dire kingdoms in that terrifying underworld. When newly-transitioned souls manifest on the upper layer of the Abyss, demons in service to various lords gather up these petitioners, and the gigantic soulherders protect the 'herds' of vulnerable souls, keeping them from escaping and fending off attacks from rival demons. Soulherders are allegiant to specific demon princes, and are well rewarded for their services, probably in the form of small fiefdoms of abyssal territory.

ON PORPHYRA

Soulherders are almost never found on the Material Plane, but Porphyran souls have long been under their brutal care. The renegade zendiqi thaumaturge Ali Ak-Jibl claimed to have perfected a phylactery that made any being invisible to the senses of soulherders, but the *black sheep torc* has not been seen by anyone alive today.

DEMON, TATTERDEMALION

The grubby little beggar in the alley corner huddles in its rags, until it scuttles toward you, its rags revealed to be flowing, filthy hair, swirling over black claws and a fiendish visage.

Tatterdemalion (CR 3; XP 800)

CE Small outsider (chaotic, demon, evil, native)
Init +2; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 16, touch 16, flat-footed 11; mobility (+4 Dex, +1 dodge, +1 size)
hp 33 (6d10)
Fort +2; **Ref** +9, **Will** +6
DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

Speed 30 ft.
Melee 2 claws +11 (1d6+1)
Special Attacks rend (2 claws, 1d6+1 plus 1 point of armor bonus)
Spell-Like Abilities (CL 6th; concentration +7)
At will—*blink*
1/day—*shatter* (W/F-DC 14)

Statistics

Str 12, **Dex** 18, **Con** 11, **Int** 12, **Wis** 13, **Cha** 14
Base Atk +6; **CMB** +6; **CMD** 21
Feats Dodge, Mobility, Weapon Finesse
Skills Acrobatics +15, Disable Device +13, Escape Artist +10, Knowledge (dungeoneering) +10, Knowledge (local) +10, Perception +10, Stealth +21; **Racial Modifiers** +2 Acrobatics, +4 Stealth, Disable Device may be used without tools.
Languages Abyssal, Celestial, and Draconic; telepathy 100 ft.

Ecology

Environment underground, urban
Organization solitary or gang (2-4)
Treasure standard

Special Abilities

Rend (Ex) If a tatterdemalion hits a single target with both claws in 1 round, it causes tremendous damage by latching onto the opponent's body and armor, tearing them. This attack deals 1d6+1 points of damage to the target and 1 point of armor bonus damage. If armor is reduced to ½ its armor bonus it is considered broken, and when reduced to 0 it is destroyed. Tatterdemalions can damage magical armor up to +3 enhancement bonus.



The poor and ragged are everywhere, it seems, and the Abyssal forces of chaos and evil have noticed. Demons spawned on the Material Plane, tatterdemalions spring up in places of squalor and deprivation. Tatterdemalions are thought to spontaneously occur when children are confined to extreme squalor in dire slums, work camps, or dangerous mines and sewers. Though these beings no longer need to survive as mortal beings do, they are compelled to wreak destruction on those with possessions, to rip apart their finery and shiny armor, and lay them waste, more filth to decorate dank streets and tunnels.

Tatterdemalions are clever and are far more concerned with self-preservation than most of their extraplanar kind. They converse with evil mortals who share their domain, and cooperate readily to achieve their hazy goals of destruction and mayhem.

ON PORPHYRA

Tatterdemalions were brought en masse to Porphyra as Fifth Column infiltrators during the NewGods War, to disrupt Elementalist cities and camps, and generally increase the level of mayhem. They were also used against the fey of the Holdfast, a tactic that has resulted in centuries of animosity. Gangs of tatterdemalions still exist in large cities, and these packs of native demons replenish their ranks with transformed children.

DEVIL, CARCERATOS (PRISON DEVIL)

The hulking, iron-skinned monstrosity that stands before you is 25 feet tall, with trunk-like legs and body with a fanged skull of a face in the approximate center of the barrel-like mass.



Carceratos (CR 11; XP 12,800)

LE Huge outsider (devil, evil, extraplanar, lawful)
Init -1; **Senses** darkvision 60 ft., see in darkness; Perception +19

Defense

AC 25, touch 7, flat-footed 25
(-1 Dex, +18 natural, -2 size)
hp 161 (14d10+84); **regeneration** 10 (acid, fire)
Fort +10, **Ref** +10, **Will** +11
Immune fire, poison; **Resist** acid 10, cold 10; **SR** 16

Offense

Speed 40 ft.
Melee 2 slams +21 (2d6+9), bite +21 (1d10+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks entrap hero, stomp

Statistics

Str 29, **Dex** 9, **Con** 22, **Int** 5, **Wis** 14, **Cha** 14
Base Atk +14; **CMB** +25 (+29 bull rush); **CMD** 34 (38 vs. bull rush)
Feats Blind-Fight, Diehard, Endurance, Greater Bull Rush, Improved Bull Rush, Lightning Reflexes, Power Attack
Skills Acrobatics +16 (+20 jump), Intimidate +19, Perception +19, Sense Motive +19
Languages Infernal, telepathy 100 ft.

Ecology

Environment planar (Realms Beyond)
Organization solitary or strike force (10-100)
Treasure standard

Special Abilities

Entrap Hero (Su) Carceratos were created to be living prisons of flesh. A carceratos may make a melee touch attack against a living, but helpless opponent with a retractable tentacle. If successful, the opponent is decapitated and bonded with the carceratos' obese form. The head and soul is kept conscious, alive, and helpless within the carceratos as long as the creature lives. When the carceratos is killed, the entrapped hero also dies.
Stomp (Ex) As a melee touch attack that draws attacks of opportunity, a carceratos can attempt to crush a Medium or smaller opponent. If successful, the victim suffers 3d6+18 points of bludgeoning damage and is knocked prone. The stomp attack threatens a critical on a natural roll of 17–20.

The carceratos is a mechanism of authoritative evil put into infernal flesh, a mobile and active prison for a good and pure soul that is not allowed to reach its final reward in the Great Beyond. As the death of an opponent of evil can actually make the cause stronger, in the addition of a soul to the good Outer Planes, the powers of Hell have devised carceratos to imprison the living soul of these mortals, until the end of time or the rejection of good and the damning of the imprisoned soul.

A carceratos has an eternal existence unless slain, and for all of that time, the soul of the champion of good is denied access to the afterlife- as it is not even dead! The prison devil often wanders the planes of Hell, showing the horrors and unspeakable evil there, and this often drives the mortal mind mad, and it embraces the acceptance of evil. With this infernal goal reached, the head is detached and killed, and Hell steals a valuable soul.

ON PORPHYRA

Carceratos were used in The Great Betrayal of AC 202 when the paladin company known as the Twelve Incorruptibles were ambushed by their supposed "Enemies of my Enemy" under the faithful armies of Kamus in the eastern Fourlands. At least one of the Incorruptibles was rescued to access Heaven and many Crusades have ridden on the Hells to free more of the others. At least one carceratos stands as a ghastly threat in the Conclaves of Darkness in Genva, as an undead existence can be imprisoned as easily as a living one.

DEVIL, CARNIFEX (PUNISHMENT DEVIL)

Standing 10 feet tall, lithe and muscular, this mustard-colored fiend is reptilian and spiky, but its physical form is overshadowed by the immense crimson scythe it bears, holding it like a precious child.

Carnifex (Punishment Devil) (CR 14; XP 38,400)

LE Large outsider (devil, evil, extraplanar, lawful)
Init +5; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +24

Defense

AC 30, touch 10, flat-footed 30
(+1 Dex, +20 natural, -1 size)
hp 180 (19d10+76)
Fort +10, **Ref** +12, **Will** +13
DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25

Offense

Speed 40 ft.
Melee *vengeful scythe* +27/+22/+17/+12 (3d6+11/19-20 plus 2d6 against chaos or good) or 2 claws +5 (1d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks pronounce sentence
Spell-Like Abilities (CL 19th; concentration +21)
Constant—*detect good*, *detect magic*
At will—*arcane eye*, *deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *order's wrath* (W-DC 16)
3/day—*desecrate*, *dimensional anchor*, *dispel chaos* (W-DC 17), *dispel good* (W-DC 17), *scrying* (W-DC 16)
1/day—*dictum* (W-DC 19), *qeas*, *locate creature*, *summon* (level 6, 4 erinyes, 50%)

Statistics

Str 24, **Dex** 13, **Con** 18, **Int** 12, **Wis** 15, **Cha** 15
Base Atk +19; **CMB** +27; **CMD** 38
Feats Cleave, Dreadful Carnage, Furious Focus, Great Cleave, Improved Critical (scythe), Improved Initiative, Power Attack, Pushing Assault, Shield of Swings, Weapon Focus (scythe)
Skills Bluff +24, Diplomacy +24, Intimidate +24, Knowledge (planes) +23, Perception +24, Sense Motive +32, Spellcraft +23; **Racial Modifiers** +8 Sense Motive
Languages Celestial, Common, Infernal; telepathy 100 ft.

Ecology

Environment planes (Realms Beyond)
Organization solitary, posse (2-5 carnifex), or court (1 horned devil and 2-5 carnifex)
Treasure standard

Special Abilities

Pronounce Sentence (Su) Once every 3 rounds, an carnifex may point at a single enemy and pronounce sentence upon it by uttering the word "unworthy" in Infernal. The target must immediately make a Will save (DC 21). This is a sonic, mind-affecting effect. If the save is successful, the creature cannot be affected again by that carnifex's pronounce sentence ability for one day. Those who fail immediately drop anything in hand and kneel upon the ground, presenting their necks for a killing blow. A kneeling opponent is considered helpless. The effect lasts 2d4 rounds or until dispelled. The save DC is Charisma-based.
Vengeful Scythe: A carnifex's weapon is a *+1 axiomatic unholy scythe*. Further, it ignores the damage reduction of even the most powerful devils (which is one of the reasons even pit fiends fear an carnifex on the prowl). The scythe disappears when the carnifex dies or if separated from its owner for more than 24 hours. A carnifex whose scythe has vanished can magically summon a new one as a full-round action.

To assume that the rule of Hell by whichever standing Supreme Archdevil is perfectly absolute would be naïve in the extreme, as Hell is as infinite as the Material Plane and the opportunity for oppression just as infinite. With regards to the minute to minute behavior of arrogant outsiders and foolish mortals, who can say how many rules and cynical edicts slip by the unwary? Carnifex devils, the gleefully scythe-wielding enactors of cynical, critical will are all too happy to let ruler and ruled alike know the wages of failure to toe the line.

Punishment devils cynically serve at the behest of a consortium of thirteen independent and horribly ancient malebranche known as the Synod of Infinite Bylaws. These jaded presences eternally debate issues that they behold projected from the massive eyeball of a deposed god, and dispatch the carnifex to impose their sentences of judgment (nearly always death) upon transgressors- especially weak or foolish rulers and aristocracy. Those that know of the Synod are baffled at their continued existence and the loyalty of the powerful carnifex to it, but indeed the Multiverse holds secrets none may know. Once a carnifex has been given a task, or has personally decided an interloper to the Hells must be expunged, it has many resources to fulfill its task. The chosen victim can run or fight. There are no appeals once punishment has been decided upon- the power of their vengeful scythes is such that not even an infernal noble trifles

with them lightly.

The list of those that have escaped the carnifex is short, as is the list of those that have defeated them in battle. Members of either typically decamp for other dimensions and planes and must ally themselves with strong enemies of Hell to continue existing.

ON PORPHYRA

The Synod of Infinite Bylaws is an extraplanar assembly and lobby for Rolterra, the Boundless One, toppler of empires and Visionary of the True Word. It is through them and the carnifex that The Fist of the People influences Infernal affairs and Her presence in the Outer Planes. Judgment devils (ashmedes) and kytons also serve in Her court and obey the complicated orders of the Synod. Carnifex sometimes pull important duty in the Material Plane, but typically if there are to be survivors allowed, to tell of the terrible tools of Rolterra.

CONCORDANCE OF BLASPHEMOUS GEASES

Some few evil outsiders of various alignments, persuasion, and allegiances have the ability to inflict quests and geases upon allies, subjects, enemies and victims alike. Many of these are demon princes and powerful devils who enjoy toying with those who offend them, even using them to their advantage. The Concordance lists a few quickly-selected geas/quests that can be assigned by choice or a roll of d8:

1. Obey all laws of your jurisdiction; learn the law if you do not know it!
2. Obtain a soul gem of noteworthy quality or better, and give it to an unharmed enemy.
3. Destroy a powerful being (CR 10+) not native to this plane.
4. Swim across the River of Lost Memories.
5. Find a magic item of great worth (CR level treasure) and destroy it in a ritual to the dark powers.
6. Leave your current affiliation and join another of greater power.
7. Find the highest point in your current region and ascend it, screaming your defiance to the gods when you reach it.
8. Take down and destroy the next flag or standard that you see, and replace it with your own colors.



DEVIL, CASTITARIX (PURITY DEVIL)

Like a quicksilver statue the being before you has vague features of sculpted metal, wielding a fearsome whip of barbed flame. Its thick-fingered hands resemble cruel manacles.

Castitarix (CR 12; XP 19,200)

LE Large outsider (devil, extraplanar, evil, lawful)
Init +5; **Senses** darkvision 60 ft., see in darkness, true seeing; Perception +25
Aura fear (10 ft., W-DC 21)

Defense

AC 29, touch 14, flat-footed 25
(+5 Dex, +15 natural, -1 size)
hp 138 (12d10+72)
Fort +10, **Ref** +13, **Will** +15
DR 10/ good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 23

Offense

Speed 30 ft., fly 60 ft. (good)
Melee *hellscourge* +20/+15/+10 (1d6+8 plus 2d6 vs. good), bite +13 (1d8+7 plus bleed), slam +13 (1d8+7 plus grab)
Space 10 ft. **Reach** 10 ft.
Special Attacks bleed (1d8), manacle grip
Spell-like Abilities (CL 12th; concentration +17)
Constant—*fly*, *true seeing*
At will—*greater teleport* (self plus 50 lbs. of objects only), *persistent image* (Wd-DC 20), *wall of ice*
3/day—*charm monster* (W-DC 19), *greater command* (W-DC 20)
1/day—*summon* (level 4, 1 barbed devil or 1-2 bone devils (40%))

Statistics

Str 24, **Dex** 20, **Con** 22, **Int** 18, **Wis** 20, **Cha** 20
Base Atk +12; **CMB** +21 (+25 to grapple); **CMD** 36 (can't be tripped)
Feats Alertness, Dazzling Display, Iron Will, Persuasive, Power Attack, Weapon Focus (whip)
Skills Bluff +20, Diplomacy +24, Fly +25, Intimidate +29, Knowledge (arcana) +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +24, Sense Motive +28, Survival +20
Languages Celestial, Common, Draconic, Goblin, Infernal; telepathy 100 ft.

Ecology

Environment planes (Realms Beyond)
Organization solitary or retinue (1 castitarix and 1 barbed devil, 1d4 bone devils and 10-20 slaves)
Treasure standard



Special Abilities

Manacle Grip (Ex) The manacle-like hands of a castitarix can grapple individually without inconveniencing the devil, who can maintain the grapple as a free action. It does not gain the grappled condition and may act normally.

The only law purity devils recognize is their own. Each purity devil seeks to build a "perfect" community of lesser beings to follow its particular doctrine, and accumulates a retinue to help it scour the Realms Beyond to accomplish this.

Purity devils are formed from the souls of slavers and racists that possessed power in their mortal life, and cannot bear to let it go in the afterworld. The trademark weapon of purity devils is their large, fearsome *hellscourges*, which crumble to ash when the castitarix is destroyed.

ON PORPHYRA

Almost all purity devils bear allegiance to Kamus the Slaver, who maintains a compound in the Hells with the permission of the hierarchy there. They hold a near-angelic status to hobgoblins that revere Kamus, and religious statuary among that race often resembles the style of a castitarix's appearance.

DEVIL, KRAM-HOTEP
LORD OF THE TWILIGHT PYRAMID

Cold, hate and power radiate from this chimerical figure, with the head of a desert insect and the left arm of some hideous alien crab. The heavily muscled torso bears the trappings of kingship, and it bears a steel whip which crackles with domineering power.

Kram-Hotep (CR 15; XP 51,200)

Unique male devil (fighter 8)
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +8; **Senses** see in darkness; Perception +23

Defense

AC 29, touch 19, flat-footed 25
(+5 deflection, +4 Dex, +10 natural)
hp 207 (18d10+108)
Fort +11, **Ref** +17, **Will** +13
DR 15/good and silver; **Immune** cold, fire, poison;
Resist acid 10; **SR** 26

Offense

Speed 30 ft.
Melee *+5 thundering whip* +34/+29/+24/+19 (1d6+14/19-20), claw +19 (1d6+6 plus grab)
Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)
Special Attacks constrict (1d6+6), whip master
Spell-Like Abilities (CL 18th; concentration +21)
3/day—*ice storm*, *sleet storm*, *wall of ice* (R-DC 17)

Statistics

Str 22, **Dex** 18, **Con** 20, **Int** 16, **Wis** 14, **Cha** 16
Base Atk +18; **CMB** +22 (+26 disarm, trip), **CMD** 36 (40 vs. disarm, trip)
Feats Combat Expertise, Combat Reflexes, Disarming Strike, Greater Disarm, Greater Trip, Improved Critical (whip), Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Toughness, Tripping Strike, Weapon Focus (whip), Weapon Specialization (whip)
Skills Acrobatics +25, Bluff +24, Climb +27, Diplomacy +24, Intimidate +24, Knowledge (planes) +24, Knowledge (religion) +24, Perception +23, Sense Motive +23
SQ armor training 2, weapon training (flails)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Ecology

Environment planes (Realms Beyond)
Organization solitary or retinue (Kram Hotep plus 3–6 kytons)
Treasure double (*+5 thundering whip*, *ring of protection +5*, other treasure)

Special Abilities

Whip Master (Ex) Kram-Hotep is a master at using the whip. In his hands, any whip deals 1d6 points of lethal or nonlethal damage, regardless of the creature's armor or natural armor bonus. Additionally Kram-Hotep threatens all squares within the whip's reach and does not provoke attacks of opportunity to use.

Often the evil that cannot be countered and cannot be avoided, that evil that is eternal and unavoidable, is the fear of mortality, the fear of being forgotten. It is this fear that causes sentient beings to build monuments of stone and steel, great gaudy works that speak of counting for something, being part of an organization whose actions will live through the ages. The demigod Kram-Hotep, scion of a lawful evil god of slavery and a devil princess, dominates the nuances of that part of the sentient soul that toils to be remembered, to foolishly believe that their physical works and creations count for something. Certainly the vast Twilight Pyramid, the capital, center, and name of his great frosty necropolis on the outskirts of Hell is Kram-Hotep's personal vanity, seeking the approval of his god/father and to somehow impress his infernal cousins and neighbours. Differing in method from the devils, Kram-Hotep seeks not souls but mortal and outsider slaves, workers to expand the Twilight Pyramid and build new, pointless monuments. His cults on the Material Plane promise comfort and immortality in the afterlife, but are fronts for abduction and kidnapping, victims being shoved through portals to Kram-Hotep's realm and a short life pulling endless blocks of infernal stone. A by-product of this hellish excavation is access to large quantities of infernal gold, which makes the Lord of the Twilight Pyramid and his minions quite wealthy, and therefor attractive. Kram-Hotep's relationship with the hierarchy of devils is somewhat shaky, as he is prone to enslaving those outsiders, as well, in his lust to build. He has an on-again off-again relationship with Hadriel, Mistress of Domination, as he admires her ambition and savvy, and she his wealth and industriousness. The machinations of the Infernal Courts are desperate to keep these two apart, as their combined power could upset the balance of Hell, as well as bring about the enslavement of whole races on the Material Plane. The cults of Hadriel and Kram-Hotep are often found working together, but have to defend themselves from infernal interference for this reason.

ON PORPHYRA

The greater unique devil Kram-Hotep is supposedly the natural son of Kamus the Slaver, but the self-styled Lord of the Twilight Pyramid had little interest in the world-changing NewGods Wars, apart from using the conflict as a means to acquire slaves to build his endless monuments. Still, Kram-Hotep's power and ambition could not go without notice of greedy and ambitious mortals on Porphyra, newly integrated into the schemes and possibilities of negotiating with powerful denizens of the Realms Beyond. One such worthy mortal was the renegade archmage Kadeg the Merciless, enigma of the post-NewGod War era, who was (is?) a fanatical devotee of Kram-Hotep, with evidence of the Great Kadeg's Pyramid in the Gnoll Lands of northwestern Siwath as an apparent attempt to show the Lord of Dusk his admiration and reverence. Also in that region, there is a quickly growing cult to Kram-Hotep emerging among the anpur of the City of Tombs, with alarming alliances being made with the feral gnolls of the western desert wastes. Building of monuments and defensive walls is continuing at a feverish pace along the banks of the placid Oliti River. Kram-Hotep's other cultic cells are popular in large cities, where stylish cultists in splendid robes of gold dupe the poor of the streets and aristocrats alike with grand stories of afterlife pleasure. If a truly fervent cleric worships Kram-Hotep, he would have access to the domains of Law, Evil and Artifice, the subdomains of Corruption, Loyalty and Toil, and wield Kram-Hotep's favored weapon, the whip, with proficiency.



DEVOURER WORM

A brown colossus of stony hide topped by a gaping maw of whirling teeth surmounted by glowing red eyes; such an enormous power should not exist!

Devourer Worm (CR 30; XP 9,830,400)

NE Colossal aberration

Init +2; **Senses** darkvision 60 ft., tremorsense 300 ft.; Perception +53

Defense

AC 48, touch 6, flat-footed 26
(+2 Dex, +44 natural, -8 size)

hp 775 (50d8+550); **regeneration** 40 (fire)

Fort +27, **Dex** +18, **Will** +27

DR 15/epic; **Immune** acid, cold, critical hits; **SR** 41

Vulnerable fire; **Weakness** light blindness

Offense

Speed 50 ft., burrow 100 ft.

Melee bite +49 (8d12+30/19-20 plus grab)

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

Special Attacks crush, earth shaking burrow, fast swallow, oversized bite, swallow whole (8d12+30 blugeoning plus 12d6 acid; AC 32; hp 77)

Statistics

Str 50, **Dex** 15, **Con** 32, **Int** 4, **Wis** 10, **Cha** 9

Base Atk +37; **CMB** +65 (+69 bull rush, grapple, overrun, sunder); **CMD** 77 (81 vs. bull rush, overrun, sunder, can't be tripped)

Feats Awesome Blow, Cleave, Cleaving Finish, Combat Reflexes, Critical Focus, Devastating Strike, Diehard, Endurance, Flanking Foil, Following Step, Greater Bull Rush, Greater Overrun, Greater Sunder, Heroic Recovery, Improved Bull Rush, Improved Critical (bite), Improved Devastating Strike, Improved Overrun, Improved Sunder, Power Attack, Staggering Critical, Step Up, Step Up and Strike, Vital Strike, Weapon Focus (bite)

Skills Perception +53

Ecology

Environment ruins, underground

Organization solitary, colony (2-5)

Treasure none

Special Abilities

Crush (Ex) A devourer worm can rear up and drop on any number of creatures that fit in its space as part of a move action. All those in the affected area must make a Reflex save (DC 45) or be pinned. The pinned opponents suffer 12d12+30 points of bludgeon damage each round until they escape the pin or the devourer worm moves off of them.



Earthshaking Burrow (Ex) Whenever a devourer worm burrows more than 40 feet in a round it triggers an *earthquake* as per the spell.

Oversized Bite (Ex) The devourer worm's mouth is so large that when it makes a bite attack it targets all creatures within a 15 ft. by 15 ft. square region.

One of the largest species of living creature known to exist, devourer worms dwell near the center of the earth, where few other beings can live. A devourer worm stretches over 100 feet long, but is most often seen rearing up out of the earth with most of its mass concealed. Its body ripples and the earth rumbles with every motion it makes, and it smells of soil and the underworld's tainted air. Though normally silent, a devourer worm lets out a terrible shriek when angered.

ON PORPHYRA

Apart from legends of the duergar and kripar, devourer worms were assumed to be mythical until the powerful and mad zendiqi earth sorcerer Hamid al-Tarq summoned one to the surface at the Battle of the Scrublands in 147 AC. Apparently a Doomsday tactic, the devourer worm destroyed half of each army, Elementalist and Deist, until it was halted and apparently killed.

DHOSARI

Alien in form, like a centaur composed entirely of humans, the quadribrachial humanoid advances toward you.

Dhosari (CR ½; XP 200)

Female dhosari magus 1
NG Large monstrous humanoid (dhosari)
Init +0; **Senses** Perception -1

Defense

AC 9, touch 9, flat-footed 9
(-1 size)
hp 9 (1d8+1)
Fort +3, **Ref** +0, **Will** +1

Offense

Speed 30 ft.
Melee spear +2 (1d8+4)
Ranged acid splash -1 (1d3 acid; touch)
Space 10 ft.; **Reach** 5 ft.
Special Attacks arcane pool (4 points), spell combat
Spells Prepared (CL 1st; concentration +3)
1st—*corrosive touch*, *stone fist*
0th (at-will)—*acid splash*, *disrupt undead*, *ray of frost*

Statistics

Str 17, **Dex** 10, **Con** 12, **Int** 14, **Wis** 9, **Cha** 10
Base Atk +0; **CMB** +4; **CMD** 14 (18 vs. trip)
Feats Spell Penetration
Skills Climb +9, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Perform (oratory) +2, Use Magic Device +4; **Racial Modifiers** +2 Climb, +2 Perform
Languages Abyssal, Common, Protean
SQ undersized weapons
Gear NPC Gear (leather armour, quarterstaff, spellbook, spell component pouch, other gear)

Dhosari are a slave race of the capricious erkunae. Stories passed down by the dhosari speak of a time before the erkunae, when their people lived in a cave-riddled mountain, and were privy to the secrets of heaven

DHOSARI CHARACTERS

Dhosari are defined by their class levels--they do not possess racial Hit Dice. All dhosari have the following racial characteristics.

- **+2 Strength, +2 Charisma, -4 Wisdom:** Dhosari have the strength befitting a double-bodied race, and their millennia of slavery have developed personalities easy to like but lacking in willpower.
- **Monstrous Humanoids:** The six limbs and 'double body' of the dhosari classify them as monstrous humanoids, with the benefits and penalties of that type.
- **Large Size:** Dhosari have an upper torso extending from the shoulders of a fully human-sized body. They take a -1 penalty to their AC and attack rolls, a -4 penalty to Stealth, but a +1 bonus to CMB and CMD due to their size. They have a Space of 10 ft. and a Reach of 5 ft. Armour costs double for dhosari and they may only wield undersized weapons.
- **Normal Speed:** Dhosari walk rather gingerly on their lower arms and hind legs, and have a base speed of 30 feet.
- **Darkvision:** Dhosari have darkvision 60 ft.
- **Quadribrachial:** Dhosari have 4 arms and two legs, but typically move about on their lower set of arms and their hind legs, and their legs are not capable of full extension. They gain +4 to CMD against trip attempts, use weapons as if they were Medium (instead of Large) and gain +2 to Climb checks. If they take a full-round action, they can bring all four arms into play, suffering -1 on all ability checks and to-hit rolls.
- **Songslave:** One of the chief tasks of dhosari slaves is entertaining their masters. They gain a +2 racial bonus on a Perform skill of their choice.
- **Paricharka:** Dhosari are typically bonded with an erkunae child or a dignitary as a type of guardian, and keep this habit even when free. If this bond target (bacca in erkunae idiom) is visibly targeted with an attack, the dhosari gets +1 on attack rolls against that aggressor. A full 24 hours must pass before a dhosari can change the bond target.
- **Languages:** Captive dhosari were only allowed to speak Common. Free or favoured dhosari of high intelligence can choose any of the following bonus languages: Abyssal, Celestial, Giant or Protean.

ON PORPHYRA

The dhosari are a bizarre, ancient race that are the original inhabitants of the island of Erkusaa. They have been enslaved for millennia by the erkunae. Dhosari are a large, strong race, but have little magical power and have been used as house slaves and shock troops by their masters; in the recent past they have established a few, small, independent communities on nearby islands and on the mainland. That they have four arms enables them to do tasks unheard of for normal bipeds, and if the dhosari gain their freedom, and the acceptance of the core races, they might achieve a golden age of their own.



IMPERIAL DRAGON, LUNG DRAGON

A lion-like dragon with a noble beard and beautifully sparkling horns, its eyes glitter like gemstones and it gives off a palpable sense of well-being.

Lung Dragon

NG dragon (earth)

Base Statistics

CR 4; **Size** Small; **Hit Dice** 5d12
Speed 40 ft., burrow 20 ft.
Natural Armor +4; **Breath Weapon** cone, 2d6 holy
Str 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 15, **Cha** 12

Ecology

Environment mountains
Organization solitary
Treasure triple

Special Abilities

Accomplished Tunneler (Su) A juvenile lung dragon gains a 10-foot bonus to its burrow speed. The lung dragon's burrow speed continues to increase by an additional 10 feet every age category.

Avalanche (Su) A great wyrm lung dragon can cause the earth to rise up and crush his enemies once per day as a standard action. This affects an area of earth 100 feet in length and targets all creatures within 60 feet—treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to the dragon's breath weapon DC. Those who fail their saves take full damage and are thrown 60 feet from their present location.

Breath Weapon (Su) The initial breath weapon of the lung dragon is composed of a cone of holy energy that only harms creatures with an evil alignment. When the lung dragon advances to the very young age category it can exhale a line of fire instead of holy energy if it wishes. A Will save reduces this damage by half.

Change Shape (Su) A young or older lung dragon can assume any humanoid form three times per day as if using *polymorph*.

Healing Aura (Su) An old lung dragon produces a healing aura that grants all creatures within 5 ft. of it with the same alignment fast healing 5. This aura's range increases by 5 ft. per two additional age categories.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to negative energy, earth glide	—
Very young	Breath Weapon (fire)	—
Young	Change shape, *sanctify corpse*	1st
Juvenile	Accomplished tunneler, *blessing of courage and life*, frightful presence	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Prayer*	7th
Mature adult	DR 10/magic	9th
Old	Healing aura, *spiritual ally*	11th
Very old	DR 15/magic	13th
Ancient	*Serenity*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Avalanche, *quest*	19th

Young Lung Dragon (CR 8; XP 4,800)

NG Large dragon (earth)
Init +5; **Senses** dragon senses; Perception +17

Defense

AC 20, touch 10, flat-footed 19
(+1 Dex, +10 natural, -1 size)
hp 94 (9d12+36)
Fort +10, **Ref** +7, **Will** +9
Immune negative energy, paralysis, *sleep*

Offense

Speed 40 ft., burrow 20 ft., fly 200 (poor); earth glide
Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), gore +13 (1d8+7), tail slap +11 (1d8+7)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite, gore)
Special Attacks breath weapon (40 ft. cone, 6d6 holy damage, W-DC 18 or 80 ft. line, 6d6 fire, R-DC 18)
Spell-Like Abilities (CL 9th; concentration +11)
At will—*sanctify corpse*
Spells Known (CL 1st; concentration +3)
1st (4/day)—*mage armor*, *shield*
0th (at will)—*acid splash*, *arcane mark*, *detect magic*, *read magic*

Statistics

Str 21, **Dex** 13, **Con** 18, **Int** 14, **Wis** 17, **Cha** 14
Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Multiattack, Skill Focus (Knowledge [religion], Perception, Stealth)
Skills Appraise +14, Bluff +14, Diplomacy +14, Fly +7, Heal +15, Knowledge (religion) +17, Perception +17, Stealth +12
SQ change shape (3/day; any humanoid; *polymorph*)
Languages Common, Draconic, Samsaran



Adult Lung Dragon (CR 12; XP 19,200)

NG Gargantuan dragon (earth)
Init +4; **Senses** dragon senses; Perception +29
Aura frightful presence (180 ft., W-DC 21)

Defense

AC 28, touch 6, flat-footed 28
(+22 natural, -4 size)
hp 187 (15d12+90)
Fort +15, **Ref** +11, **Will** +14
DR 5/magic; **Immune** negative energy, paralysis, *sleep*; **SR** 23

Offense

Speed 40 ft., burrow 50 ft., fly 250 (clumsy); earth glide
Melee bite +20 (4d6+12/19-20), 2 claws +19 (2d8+8), gore +19 (2d8+12), tail slap +17 (2d8+12)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite, gore)
Special Attacks breath weapon (60 ft. cone, 12d6 holy damage, W-DC 23 or 120 ft. line, 12d6 fire, R-DC 23), crush, sweep
Spell-Like Abilities (CL 15th; concentration +19)
At will—*blessing of courage and life*, *prayer*, *sanctify corpse*
Spells Known (CL 7th; concentration +11)
3rd (5/day)—*aura sight*, *dispel magic*
2nd (7/day)—*acid arrow*, *blur*, *glitterdust* (W-DC 16)
1st (7/day)—*mage armor*, *protection from evil*, *shield*, *summon monster I*, *web bolt* (R-DC 15)
0th (at will)—*acid splash*, *arcane mark*, *detect magic*, *disrupt undead*, *message*, *read magic*, *resistance*

Statistics

Str 27, **Dex** 11, **Con** 22, **Int** 18, **Wis** 21, **Cha** 18
Base Atk +15; **CMB** +27; **CMD** 37 (41 vs. trip)
Feats Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Knowledge [religion], Perception, Stealth), Weapon Focus (bite)
Skills Appraise +22, Bluff +22, Diplomacy +22, Fly +10, Heal +23, Knowledge (religion) +28, Perception +29, Sense Motive +23, Stealth +12, Survival +23
SQ accomplished tunneler, change shape (3/day; any humanoid; *polymorph*)
Languages Common, Elven, Draconic, Orcish, Samsaran

Ancient Lung Dragon (CR 19; XP 204,800)

NG Gargantuan dragon (earth)
Init +3; **Senses** dragon senses; Perception +39
Aura frightful presence (300 ft., W-DC 27), healing (10 ft.)

Defense

AC 35, touch 5, flat-footed 35
(-1 size, +34 natural, -4 size)
hp 333 (23d12+184)
Fort +21, **Ref** +14, **Will** +20
DR 15/magic; **Immune** negative energy, paralysis, *sleep*; **SR** 30

Offense

Speed 40 ft., burrow 90 ft., fly 250 (average); earth glide
Melee bite +32 (4d6+18/19-20), 2 claws +31 (2d8+12), gore +31 (2d8+18), tail slap +29 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite, gore)
Special Attacks breath weapon (60 ft. cone, 20d6 holy damage, W-DC 23 or 120 ft. line, 20d6 fire, R-DC 23), crush, sweep
Spell-Like Abilities (CL 23th; concentration +29)
At will—*blessing of courage and life*, *prayer*, *sanctify corpse*, *serenity*, *spiritual ally*
Spells Known (CL 15th; concentration +21)
7th (4/day)—*banishment* (W-DC 23), *mage's sword*
6th (7/day)—*greater dispel magic*, *mass suggestion* (W-DC 22), *mislead* (Wd-DC 22)
5th (7/day)—*baleful polymorph* (F/W-DC 21), *break enchantment*, *sending*, *teleport*
4th (7/day)—*adjustable polymorph*, *charm monster* (W-DC 20), *lesser geas*, *remove curse*
3rd (7/day)—*aura sight*, *dispel magic*, *haste*, *water breathing*
2nd (8/day)—*acid arrow*, *blur*, *false life*, *glitterdust* (W-DC 18), *mirror image*, *shatter* (F-DC 18)
1st (8/day)—*mage armor*, *identify*, *protection from evil*, *shield*, *summon monster I*, *web bolt* (R-DC 17)
0th (at will)—*acid splash*, *arcane mark*, *detect magic*, *disrupt undead*, *mending*, *message*, *read magic*, *prestidigitation*, *resistance*

Statistics

Str 35, **Dex** 9, **Con** 26, **Int** 22, **Wis** 25, **Cha** 22
Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Knowledge [religion], Perception, Stealth), Weapon Focus (bite), Wing Day (2)
Skills Appraise +32, Bluff +32, Diplomacy +32, Fly +25, Heal +33, Knowledge (arcane) +32, Knowledge (religion) +38, Perception +39, Sense Motive +33, Spellcraft +32, Stealth +20, Survival +33
SQ accomplished tunneler, change shape (3/day; any humanoid; *polymorph*), healing aura (10 ft.)
Languages Celestial, Common, Elven, Draconic, Giant, Orcish, Samsaran

Lung dragons are altruistic and reverent.

DREADSPIRE

Rising from the storm-tossed depths like the blue-black horn of a colossal beast rising from the sea, this creature's conical shell is appended by a swarm of massive purple tentacles.

Dreadspire (CR 12; XP 19,200)

N Gargantuan aberration (aquatic)
Init -3; **Senses** darkvision 60 ft.; Perception +15
Aura electricity (30 ft; 2d6 electricity)

Defense

AC 25, touch 3, flat-footed 25
(-3 Dex, +22 natural, -4 size)
hp 161 (14d18+98)
Fort +13, **Ref** +1, **Will** +7
DR 5/adamantine; **Immune** cold, electricity
Defensive Abilities electrical shield

Offense

Speed fly 50 ft. (perfect), swim 40 ft.
Melee 5 tentacles +18 (2d6+12 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks constrict (2d6+12), shattering tentacle, torrent blast

Statistics

Str 35, **Dex** 4, **Con** 24, **Int** 2, **Wis** 6, **Cha** 4
Base Atk +10; **CMB** +26 (+28 bull rush, sunder; +30 grapple); **CMD** 33 (35 vs. bull rush, sunder; can't be tripped)
Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack
Skills Fly -1, Perception +15, Swim +20
SQ amphibious, shattering tentacle

Ecology

Environment aquatic
Organization solitary, fleet (3-10)
Treasure standard

Special Abilities

Electricity Aura (Ex) After being subject to at least 10 points of electricity damage, the power is absorbed by their immunity and transformed into a damage shield that deals 2d6 points of electricity damage to all creatures within 30 ft. This aura persists for 10 rounds before dissipating.
Shattering Tentacle (Ex) A dreadspire that makes a full attack against an object, structure, or ship deals double damage.
Torrent Blast (Ex) Three times per day, when above water, a dreadspire can unleash a blast from water stored within its shell at a 20 foot radius target area beneath



it. All within the target area are subject to a bull rush combat maneuver. If their combat maneuver defense is beaten they are moved as normal outward from the center of the target area and take 7d6 points of bludgeoning damage.

Dreadspires are enormous deep-sea denizens, occasionally spotted by sailors and harnessed by spellcasters as weapons of war. During violent thunderstorms, dread spires rise out of the sea and float into the clouds. Some sailors describe dreadspires as feeding off lightning, and this would explain why dreadspires do not seem to have any way of consuming the sea creatures they kill. Still, the life cycle of a dread spire remains a mystery, with no eggs or "young" dreadspires having been sighted.

ON PORPHYRA

Dreadspires were mythic creatures in the fairy tales of coastal peoples of Porphyra for centuries, and even the orcam of the Sea of Ithreia knew nothing of them. Evil undine and sahuagin elementalists, however, brought them into battle through air magic and controlling spells, and completely annihilated the Southern 6th Fleet of Veiloraria, going on to destroy a minor fortress base on the lower Pyynian Coast.

ELEMENTAL, DEATH

This black skeletal figure is surrounded by a thick layer of black miasma. Its eyes glow red with malice.



Death Elemental

Languages Necril

Ecology

Environment planes (Realms Within)
Organization solitary, pair, or gang (3-8)

Special Abilities

Aura of Unhealing (Su) Healing magic is suppressed for all living creatures within the death elemental's reach. Additionally attempts to channel energy to harm the death elementals is more difficult than normal and requires a concentration check with a DC equal to 20 + the death elemental's CR.
Death Mastery (Ex) Living creatures take a -1 penalty on attack and damage rolls against death elementals.
Vampiric Touch (Su) The touch attack of a death elemental deals damage to targets and heals the death elemental damage as per the vampiric touch spell using the death elemental's hit dice as its caster level.

Small Death Elemental (CR 1; XP 400)

N Small outsider (elemental, extraplanar)
Init +3; **Senses** lifesense 60 ft.; Perception +6
Aura unhealing (5 ft.; DC 21)

Defense

AC 16, touch 14, flat-footed 13
(+3 Dex, +2 natural, +1 size)
hp 13 (2d10+2)
Fort +1, **Ref** +6, **Will** +4
Defensive Abilities death mastery, negative energy affinity; **Immune** elemental traits

Offense

Speed 30 ft.
Melee vampiric touch +6 (1d6)

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 6, **Wis** 13, **Cha** 11
Base Atk +2; **CMB** +1; **CMD** 14
Feats Skill Focus (Stealth)
Skills Bluff +5, Knowledge (planes) +3, Knowledge (religion) +3, Perception +6, Stealth +15

Medium Death Elemental (CR 3; XP 800)

N Medium outsider (elemental, extraplanar)
Init +8; **Senses** lifesense 60 ft.; Perception +8
Aura unhealing (5 ft.; DC 23)

Defense

AC 18, touch 14, flat-footed 14
(+4 Dex, +4 natural)
hp 30 (4d10+8)
Fort +3, **Ref** +8, **Will** +6
Defensive Abilities death mastery, negative energy affinity; **Immune** elemental traits

Offense

Speed 30 ft.
Melee vampiric touch +8 (2d6)

Statistics

Str 12, **Dex** 19, **Con** 15, **Int** 8, **Wis** 13, **Cha** 11
Base Atk +4; **CMB** +5; **CMD** 19
Feats Improved Initiative, Skill Focus (Stealth)
Skills Bluff +7, Knowledge (planes) +5, Knowledge (religion) +5, Perception +8, Stealth +14

Large Death Elemental (CR 5; XP 1,600)

N Large outsider (elemental, extraplanar)
Init +10; **Senses** lifesense 60 ft.; Perception +12
Aura unhealing (10 ft.; DC 25)

Defense

AC 20, touch 15, flat-footed 14
(+6 Dex, +5 natural, -1 size)
hp 68 (8d10+24)
Fort +5, **Ref** +12, **Will** +7
DR 5/—; **Defensive Abilities** death mastery, negative

energy affinity; **Immune** elemental traits

Offense

Speed 30 ft.
Melee 2 vampiric touches +13 (4d6)
Space 10 ft.; **Reach** 10 ft.

Statistics

Str 16, **Dex** 22, **Con** 17, **Int** 10, **Wis** 13, **Cha** 11
Base Atk +8; **CMB** +12; **CMD** 28
Feats Combat Reflexes, Improved Initiative, Skill Focus (Stealth), Stand Still
Skills Bluff +11, Knowledge (history) +11, Knowledge (planes) +11, Knowledge (religion) +11, Perception +12, Stealth +13

Huge Death Elemental (CR 7; XP 3,200)

N Huge outsider (elemental, extraplanar)
Init +12; **Senses** lifesense 60 ft.; Perception +14
Aura unhealing (15 ft.; DC 27)

Defense

AC 21, touch 16, flat-footed 13
(+8 Dex, +5 natural, -2 size)
hp 95 (10d10+40)
Fort +9, **Ref** +15, **Will** +8
DR 5/—; **Defensive Abilities** death mastery, negative energy affinity; **Immune** elemental traits

Offense

Speed 40 ft.
Melee 2 vampiric touches +16 (5d6)
Space 15 ft; **Reach** 15 ft.

Statistics

Str 20, **Dex** 26, **Con** 19, **Int** 10, **Wis** 13, **Cha** 11
Base Atk +10; **CMB** +17; **CMD** 35
Feats Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Stealth), Stand Still
Skills Bluff +13, Knowledge (history) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +14, Stealth +16

Greater Death Elemental (CR 9; XP 6,400)

N Huge outsider (elemental, extraplanar)
Init +13; **Senses** lifesense 60 ft.; Perception +18
Aura unhealing (15 ft.; DC 29)

Defense

AC 25, touch 18, flat-footed 15
(+9 Dex, +1 dodge, +7 natural, -2 size)
hp 123 (13d10+52)
Fort +10, **Ref** +17, **Will** +10
DR 10/—; **Defensive Abilities** death mastery, negative energy affinity; **Immune** elemental traits

Offense

Speed 50 ft.
Melee 2 vampiric touches +20 (6d6)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str 23, **Dex** 28, **Con** 19, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +13; **CMB** +21; **CMD** 41
Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Skill Focus (Stealth), Stand Still
Skills Bluff +16, Knowledge (history) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +18, Stealth +23

Elder Death Elemental (CR 11; XP 12,800)

N Huge outsider (elemental, extraplanar)
Init +14; **Senses** lifesense 60 ft., Perception +21
Aura unhealing (15 ft.; DC 21)

Defenses

AC 28, touch 19, flat-footed 17
(+10 Dex, +1 dodge, +9 natural, -2 size)
hp 168 (16d10+80)
Fort +12, **Ref** +20, **Will** +12
DR 10/—; **Defensive Abilities** death mastery, negative energy affinity; **Immune** elemental traits

Offense

Speed 50 ft.
Melee 2 vampiric touches +24 (8d6)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str 27, **Dex** 30, **Con** 21, **Int** 12, **Wis** 15, **Cha** 13
Base Atk +16; **CMB** +26; **CMD** 47
Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Mobility, Skill Focus (Stealth), Spring Attack, Stand Still
Skills Bluff +20, Knowledge (history) +20, Knowledge (planes) +20, Knowledge (religion) +20, Perception +21, Sense Motive +21, Stealth +27

Death elementals are beings of coalesced negative energy. They rob the vital essence from any living thing to feed their own existence. Those killed by death elementals often return as undead creatures.

On Porphyra

Death elementals are often neutral evil, unlike most elementals. They were the primal force of death, non-existence, and undeath before The Calling. They fall under the sway of no particular elemental lord but have served all 12 from time to time.

ELEMENTAL, METAL

This humanoid creature appears to be composed of semi-solid mercury.

Metal Elemental

Skills Metal elementals gain a +4 racial bonus on Perception checks
Languages Ferran

Ecology

Environment planes (Realms Within)
Organization solitary, pair, or gang (3-8)
Treasure none

Special Abilities

Absorb (Ex) Any time a metal elemental is struck or touched by a metal object, the elemental can draw the object into its body. It heals 1d4 hit points per full 4 lbs. of object weight. The wielder may make a Reflex save to avoid the absorption, and if the object is magical it can make a Fortitude save as well to avoid being drawn in. The save DC is Strength-based.
Extrude (Ex) A metal elemental can create slam attacks of a variety of shapes. It can change its slam damage from bludgeoning to piercing or slashing as a swift action.
Metal Mastery (Ex) Creatures wielding metal weapons or wearing metal armor take a -1 penalty to attack and damage rolls against a metal elemental.

Elemental	Height	Weight
Small	4 ft.	130 lbs.
Medium	8 ft.	1,250 lbs.
Large	16 ft.	10,000 lbs.
Huge	22 ft.	80,000 lbs.
Greater	26 ft.	90,000 lbs.
Elder	30 ft.	99,000 lbs.

Small Metal Elemental (CR 1; XP 400)

N Small outsider (elemental, extraplanar, metal)
Init +7; **Senses** darkvision 60 ft.; Perception +4

Defenses

AC 18, touch 14, flat-footed 15
(+3 Dex, +4 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** +6, **Will** +0
Defensive Abilities absorb (R/F-DC 12), metal mastery; **Immune** elemental traits

Offense

Speed 30 ft.
Melee 2 slams +6 (1d4+1)
Special Attacks extrude

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 15
Feats Combat Reflexes[B], Improved Initiative[B], Weapon Finesse
Skills Acrobatics +8, Escape Artist +8, Perception +4, Stealth +12

Medium Metal Elemental (CR 3; XP 800)

N Medium outsider (elemental, extraplanar, metal)
Init +9; **Senses** darkvision 60 ft.; Perception +4

Defenses

AC 21, touch 15, flat-footed 16
(+5 Dex, +6 natural)
hp 30 (4d10+8)
Fort +6, **Ref** +9, **Will** +1
Defensive Abilities absorb (R/F-DC 14), metal mastery; **Immune** elemental traits

Offense

Speed 30 ft.
Melee 2 slams +10 (1d6+2)
Special Attacks extrude

Statistics

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; CMB +6; CMD 21
Feats Combat Reflexes[B], Improved Initiative[B], Weapon Finesse, Weapon Focus (slam)
Skills Acrobatics +12, Escape Artist +12, Perception +4, Stealth +12

Large Metal Elemental (CR 5; XP 1,600)

N Large outsider (elemental, extraplanar, metal)
Init +11; **Senses** darkvision 60 ft; Perception +15

Defenses

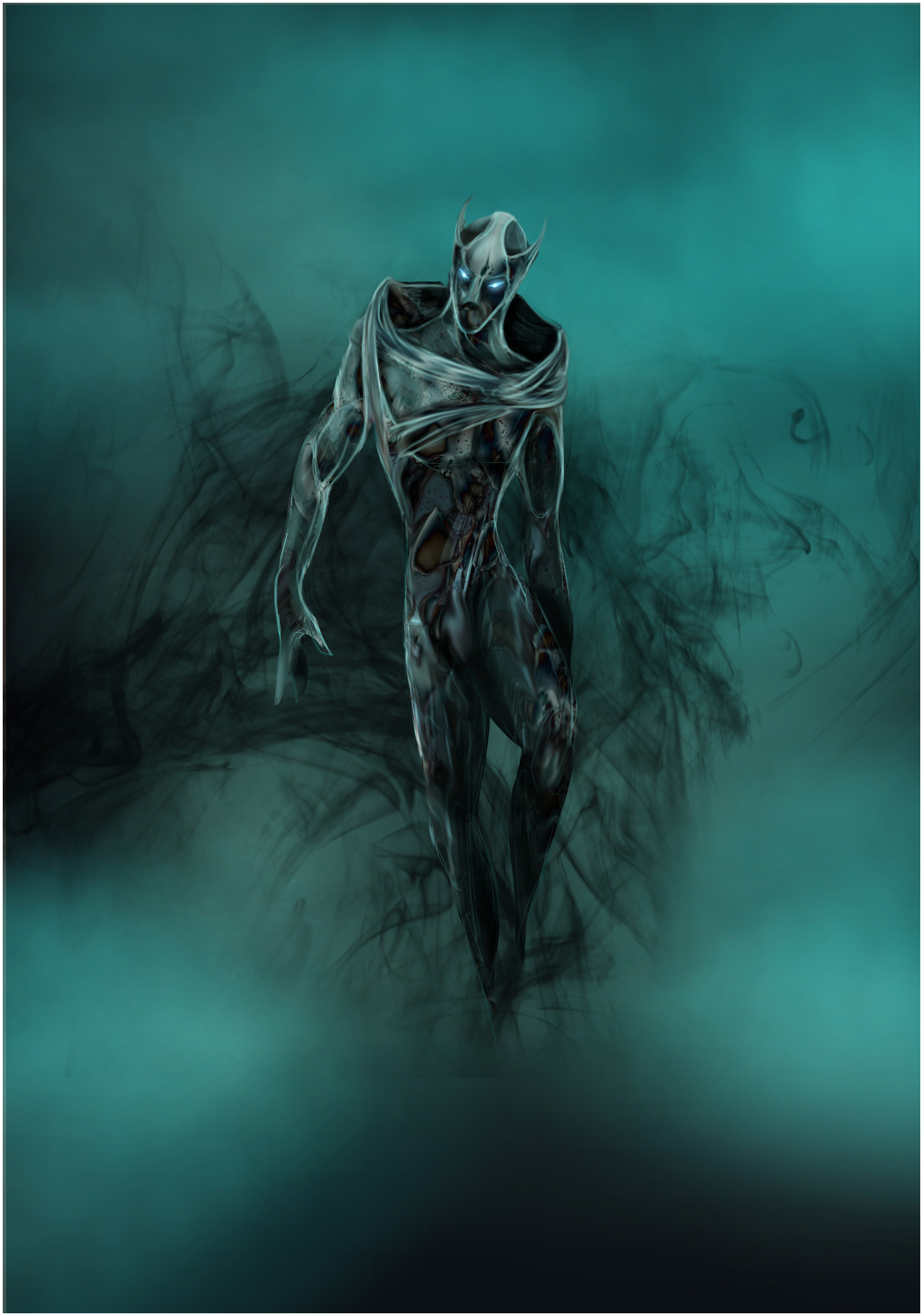
AC 24, touch 16, flat-footed 17
(+7 Dex, +8 natural, -1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +13, **Will** +2
DR 5/—; **Defensive Abilities** absorb (R/F-DC 18), metal mastery; **Immune** elemental traits

Offense

Speed 30 ft.
Melee 2 slam +15 (1d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks extrude

Statistics

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +13; **CMD** 30



Feats Combat Reflexes[B], Improved Initiative[B], Step Up, Vital Strike, Weapon Finesse, Weapon Focus (slam)
Skills Acrobatics +18, Escape Artist +18, Perception +15, Stealth +18

Huge Metal Elemental (CR 7; XP 3,200)

N Huge outsider (elemental, extraplanar, metal)
Init +13; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 27, touch 17, flat-footed 18
(+9 Dex, +10 natural, -2 size)
hp 95 (10d10+40/19-20)
Fort +11, **Ref** +16, **Will** +3
DR 5/—; **Defensive Abilities** absorb (R/F-DC 19), metal mastery; **Immune** elemental traits

Offense

Speed 30 ft.
Melee 2 slams +18 (2d6+6/19-20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks extrude

Statistics

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +18; **CMD** 37
Feats Combat Reflexes[B], Improved Critical (slam), Improved Initiative[B], Step Up, Vital Strike, Weapon Finesse, Weapon Focus (slam)
Skills Acrobatics +22, Escape Artist +22, Perception +17, Stealth +22

Greater Metal Elemental (CR 9; XP 6,400)

N Huge outsider (elemental, extraplanar, metal)
Init +14; **Senses** darkvision 60 ft.; Perception +20

Defenses

AC 28, touch 18, flat-footed 18
(+10 Dex, +10 natural, -2 size)
hp 123 (13d10+52)
Fort +12, **Ref** +18, **Will** +4
DR 10/—; **Defensive Abilities** absorb (R/F-DC 23), metal mastery; **Immune** elemental traits

Offense

Speed 30 ft.
Melee 2 slams +22 (2d8+7/19-20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks extrude

Statistics

Str 24, **Dex** 31, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; CMB +22; CMD 42
Feats Bleeding Critical, Critical Focus, Combat Reflexes[B], Improved Critical (slam), Improved Initiative[B], Step Up, Vital Strike, Weapon Finesse, Weapon Focus (slam)
Skills Acrobatics +26, Escape Artist +26, Knowledge (planes) +15, Perception +20, Stealth +26

Elder Metal Elemental (CR 11; XP 12,800)

N Huge outsider (elemental, extraplanar, metal)
Init +15; **Senses** darkvision 60 ft.; Perception +23

Defenses

AC 31, touch 19, touch 20
(+11 Dex, +12 natural, -2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +21, **Will** +4
DR 10/—; **Defensive Abilities** absorb (R/F-DC 27), metal mastery; Immune elemental traits

Offense

Speed 30 ft.
Melee 2 slams +24 (2d8+9/19-20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks extrude

Statistics

Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +27; **CMD** 48
Feats Bleeding Critical, Critical Focus, Combat Reflexes[B], Following Step, Improved Critical (slam), Improved Initiative[B], Step Up, Vital Strike, Weapon Finesse, Weapon Focus (slam)
Skills Acrobatics +30, Escape Artist +30, Intimidate +19, Knowledge (planes) +19, Perception +23, Stealth +30

Metal elementals are the embodiment of metal, with all the strength and flexibility of that element. Most seem to be made from liquid iron or steel, since these are the most common metals in use by humanity and the appearance and form of an elemental are always, to some extent, shaped by the expectations of the observer. Some regions, however, are home to brass or bronze metal elementals. In any case, all metal elementals are capable of absorbing any type of metal, whatever they appear to be made from themselves.

ON PORPHYRA

Though philosophers would say that the NewGod Wars was a terrible event for all sides, they would have to concede that the metal elementals had a very good war. Using Erkusaa as an ally port, metal elementals were able to move easily into the Clandoms of the Fourlands and hold back the expansion of the deist forces from both Mount Xoa and Morah'Silvanath. Those territories experienced no growth during the war.

ELEMENTAL, WOOD

This plant-like creature holds a vaguely humanoid form and seems to be an amalgam of tree, ivy, and weeds.

Wood Elemental

Skills Wood elementals gain a +8 racial bonus to Stealth to hide in forest areas, and a +4 racial bonus to Disguise itself as a stand of trees.
Languages Arboreal

Ecology

Environment planes (Realms Within)
Organization solitary, pair, or gang (3-8)
Treasure none

Special Abilities

Rooted (Ex) As a move action, a wood elemental may root itself to into the ground. Once rooted it gains a +8 bonus on CMD to resist bull rushes, grapples, overruns, repositions, and trips. Its natural armor also increases by +4, however it may not move while rooted. To uproot itself requires another move action.
Splinter (Ex) A wood elemental that confirms a critical hit leaves a number of painful splinters in the wound. The victim must make a Fortitude save (DC 10 + ½ wood elemental Hit Dice + its Con modifier) or suffer the sickened condition until a Heal check DC 15 is used to remove the splinters.
Sun Regeneration (Su) A rooted wood elemental gains fast healing 3 when in direct natural sunlight.

Small Wood Elemental (CR 1; XP 400)

N Small outsider (elemental, extraplanar, wood)
Init -1; **Senses** darkvision 60 ft.; Perception +7

Defenses

AC 16, touch 10, flat-footed 16
(-1 Dex, +6 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** -1, **Will** +5
Defensive Abilities rooted, sun regeneration; **Immune** elemental traits

Offense

Speed 20 ft.
Melee slam +5 (1d4+2)
Special Attacks splinter (F-DC 12)

Statistics

Str 15, **Dex** 8, **Con** 13, **Int** 4, **Wis** 15, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 12
Feats Power Attack
Skills Disguise +0 (+4 as tree), Knowledge (nature) +1, Knowledge (planes) +1, Perception +7, Stealth +3 (+11 in forest); **Racial Modifier** +4 Disguise as a tree, +8 Stealth in the forest

Medium Wood Elemental (CR 3; XP 800)

N Medium outsider (elemental, extraplanar, wood)
Init -1; Senses darkvision 60 ft.; Perception +9

Defense

AC 17, touch 9, flat-footed 17
(-1 Dex, +8 natural)
hp 34 (4d10+12)
Fort +7, **Ref** +0, **Will** +6
Defensive Abilities rooted, sun regeneration; **Immune** elemental traits

Offense

Speed 20 ft.
Melee slam +8 (1d6+4)
Special Attacks splinter (F-DC 15)

Statistics

Str 19, **Dex** 8, **Con** 17, **Int** 4, **Wis** 15, **Cha** 11
Base Atk +4; **CMB** +8; **CMD** 17
Feats Cleave, Power Attack
Skills Climb +4, Disguise +0 (+4 as tree), Knowledge (nature) +3, Knowledge (planes) +3, Perception +9, Stealth -1 (+7 in forest); **Racial Modifier** +4 Disguise as a tree, +8 Stealth in the forest

Large Wood Elemental (CR 5; XP 1,600)

N Large outsider (elemental, extraplanar, wood)
Init -1; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 18, touch 8, flat-footed 18
(-1 Dex, +10 natural, -1 size)
hp 84 (8d10+40)
Fort +10, **Ref** +2, **Will** +8
DR 5/—; **Defensive Abilities** rooted, sun regeneration; **Immune** elemental traits

Offense

Speed 20 ft.
Melee 2 slams +13 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks splinter (F-DC 18)

Statistics

Str 23, **Dex** 8, **Con** 19, **Int** 6, **Wis** 15, **Cha** 11
Base Atk +8; **CMB** +15; **CMD** 24
Feats Cleave, Great Cleave, Power Attack, Toughness
Skills Climb +6, Disguise +0 (+4 as tree), Knowledge (nature) +8, Knowledge (planes) +8, Perception +13, Stealth +7 (+15 in forest); **Racial Modifier** +4 Disguise as a tree, +8 Stealth in the forest



Huge Wood Elemental (CR 7; XP 3,200)

N Huge outsider (elemental, extraplanar, wood)
Init -1; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 19, touch 7, flat-footed 19
(-1 Dex, +12 natural, -2 size)
hp 115 (10d10+60)
Fort +12, **Ref** +2, **Will** +9
DR 5/—; **Defensive Abilities** rooted, sun regeneration; **Immune** elemental traits

Offense

Speed 20 ft.
Melee 2 slams +16 (2d8+8)
Space 15 ft.; **Reach** 15 ft.
Special Attacks splinter (F-DC 20)

Statistics

Str 27, **Dex** 8, **Con** 21, **Int** 6, **Wis** 15, **Cha** 11
Base Atk +10; **CMB** +20; **CMD** 29
Feats Bloody Assault, Cleave, Great Cleave, Power Attack, Toughness
Skills Climb +8, Disguise +0 (+4 as tree), Knowledge (nature) +10, Knowledge (planes) +10, Perception +15, Stealth +9 (+17 in forest); **Racial Modifier** +4 Disguise as a tree, +8 Stealth in the forest

Greater Wood Elemental (CR 9; XP 6,400)

N Huge outsider (elemental, extraplanar, wood)
Init -1; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 21, touch 7, flat-footed 21
(-1 Dex, +14 natural, -2 Dex)
hp 149 (13d10+78)
Fort +13, **Ref** +3, **Will** +10
DR 10/—; **Defensive Abilities** rooted, sun regeneration; **Immune** elemental traits

Offense

Speed 20 ft.
Melee 2 slam +20 (2d10+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks splinter (F-DC 21)

Statistics

Str 29, **Dex** 8, **Con** 21, **Int** 8, **Wis** 15, **Cha** 11
Base Atk +13; **CMB** +24; **CMD** 33
Feats Bloody Assault, Cleave, Cleaving Finish, Critical Focus, Great Cleave, Power Attack, Toughness
Skills Climb +9, Disguise +16 (+20 as tree), Knowledge (nature) +14, Knowledge (planes) +14, Perception +18, Stealth +12 (+20 in forest); **Racial Modifier** +4 Disguise as a tree, +8 Stealth in the forest

Elder Wood Elemental (CR 11; XP 12,800)

N Huge outsider (elemental, extraplanar, wood)
Init -1; **Senses** darkvision 60 ft.; Perception +21

Defense

AC 23, touch 7, flat-footed 23
(-1 Dex, +16 natural, -2 size)
hp 184 (16d10+96)
Fort +15, **Ref** +4, **Will** +12
DR 10/—; **Defensive Abilities** rooted, sun regeneration; **Immune** elemental traits

Offense

Speed 20 ft.
Melee 2 slams +24 (2d10+10)
Space 15 ft.; **Reach** 15 ft.
Special Attacks splinter (F-DC 23)

Statistics

Str 31, **Dex** 8, **Con** 21, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +16; **CMB** +28 (+30 sunder); **CMD** 37 (39 vs. sunder)
Feats Bloody Assault, Cleave, Cleaving Finish, Critical Focus, Great Cleave, Improved Sunder, Power Attack, Toughness
Skills Climb +29, Disguise +19 (+23 as tree), Knowledge (nature) +18, Knowledge (planes) +18, Perception +21, Stealth +15 (+23 in forest); **Racial Modifier** +4 Disguise as a tree, +8 Stealth in the forest

Elemental	Height	Weight
Small	4 ft.	20 lbs.
Medium	8 ft.	180 lbs.
Large	16 ft.	1,400 lbs.
Huge	22 ft.	11,000 lbs.
Greater	26 ft.	12,000 lbs.
Elder	30 ft.	13,000 lbs.

Wood elementals reside on the Realm Within of Arboria, inhabited almost exclusively by plants. Wood elementals serve their own purposes, most of which involve avoiding being summoned to other planes like the Material, as they dislike mortals in general.

REALM OF ARBORIA (PLANE OF WOOD)

A Realm Within tenuously connected to the Planes of Earth and Water and bordering the Positive Energy Plane, Arboria is dominated by plant life of all kinds, most of it sentient, though normal in appearance. It is the source of power for the Plant domain of clerics, and it is thought that some botanical deities reside there.

EMPH

A wavering mass of light, seemingly moving of its own accord, flows before and round you, containing colors not quite of this world, and a humming, hungry sensation.

Emph (CR 8; XP 4,800)

CN Huge aberration (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 13, touch 13, flat-footed 11
(+3 deflection, +2 Dex, -2 size)

hp 67 (9d8+27)

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

Defensive Abilities incorporeal; **Immune** flanking; **SR** 19

Weakness darkness, does not threaten spaces

Offense

Speed fly 40 ft. (perfect)

Melee 2 incorporeal shadow claws +6 (4d4)

Space 15 ft.; **Reach** 0 ft.

Special Attacks greater dazzle, searing strike, shadow claws

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

At will—*blindness/deafness* (blindness only) (F-DC 15), *color spray* (W-DC 15), *confusion* (W-DC 17), *fear* (W-DC 17), *hypnotic pattern* (W-DC 16), *rainbow pattern* (W-DC 18)

1/day—*daylight*

Statistics

Str —, **Dex** 15, **Con** 14, **Int** 10, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Skill Focus (Intimidate, Perception), Spell Focus (Illusion), Toughness

Skills Fly +17, Intimidate +18, Perception +18, Spellcraft +12

SQ dweller in light

Languages Aklo

Ecology

Environment urban

Organization solitary

Treasure none

Special Abilities

Dweller in Light (Ex) An emph may occupy up to nine adjacent squares in any configuration, so long as that no part of the creature is in darkness and one space occupies the same space as a light source. An emph may concentrate its presence in fewer spaces, gaining a +1 natural armor bonus for every "overlapping space". When the emph has a natural armor bonus of +5 or more it is considered to have lost its incorporeal subtype. Identifying the spaces in which an emph occupies is possible with many forms of divination magic (such as *detect chaos*) or enhanced senses. Magical or mundane darkness is like a physical barrier to an emph, with any opponent standing within darkness receiving 100% concealment to the emph's attacks.

Greater Dazzle (Ex) As a free action, an emph can cause its form to strobe violently. Any creature seeing this display must succeed a Fortitude save (DC 17) or be dazzled for 1 round. The save DC is Charisma-based.

Searing Strike (Su) Emphs can attack any number of creatures within their space with an intense field of burning light as a full-round action. Creatures that fail a Reflex save (DC 17) suffer 3d8+3 points of fire damage. The save DC is Charisma-based.

Shadow Claws (Su) Any creature directly lit by the same light as the emph inhabits, casts a shadow that the emph can animate and use to attack. These shadow claws attack as an incorporeal attack.

Strange beings birthed of forbidden experiments with the pseudo-living dimensional stuff of chaotic Outer Planes, emphs have spread from the forgotten laboratories of their origin to inhabit the large communities of sentients. They are drawn to thinking, visually based beings as predators to prey, suggesting that their original purpose was as a living weapon. Though intelligent, conversing with emphs is like talking to an egotistical child who wishes praise for its destructive works- though speaking with a living mass of carnivorous light can be daunting.

An emph exists within the medium of light and has no physical form. It does not give off light; it exerts control over the light it inhabits. In direct sunlight, such as an open field, an emph achieves a euphoric state, reveling in its total freedom like a bird soaring over the ocean. The attitude of an emph in this state starts off as Friendly, and it will be unlikely that those it encounters will be attacked unless the emph is particularly hungry. An emph indoors, moving from light source to light source is its natural habitat, and it becomes a keen predator there. An emph eats by searing raw flesh and consuming the gas and particles that emitted by it. Emph reproduce by fission, and not often, typically near the end of its 100-year life span.

Emph can be controlled by the use of darkness, magical and otherwise, and if completely deprived of light (including its daylight ability) and Intimidated into quiescence it can be contained and trapped, as some

mage-specialists have done. When enclosed in darkness, an emph resembles a quivering egg of shimmering protoplasm as big as a human.

ON PORPHYRA

Emphs were created by erkunae chromomages in the early days of the Erkusaan Empire, and used as a tool of invasion against enemy cities and large encampments. Most of the emphs that lurk in settlements today are descendants of those freed when the erkunae fleet was destroyed in the Pardesh invasion. Emphs are still kept and bred in G'sho'laa'n'rr as gladiatorial opponents, guards of closed city-wings, and as dangerous entertainment devices; erkunae chromomages are skilled at controlling them with spells and items that utilize darkness.



ERI

This lionlike creature is striped for camouflage in the forest, but is obviously no dumb beast. Its eyes show intelligence and deep wisdom, and the spark of magic is about its whole being.

Eri (CR 11; XP 12,800)

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

Defense

AC 26, touch 11, flat-footed 25
(+2 Dex, +15 natural, -1 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +10

Offense

Speed 40 ft.

Melee 2 claws +19 (1d6+6), bite +19 (1d8+6 plus grab)

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

Special Attacks pounce, rake (2 claws +19, 1d6+6), spells

Spells Prepared (CL 11th; concentration +15/+19 defensive)

6th—*forest's curse* (F-DC 22)

5th—*tree stride*, *wall of thorns*

4th—*command plants* (W-DC 18), *cure serious wounds*, *dispel magic*, *ice storm*

3rd—*call lightning* (R-DC 17), *cure moderate wounds*, *greater magic fang*, *neutralize poison*, *speak with plants*

2nd—*barkskin*, *fog cloud*, *hold animal* (W-DC 16), *lesser restoration*, *tree shape*

1st—*calm animals* (W-DC 15), *detect animals or plants*, *entangle* (R-DC 17), *hide from animals*, *speak with animals*

0th (at-will)—*detect magic*, *detect poison*, *know direction*, *purify food and drink*

Statistics

Str 22, **Dex** 14, **Con** 21, **Int** 19, **Wis** 18, **Cha** 17

Base Atk +14; **CMB** +21 (+4 grapple); **CMD** 33 (37 vs. trip)

Feats Combat Casting, Greater Spell Focus (transmutation), Iron Will, Skill Focus (Perception, Sense Motive, Survival), Spell Focus (transmutation)

Skills Acrobatics +19 (+23 jumping), Climb +23, Knowledge (nature) +21, Perception +27, Sense Motive +27, Survival +27

Languages Common, Druidic, Elven, Old Porphyran, Sylvan

Ecology



Environment forest, hills, mountains, plains

Organization solitary

Treasure standard

Special Abilities

Spells Eris cast spells as an 11th level druid. They do not require materials or focuses for their spells.

Eris are ancient beasts that seek to preserve the balance of nature. Campfire stories tell of ancient times when eris were many, helping sentient beings tame the wilderness and survive nature's perils. There are many different tales explaining their decline. Whatever the cause of their decline, only a few eris remain, living in overgrown ruins across the world. In modern times, eris have become less friendly with humans and other humanoids. Their main interest seems to have shifted from helping civilization expand to protecting the wilds of the world.

ON PORPHYRA

Almost-forgotten guardians of nature on Porphyra that predate The Calling, eris stand virtually alone as protectors of the balance of nature outside the conflict of Deist and Elementalist. Only the Circle of the Dawn, a reclusive order of elven druids still supports and allies with the dwindling number of eris on Porphyra.

ETHEREAL ASSASSIN

Without warning, a floating entity appears out of nowhere, an eye-studded brain the size of a barrel, with pincered jaws and three stinger-tipped tentacles.

Ethereal Assassin (CR 6; XP 2,400)

N Medium aberration (extraplanar)
Init +8; **Senses** blindsight 100 ft., darkvision 60 ft.; Perception +15

Defense

AC 19, touch 14, flat-footed 15
(+4 Dex, +5 natural)
hp 68 (8d8+32)
Fort +5, **Ref** +6, **Will** +9
Defensive Abilities ethereal jaunt

Offense

Speed 5 ft., fly 20 ft. (good)
Melee bite +9 (2d6+3 plus energy drain), 3 stings +4 (1d3+1 plus poison)
Special Attacks death throes (R-DC 17 half; 4d6+10 fire), energy drain (1 level; W-DC 16), ethereal ambush
Spell-Like Abilities (CL 9th; concentration +10)
1/day—*deeper darkness*

Statistics

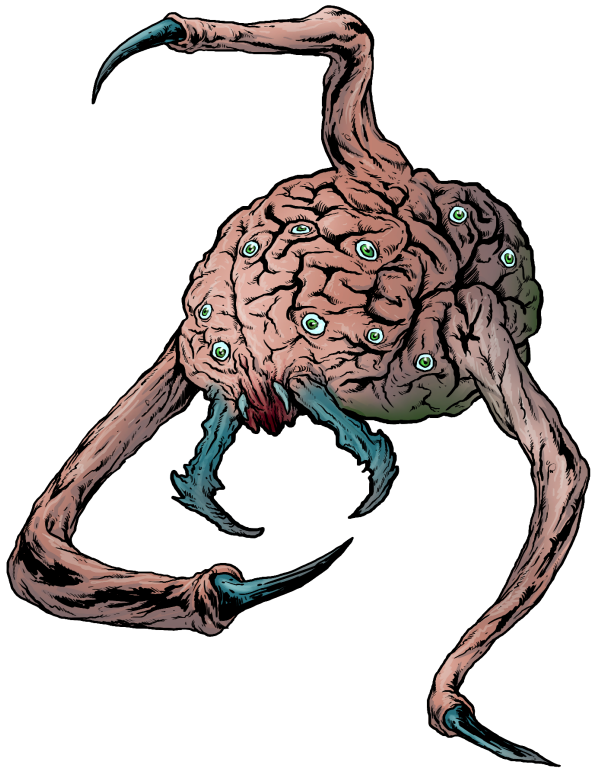
Str 17, **Dex** 19, **Con** 16, **Int** 12, **Wis** 17, **Cha** 13
Base Atk +6; **CMB** +9; **CMD** 23 (can't be tripped)
Feats Hover, Improved Initiative, Skill Focus (Fly, Stealth)
Skills Fly +19, Perception +15, Stealth +15, Survival +15
SQ planar tracker
Languages telepathy 100 ft.

Ecology

Environment planes (Realms Between)
Organization solitary
Treasure standard

Special Abilities

Death Throes (Ex) When reduced to 0 hit points, an ethereal assassin explodes in a 15 ft. radius fireball that deals 4d6+10 fire damage. A Reflex save DC 17 reduces the damage by half. The save DC is Constitution-based.
Ethereal Ambush (Ex) An ethereal assassin that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.
Ethereal Jaunt (Su) An ethereal assassin can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).



Planar Tracker (Ex) Ethereal assassins suffer no penalties tracking prey across the multiversal Realms.
Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d2 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

The unnatural and deadly abominations known as ethereal assassins originate on the Ethereal Plane, created through specific magical rituals to give them form and purpose. They have no natural life cycle, being created beings, and live only for their missions, which is typically to kill a specific living target. Once that target is dead, the ethereal assassin typically attacks all living things that are nearby until it is incapacitated, whereupon it explodes in a ball of flame. They do not speak, and seem to use their telepathy only to communicate with its summoner.

To engage the services of an ethereal assassin, one needs the fresh brain of a phase spider, 2,000 gp worth of magical treasure, and a casting of *summon monster V*; the ethereal assassin materializes and takes form from the phase spider's brain and is given its assignment.

ON PORPHYRA

The methods for calling forth an ethereal assassin have been known to mages since long before the Calling. The erkunae, especially, are avid users of these beings in their machinations against one another in imperial court rivalry.

FACADA

Facadas are malicious entities from the Realms Beyond, manifesting as humanoid clowns or harlequins and playing grim games with the fortunes and souls of mortals. However clownish, a facada's clothing and face paint are not comical by any means; they are always of dark and terrifying colours and designs. A facada's appearance is not a disguise; what seems to be a carnival suit is in fact the creature's true, naked form. When a facada is killed, it leaves behind only an empty suit and mask.

Facada Traits: All facadas share the following traits, except where otherwise noted in a creature's entry:

- **Deflection Bonus:** To Armour Class equal to the facada's Charisma modifier.
- **Fortune's Mask (Su):** Facadas add their Charisma modifier to all saving throws.
- **Damage reduction:** 10/lawful.
- **Immune:** Disease, mind-affecting, poison
- **Resist:** Acid 10, cold 10, electricity 10, fire 10 and sonic 10.
- **Fortune's Taunt (Su):** As a swift action, a facada mocks or challenges an intelligent, living creature, the target must succeed at a Will save (DC 10 + ½ the facada's HD + the facada's Cha modifier) or be affected as per a *suggestion* spell at caster level equal to the facada's Hit Dice, doing exactly what the facada wished by making its challenge or taunt.
- **Spell-Like Abilities:** All facadas have the following spell-like abilities; some of them may have additional spell-like abilities as noted in each creature's entry. At will–*dimension door*, *dispel magic*, *disguise self*, *entropic shield*; 1/day–*spell turning*. Caster level equals the facada's Hit Dice.
- **Racial Modifier:** +8 on all Perform checks.
- **Languages:** All facadas speak Abyssal, Cardsign, Common, and Draconic.

All facadas share the following ecology:

Environment planes (Realms Beyond)
Organization solitary or pair
Treasure standard

ON PORPHYRA

Club facada that come to the Lands of Porphyra from the Realms Beyond often target hero festivals for their mischief. They are an unwelcome, if not unexpected sight during Gerana's Dawn festivities in the Middle Kingdoms. Additionally, they are regular nuisances in Calopia, the Land of Heroes where they can foul many a quest before they ever get off the ground.

Coin facadas are most often encountered in large diverse cities where their activities can go unnoticed for long periods of time. One coin facada goes by the name the Golden Lady and is a thought to be the leader of a thieves' guild operating out of Paradigm in Azag-Ithiel.

Cup facada are most often found in lands of excessive wealth, power, or desires. Though several have been linked to the Mist-Shrouded Isle of Erkussa, the erkunae have no problem bringing about their own hedonistic downfall without the help of others. They are known servants of Lyvalia and especially delight in the corruption of the Love of Life's followers.

Sword facada are often spotted at sites of great conflict and turmoil. Many rulers that sit at the Tower of Blood in the Giant's Retreat have made their way across that harsh land and through the Tower to claim the throne as the result of a sword facada's challenge. It is said that Master Tuatha of the Flame is himself, one such affected individual.

Jester facadas have always been great instruments of change or revenge. It is said that at least one jester facada was present at the fall of the Opal Empire in 406 AC when it charmed the emperor's nurse to turn her to the faith of Ithreia. Many Erkussaan souls were sent to Hell as their military forces were suddenly routed in retreat. What a funny jest.

FACADA, CLUB

You see what appears to be a humanoid in a scarlet harlequin suit, with red and white face paint. It is juggling a set of clubs painted red and green. When it sees you, its grin turns to a frown and it attacks, brandishing its clubs as weapons.



Club Facada (CR 7; XP 3,200)

CE Medium outsider (chaotic, evil, extraplanar, facada)
Init +9; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 21, touch 21, flat-footed 16
(+6 deflection, +5 Dex)
hp 77 (9d10+27)
Fort +12, **Ref** +17, **Will** +17; fortune's mask
DR 10/lawful; **Immune** disease, poison, mind-affecting;
Resist acid 10, cold 10, electricity 10, fire 10, sonic 10

Offense

Speed 30 ft.
Melee *2 club of ill-fortune* +13/+8 (1d6+5 plus ill fortune)
Ranged *club of ill-fortune* +16/+11 (1d6+5 plus ill fortune)
Special Attacks fortune's taunt (*suggestion*; W-DC 20), quest of failure
Spell-Like Abilities (CL 9th; concentration +15)
At will—*bane* (W-DC 17), *dimension door*, *disguise self*, *dispel magic*, *doom* (W-DC 17), *entropic shield*
1/day—*bestow curse* (W-DC 20), *crushing despair* (W-DC 20), *spell turning*

Statistics

Str 19, **Dex** 21, **Con** 17, **Int** 18, **Wis** 21, **Cha** 23
Base Atk +9; **CMB** +13; **CMD** 29
Feats Improved Initiative, Improved Two-Weapon Fighting, Skill Focus (Perform [comedy]), Two-Weapon Fighting, Weapon Focus (club)
Skills Acrobatics +17, Bluff +18, Disguise +18, Escape Artist +14, Perception +17, Perform (act) +26, Perform (comedy) + 26, Sense Motive +17, Sleight of Hand +14, Stealth +17; **Racial Modifier** +8 to all Perform checks.
Languages: Abyssal, Cardsign, Common, Draconic.

Ecology

Environment planes (Realms Beyond)
Organization solitary or pair
Treasure standard

Special Abilities

Clubs of Ill-Fortune (Su) The red facada has a set of juggling clubs (treated as light weapons) that can be wielded or juggled by the facada as light *+1 magical weapons* that can be thrown with a range increment of 15 ft. To all others the clubs act as normal weapons. Anyone that is stuck by a club is cursed by ill-fortune for a single round. While cursed they must roll twice on any die roll and accept the lower value. Thrown clubs magically reappear where the facada is juggling.
Fortune's Taunt (Su) Red facadas use this ability to make targets do stupid things, causing them to fail at their endeavors.
Quest of Failure (Sp) Once per day, a club facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. This ability is always used to compel the creature to fail at any task, causing it to suffer the full effects of the *geas/quest* every day it succeeds on any die roll against DC 30.

Club facadas (also called red facadas) are sent to the mortal plane to hamper success and curse endeavours, for which they use their clubs of ill fortune. Each club facada carries a set of clubs, painted red and/or green, which it uses alternatively to attack (either as thrown or melee weapons) and perform juggling acts. All club facadas 'wear' primarily red clothing.

FACADA, COIN

Her suit is entirely golden, as well as the carnival mask covering her features. She seems to be playing hand tricks with some coins; as you approach you notice the coins she was playing with belong (or belonged) to you!

Coin Facada (CR 7; XP 3,200)

CE Medium outsider (chaotic, evil, extraplanar, facada)
Init +6; **Senses** darkvision 60 ft., Perception +18

Defense

AC 22, touch 22, flat-footed 16
(+6 deflection, +6 Dex)
hp 76 (9d10+36)
Fort +12, **Ref** +18, **Will** +18; fortune's mask
DR 10/lawful; **Immune** disease, mind-affecting, poison;
Resist acid 10, cold 10, electricity 10, fire 10, sonic 10

Offense

Speed 30 ft.
Melee touch +15/+10 (1d8+2 plus thieving touch)
Special Attacks fortune's taunt (*suggestion*; W-DC 20), quest of poverty
Spell-Like Abilities (CL 9th; concentration +15)
At will—*dimension door*, *dispel magic*, *entropic shield*, *expeditious retreat*, *freedom of movement*, *nondetection*, *slow* (W-DC 19), *spectral hand*
1/day—*spell turning*, *teleport object* (W-DC 23)

Statistics

Str 15, **Dex** 23, **Con** 17, **Int** 23, **Wis** 22, **Cha** 23
Base Atk +9; **CMB** +11; **CMD** 27
Feats Improved Initiative, Skill Focus (Sleight of Hand, Stealth), Weapon Finesse
Skills Acrobatics +18, Bluff +18, Disguise +18, Escape Artist +15, Intimidate +15, Knowledge (arcana) +15, Perception +18, Perform (act) +20, Perform (comedy) +20, Sense Motive +18, Sleight of Hand +18, Stealth +21; **Racial Modifiers** +8 to all Perform checks
Languages Abyssal, Cardsign, Common, Draconic

Ecology

Environment planes (Realms Beyond)
Organization solitary or pair
Treasure standard

Special Abilities

Fortune's Taunt (Su) Coin facadas use this ability to make targets throw away or destroy their possessions.
Quest of Poverty (Sp) Once per day, a coin facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. This ability is always used to compel the creature to destroy all of its possessions, causing it to suffer the full effects of the *geas/quest* each day it remains without having done its best to utterly destroy each and every item it carries, down to its money and clothing. A coin facada cannot impose any other kind of *geas/quest*.
Thieving Touch (Su): Any creature successfully hit by a coin facada's thieving touch is automatically affected as if the coin facada had succeeded on a Sleight of Hand check (DC 20); the affected creature immediately loses 2d6 coins (of any denomination) or one random item to the coin facada. The stolen item or coin handful is automatically teleported and hidden somewhere within the coin facada's body, thus the victim cannot detect the theft by normal means.



A coin facada is a mischievous creature, visiting our plane to rob mortals of their possessions. No one knows what happens to the gold, items and goods stolen by a coin facada – it never uses anything it has stolen. Coin facadas are also called gold facadas, since their harlequin-like shapes are always predominantly gold or yellow.

A coin facada attacks mostly by thieving, rather than attempting to deal damage; after it has secured a significant amount of coins or items from its enemies, it attempts to flee. Stolen items are always magically hidden somewhere within the facada's body; they reappear only when the creature dies.

FACADA, CUP

You see a creature resembling a woman dressed in a gaudy black gown and carnival mask. It holds a cup before its face; she sniffs it and then tastes it…



Cup Facada (CR 7; XP 3,200)

CE Medium outsider (chaotic, evil, extraplanar, facada)

Init +5; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 22, touch 22, flat-footed 17
(+7 deflection, +5 Dex)

hp 76 (9d10+27)

Fort +13, **Ref** +18, **Will** +17; fortune's mask

DR 10/lawful; **Immune** disease, mind-affecting, poison; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10

Offense

Speed 30 ft.

Melee soul touch +14 (1d3 Cha; W-DC 23)

Special Attacks fortune's taunt (*suggestion*; W-DC 21), quest of suffering

Spell-Like Abilities (CL 9th; concentration +16)

At will—*crushing despair* (W-DC 21), *dimension door*, *dispel magic*, *disguise self*, *entropic shield*, *fear* (W-DC 21), *hideous laughter* (W-DC 19)

1/day—*confusion* (W-DC 21), *spell turning*

Statistics

Str 13, **Dex** 21, **Con** 17, **Int** 23, **Wis** 23, **Cha** 25

Base Atk +9; **CMB** +10; **CMB** 25

Feats Ability Focus (soul touch), Persuasive, Skill Focus (Bluff), Weapon Finesse

Skills Bluff +22, Diplomacy +21, Intimidate +21, Disguise +19, Escape Artist +17, Knowledge (arcana) +15, Knowledge (planes) +18, Perception +18, Perform (act) +24, Perform (sing) +24, Sense Motive +18, Stealth +17;

Racial Modifiers +8 to all Perform checks

Languages Abyssal, Cardsign, Common, Draconic

Ecology

Environment planes (Realms Beyond)

Organization solitary or pair

Treasure standard

Special Abilities

Fortune's Taunt (Su) Cup facadas use this ability to make targets suffer by asking them to do things they deeply regret later.

Quest of Suffering (Sp) Once per day, a cup facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. This ability is always used to compel the creature to suffer and contradict itself. An affected creature receives the full effects of the *geas/quest* each day it fulfils any task that earns experience points (which includes almost every day in an adventurer's life), as well as each day the creature spends without breaking the tenets of its alignment. A cup facada cannot impose any other kind of *geas/quest*.

Soul Touch (Su) Any creature successfully hit by a cup facada automatically suffers 1d3 points of Charisma damage, plus it must succeed at a Will save (DC 23) or suffer 1d3 points of Charisma drain instead. The save DC is Charisma-based.

Cup facada enjoy toying with the love, pain and deepest emotions of their mortal victims, which they then store in their magical cups. Cup facadas always carry at least four cups, which they can make appear or disappear at will, according to their needs. The appearance of cup facadas tends towards elegant, rather than clownish, although it is always gaudy and sumptuous. Cup facadas always appear 'dressed' in black.

A cup facada enjoys playing the part of mysterious lover, enticing and charming mortals and making them love, therefore suffer for, the cup facada. Where they achieve it, cup facadas use such love to force the cruellest tortures and humiliation on their victims.

FACADA, JESTER

You come upon a dancing and capering jester, dressed in a gaudy harlequin suit. There are so many colors in the creature's clothing it hurts your eyes to look at his sprightly movements. He abruptly stops dancing a short distance from you, making a great display of having noticed your presence. Then he grins evilly and the black magic begins…



Jester Facada (CR 14; XP 38,400)

CE Medium outsider (chaotic, evil, extraplanar, facada)
Init +11; **Senses** darkvision 60 ft.; Perception +26

Defense

AC 30, touch 25, flat-footed 22
(+7 Dex, +7 deflection, +1 dodge, +5 natural)
hp 200 (16d10+112)
Fort +19, **Ref** +24, **Will** +24; fortune's mask
DR 15/lawful; **Immune** disease, poison, mind-affecting; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 25

Offense

Speed 30 ft.
Melee 2 slams +23 (1d6+7 plus fortune theft)
Special Attacks fortune's taunt (*suggestion*, W-DC 25), fortune theft, happenstance magic, quest of ridicule, master of fortunes
Spell-Like Abilities (CL 16th; concentration +23, +27 defensive)

At will—*blindness/deafness* (F-DC 19), *charm monster* (W-DC 24), *confusion* (W-DC 24), *deep slumber* (W-DC 23), *dimension door*, *dispel magic*, *disguise self*, *dominate person* (W-DC 24), *entropic shield*, *fear* (W-DC 21), *ghoul touch* (F-DC 19), *grease* (R-DC 18), *hideous laughter* (W-DC 21), *hold monster* (W-DC 24), *modify memory* (W-DC 23), *prestidigitation*, *slow* (W-DC 20), *suggestion* (W-DC 22)

1/day—*baleful polymorph* (F,W-DC 22), *irresistible dance* (W-DC 27), *mass suggestion* (W-DC 25), *mind fog* (W-DC 24), *simulacrum*, *song of discord* (W-DC 24), *spell turning*

Statistics

Str 25, **Dex** 25, **Con** 25, **Int** 25, **Wis** 25, **Cha** 25
Base Atk +16; **CMB** +23; **CMD** 41
Feats Combat Casting, Combat Reflexes, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Mobility, Spell Focus (enchantment), Stand Still
Skills Acrobatics +26, Bluff +26, Disguise +23, Escape Artist +23, Intimidate +23, Knowledge (arcana) +23, Knowledge (planes) +26, Perform (act) +34, Perform (sing) +34, Spellcraft +23, Perception +26, Sense Motive +26, Sleight of hand +26; **Racial Modifiers** +8 on all Perform checks
Languages Abyssal, Cardsign, Common, Draconic

Ecology

Environment planes (Realms Beyond)
Organization solitary
Treasure standard

Special Abilities

Fortune's Taunt (Su) Jester facadas use this ability to make targets ridicule themselves as humiliatingly as possible.
Fortune Theft (Su) Any creature hit by a jester facada's slam attack must succeed at a Will save (DC 25) or for the next minute whenever the creature rolls a d20, they roll twice and take the lower roll. The save DC is Charisma-based.
Happenstance Magic (Sp) Once per round, as a free action, a jester facada may cast a quickened version of one of its at will spell-like abilities, randomly chosen.
Master of Fortunes (Su) A jester facada has such power and control over fortune and chance that every time it rolls a dice, it rolls twice and keeps the better of the two results.
Quest of Ridicule (Sp) Once per day, a jester facada can impose a special *geas/quest* as the spell of the same name, at caster level 21st, upon an intelligent creature

within 60 feet. This ability is always used to compel the creature to ridicule itself. The exact meaning of 'seriously ridiculed and humiliated' is left to the Games Master's judgement.

Jester facadas are the mightiest of their race. They have complete control over fortune and chance, which they use both in combat and to make the life of mortals miserable. Jester facadas always seem to wear the most garish, colourful suits imaginable, and what appear to be their faces are always contorted in hideous mockery. A jester facada is a very tough opponent, able to summon a confounding array of wild magical abilities at the same time it engages multiple opponents in physical combat, which it relishes with cruel glee.

THE JESTER'S FRUSTRATION

-from the folk tales of the Meynoni

Hawkwing of the Green-vest is a popular folk hero in the Gardens of Meynon. Hawkwing was no great warrior; he was born with the wing of a hawk instead of his left arm. He was quick of wit, though, and defeated many brutal enemies with his intelligence.

The Jester's Frustration is a tale from a time when many dangerous outsiders roamed the earth, supposedly in the service of the Deists, but often to fulfill some whim. The jester facada that called itself The Jester terrorized the town of Trucell until Hawkwing of the Green-vest challenged it to a contest of wits:

"And Hawkwing of the Green-vest did say to the bloodthirsty Jester, 'Do your durst and riddle-me three times, and I will riddle-thee once; the one that should fail will be in the command of the other!' The arrogant Jester did agree. 'I shall best thee easily, Bird-brain, and take thee as mine own jester to the Abyss!" And by the Abyss did they swear. And the Jester did begin with a riddle to test Green-vested Hawkwing:

"Four jolly men sat down to play, and played all night till break of day. They played for cash and not for fun, with a separate score for every one. When it came time to square accounts, they all had made quite fair amounts. Now, not one has lost and all have gained. How?"

And Hawkwing in his vest of green did fume and sweat, but he knew the answer, for he had been to the great Hall of Concerts in Paxia! "Why, they were a quartet, of an orchestra, hired to play for a dance. A fiddle, a bass, a drum and a horn, I should expect. And paid well every one!"

The Jester was not amused, and swore to defeat Hawkwing, though in a green vest he be. The second riddle was posed, which had melted the minds of many:

> Many many years ago when I was twenty three,
> I got married to a widow who was pretty as could be.
> This widow had a grown-up daughter who had hair of red.
> My father fell in love with her, and soon the two were wed.
> This made my dad my son-in-law and changed my very life.
> My daughter was my mother, for she was my father's wife.
> To complicate the matters worse, although it brought me joy,
> I soon became the father of a bouncing baby boy.
> My little baby then became a brother-in-law to dad.
> And so became my uncle, though it made me very sad.
> For if he was my uncle, then that also made him brother
> To the widow's grown-up daughter who, of course, was my stepmother.
> Father's wife then had a son, who kept them on the run.
> And he became my grandson, for he was my daughter's son.
> Who is my grandma?

And Hawkwing (he of the green vest) did froth and swear, which did hearten the Jester. But he came up laughing and said; "How dost thou think I got this wing of a bird? For sweethearts are few in the Gardens…" and he winked and said;

> My wife is now my mother's mother and it makes me blue. Because, although she is my wife, she's my grandma too. If my wife is my grandmother, then I am her grandchild.

The Jester did scream, and it cast savage spells upon Hawkwing, striking him blind, and dumb, and locked in magical chains. The Jester conjured a table and a jar, and showed two marbles of hell-stone, one black, and one blue, to the captive audience. "Choose one marble, deformed one, and be damned to the Abyss if thou shalt choose black!" But by the Jester's sorcery it turned both marbles black, and placed them in the jar. Hawkwing, in his green vest, reached into the jar and pulled both marbles out, concealing them both. He popped one marble into his mouth, swallowed, and said, "The one I have eaten, is the one I choose!" He then revealed the other marble, also black! But the demonic harlequin was defiant to the last, saying "Bring forth your riddle, simpleton, for no riddle shall defeat me!" And lo, the magical bonds did leave Hawkwing, by means of his green vest, and he did pose the riddle that defeated the Jester:

"Tell me, why didst the chicken cross the road?"

FACADA, SWORD

Before you there is a humanoid in a white buffoon's suit and mask, performing a sword-throwing act. As you approach, the creature's clownish smile turns to a sadistic smirk and, without any warning or explanation, it turns its swords towards you…



Sword Facada (CR 7; XP 3,200)

CE Medium outsider (chaotic, evil, extraplanar, facada)

Init +9; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 23, touch 21, flat-footed 18
(+5 Dex, +6 deflection, +2 natural)

hp 77 (9d10+27)

Fort +12, **Ref** +16, **Will** +16; fortune's mask

DR 10/lawful; **Immune** disease, poison, mind-affecting; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10

Offense

Speed 30 ft.

Melee *2 deathswords* +11/+6 (1d8+7/17-20)

Special Attacks deathswords, fortune's taunt (*suggestion*; W-DC 20), quest of challenge

Spell-Like Abilities (CL 9th; concentration +15)

At will—*blindness/deafness* (F-DC 18), *dimension door*, *dispel magic*, *disguise self*, *entropic shield*, *rage*, *ray of exhaustion* (F-DC 19)

1/day—*enervation*, *spell turning*

Statistics

Str 21, **Dex** 21, **Con** 17, **Int** 21, **Wis** 19, **Cha** 23

Base Atk +9; **CMB** +14; **CMD** 30

Feats Combat Reflexes, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (deathsword)

Skills Acrobatics +17, Bluff +18, Disguise +15, Escape Artist +17, Intimidate +15, Knowledge (arcana) +14, Perception +16, Perform (dance) +26, Sense Motive +16, Sleight of Hand +17, Stealth +17; **Racial Modifier** +8 to all Perform checks

Languages Abyssal, Cardsign, Common, Draconic

Ecology

Environment planes (Realms Beyond)

Organization solitary or pair

Treasure standard

Special Abilities

Deathsword (Su) These *+2 keen longswords* are a sword facada's favored weapons. If a creature successfully hit with a deathsword fails at a Will save (DC 19, Charisma based), the sword facada wielding the deathsword gains an immediate attack of opportunity against that same creature. A deathsword works as a normal longsword, losing all of its bonuses and abilities, if wielded by any creature that is not a sword facada.

Fortune's Taunt (Su) Sword facadas use this ability to make a target lower its defenses, lose some combat advantage such as a signature weapon, or waste their best spell.

Quest of Challenge (Sp) Once per day, a sword facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 ft. This ability is always used to compel the creature to seek its own death through glorious combat of epic challenges, causing it to suffer the full effects of the *geas/quest* every day it does not kill itself or put itself directly in harm's way such as by facing challenges of CR +3 or more than the creatures' CR.

Sword facadas (also called white facadas) are violent and merciless, with the mission of posing challenges and difficulties to mortals. They love to fight with both weapon and wit; they rarely let a mortal traveler pass by without facing them in some sort of contest, the stakes of which usually involve their opponent's lives.

GHOST OF THE HUNT

Wings made of tattered skin carry the bones and entrails of this poor slaughtered animal high into the air.

Ghost of the Hunt (CR 2; XP 600)

N Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft., huntsense; Perception +10
Aura fear aura (60 ft.; W-DC 14)

Defense

AC 15, touch 15, flat-footed 13
(+3 deflection, +2 Dex)
hp 22 (3d8+9)
Fort +4, **Ref** +5, **Will** +4
Defensive Abilities incorporeal
Weakness reflection susceptibility

Offense

Speed fly 30 ft. (good)
Melee incorporeal touch +4 (1d6 cold)
Special Attacks paralyzing howl, trumpet of doom

Statistics

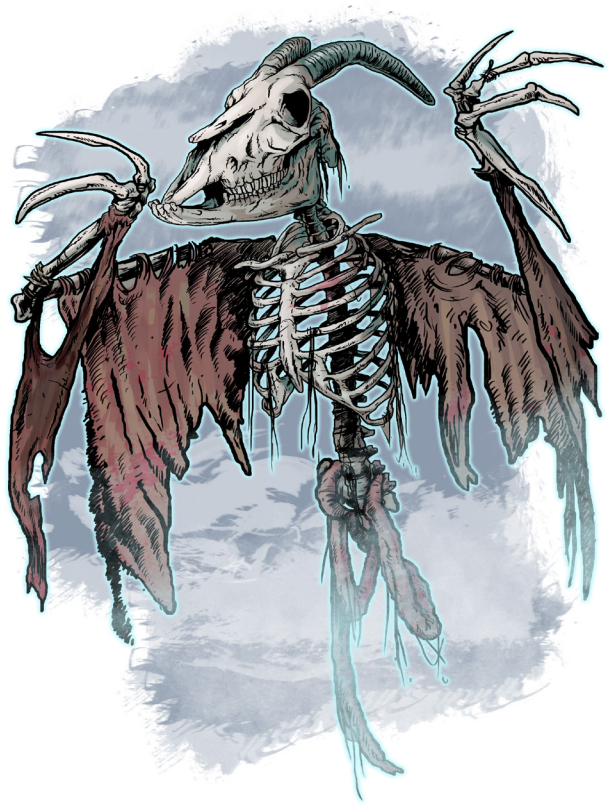
Str —, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 17
Base Atk +2; **CMB** +2; **CMD** 14
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Fly +6, Perception +10

Ecology

Environment forest, hills, jungle, plains
Organization solitary
Treasure none

Special Abilities

Huntsense (Su) The ghost of the hunt always knows the direction to those that slaughtered it.
Paralyzing Howl (Sp) Once per day as a standard action, the ghost can unleash a terrifying howl that affects all humanoids within 100 ft. as the *hold person* spell (W-DC 16). The save DC is Charisma-based.
Reflection Susceptibility (Ex) Ghosts of the hunt are horrified by their own visage. If a ghost of the hunt is shown its own reflection it must make a Will save (DC 15) or become panicked for 1 hour.
Trumpet of Doom (Su) Once per day as a standard action, the ghost of the hunt can trumpet a final mournful lament that may bring death to any creatures within 100 ft. that are paralyzed. Each paralyzed creature suffers 30 points of damage unless they make a successful Fortitude save (DC 14). If successful they still take 1d6+3 points of damage. The save DC is Charisma-based and this ability is considered a death effect.



The world is a dangerous place and many animals die every day so that humanoids and other members of the ecosystem get enough to eat to survive. Hunting by tribal communities is a ritualistic practice with prayers offered to the gods for providing for the tribe. In the most bestial and most civilized of society, some take up the hunt not for nourishment but instead for sport or abject savagery. When an animal is brutally killed and its bones are left to rot, the animal's spirit may not escape the mortal remain and instead animate its remains as undead spirit. The ghost of the hunt is not a malicious spirit seeking to do harm to all it comes upon, but it will attack any creature it sees despoiling the natural world. When not engaged with despoilers, the ghost of the hunt will try to track down and kill those that slaughtered it in the first place.

ON PORPHYRA

Sarenites have great sorrow for the ghost of the hunt as no living creature should suffer torture or slaughter for spot. When a Sarenite first encounters a ghost of the hunt, she will attempt to aid the ghost in extracting revenge upon those that killed it before putting the ghost to its final rest.

GIANT, BRONZE

A bronze statue of a gigantic warrior with crested helm, ornate breastplate, and viscous longspear stands before you. Until it begins to move…

Bronze Giant (CR 8; XP 4,800)

LE Large humanoid (giant)

Init +1; **Senses** low-light vision; Perception +19

Defense

AC 22, touch 10, flat-footed 21
(+1 Dex, +4 natural, +6 armor, +2 shield, -1 size)

hp 97 (13d8+39)

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

DR 2/— (see elysian bronze) or **DR** 5/adamantine; **Special Defenses** freeze, rock catching

Offense

Speed 30 ft. (40 ft. unarmored)

Melee elysian bronze longspear +15/+10 (2d6+7/x3) or 2 slams +15 (1d8+7)

Ranged rock +16 (1d8+11)

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

Special Attacks rock throwing (120 ft.)

Statistics

Str 25, **Dex** 12, **Con** 16, **Int** 10, **Wis** 16, **Cha** 11

Base Atk +9; **CMB** +17 (+21 to overrun); **CMD** 28 (32 vs. overrun)

Feats Coordinated Maneuvers, Greater Overrun, Improved Overrun, Overhand Lob, Power Attack, Shield Wall, Stomp

Skills Climb +19, Disguise +0 (+4 as a bronze statue), Perception +19; **Racial Modifiers** +4 Disguise to appear as a bronze statue; **ACP** -4

Language Giant, Old Porphyran

Ecology

Environment aquatic, desert, marsh, plains, ruins

Organization solitary, gang (2-5) or band (6-9, a 1st level elementalist, 2-5 harpies and 1-2 wyverns)

Treasure standard (elysian bronze breastplate, elysian bronze longspear, elysian bronze heavy shield, other treasure)

Special Abilities

Powerful Rocks (Ex) When a giant strikes a creature with a thrown rock, the giant may make an immediate bull rush or trip attempt against that creature. If he fails the attempt, no consequences befall the giant.

Training (Ex) Bronze giants are trained warriors and can treat their racial hit dice as fighter class level for the purpose of selecting feats. Additionally, they can wield a shield and a spear or polearm as a one-handed weapon.



Bronze giants, also known as talonian giants, are famous for their metal-like skin. Despite the apparently artificial composition of their bodies, bronze giants are living, organic beings. They look like large bronze statues of armoured warriors, with big bronze eyes, long bronze hair and powerful bronze limbs. Males average 10 feet in height, their metal-like bodies giving them a weight of about 15,000 pounds.

They are always dressed in elysian bronze armour and wield elysian bronze spears and shields. Bronze giants live in small fortresses built out of the coastal rock face. They prefer to live a life of isolation, farming, or hunting to survive; however they are not above ambushing ships passing through their lands, both for their treasure and for human captives. They are reclusive and unfriendly, even with their own kind, so they never establish groups larger than a few individuals.

ON PORPHYRA

In the time before The Calling, bronze giants worshipped the Naga Empress, S'sluun. During the New-God wars, bronze giants from the Coast of Bones limited the expansion of the Pyynian Coast. However, in the Steel Bay, bronze giant legions were soundly routed by the creations of the Clockwork Lands including the Mark I Multi-Purpose Golem against whom their elysian bronze weapons were less effective.

GIANT, CHAOS

Chaos giants are creatures empowered by the pure chaos of the multiverse. By many they are seen as the true giant ancestors of all those that now walk upon the world. They are both manifestations of unearthly beauty and malevolent horror within the same being.

APPEARANCE CHANGES

Chaos giants can very dramatically in appearance depending on the chaos powers that they possess. Regardless of these options, chaos giants always seem to radiate a strong otherworldly power.

CREATING A CHAOS GIANT

"Chaos Giant" is a template that can be added to any living, corporeal creature of at least Large size. Most often this template is added to creatures of the giant subtype but there is no reason to limit it to humanoid forms.

A chaos giant uses all the base creatures statistics and special abilities except as noted here.

CR: Same as base creature +3.

Alignment: Any chaotic.

Size: The chaos giant's size is increased one step with the appropriate bonus and penalties as described in Monster Advancement rules. If the base creature is already Colossal in size do not change the size but add +8 Str, +4 Con, and +5 natural armor.

Type: The creature gains the chaotic and giant subtypes. They may possess the giant subtype even if they are not humanoid.

Senses: A chaos giant gains darkvision 60 ft., low-light vision, and scent.

Aura: Chaos giants are so unnatural that their appearance causes a fear effect in other creatures. When a chaos giant attacks or otherwise displays hostility, creatures within 60 ft. must make a Will save (DC 10 + ½ chaos giant's Hit Dice + chaos giant's Cha modifier) or be panicked for 1d6 rounds. Creatures with the same Hit Dice as the chaos giant are unaffected.

Defenses/Qualities: Immunity to all spells with the chaos descriptor; DR 5/lawful (if HD 11 or less) or 10/lawful (if HD 12 or more); Resist cold 10, fire 10 (if HD 11 or less), or cold 20, fire 20 (if HD 12 or more); SR equal to the creature's CR +11.

Special Attacks: A chaos giant gains the following:

Corporeal Flux (Su) All weapon and natural attacks carry the risk of a corporeal flux. Any creature hit by the chaos giant's attacks must make a Fortitude save (DC 10 + ½ chaos giant's HD + chaos giant's Con modifier) or suffer 1d4 points of Constitution drain as their body begins to dissociate—skin running like wax, then muscle, and finally bone and viscera.

Chaos Powers (Su) For each 4 Hit Dice the chaos giant possesses they gain one of the following major chaos powers or two minor chaos powers

Minor Power	Effect
Bestial Features	Gain one natural attack appropriate for your size.
Combat Reflexes	Gain Combat Reflexes as a bonus feat.
Enhanced Darkvision	Darkvision is increased to a range of 150 ft.
Extra Bestial Limbs	Gain two additional limbs or a tail. This could be two tentacles (two slam attacks), animal legs (+20 ft. movement), pincer limbs (2 claws plus grab), deadly tail (sting), wings (fly 40 ft., poor)
Fast Healing	Gain fast healing 5 (if HD is 11 or less) or fast healing 10 (if HD is 12 or more)
Frog-Like Tongue	Gain a tongue that attacks as a primary touch attack that deals no damage but attaches to the target. The chaos giant also gains the pull (tongue, 10 ft.) special attack.
Magic Circle Against Law	Gain *magic circle against law* as a constant effect. The chaos giant may suppress this ability as a swift action for 1 round.
Natural Armor	The chaos giant's natural armor bonus is increased by +3.
No Visual Organs	Gain blindsight 120 ft. but lose the ability to see normally.

Rage	A chaos giant that takes damage in combat flies into a rage on its next turn, attacking madly, until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The chaos giant cannot end its rage voluntarily.
Random Ability Score	A random ability score is increased by 1d4+2 points.
Scent	Gain the scent special ability.

Major Power	Effect
Animate Objects	Once per day, the chaos giant can *animate objects* as the spell of the same name.
Blazing Eye of Chaos	Once per four round as a swift action, the chaos giant can emit a beam of primordial chaos as a ranged touch attack with a range of 120 ft. Any creature struck must make a Fort save or suffer the effects of their corporeal flux.
Damage Reduction	The damage reduction currently possessed is increase by 5 points.
Ethereal Jaunt	Once per day, the chaos giant can *ethereal jaunt* as per the spell of the same name for a number of rounds equal to the chaos giant's HD.
Increased Elemental Resistance	Increase any elemental resistances currently held by 5 points.
Mantle of the Void	Once per day as a swift action, the chaos giant can surround itself with a swirling void that grants a +4 deflection bonus to AC, and +4 resistance bonus to all saves. This effect lasts for a number of rounds each to the chaos giant's HD.
Plane Shift	Once per day, the chaos giant can *plane shift* as the spell of the same name.
Polymorph	Once per day, the chaos giant can assume the form of any other creature for up to 1 hour per chaos giant HD as the *greater polymorph* spell.
Roaring Void	Once per day as a standard action, the chaos giant can emit a devastating roar in a 60 ft. cone that deals damage equal to 1d6 per chaos giant HD. Half the damage is sonic and half the damage is chaos energy (which will not harm creatures with a chaotic alignment or subtype). Creatures caught in the cone may make a Fort save (DC 10 + ½ chaos giant's HD + chaos giant's Con modifier).
Summon Thralls	Once per day, the chaos giant may summon a number of enslaved creatures equal to twice the chaos giants Hit Dice. Any creature summoned must have a lower challenge rating to the chaos giant. Typically this is used to summon creatures the same as their base creature.
Unearthly Beauty	Gain a +4 bonus to the chaos giant's Charisma. Any creatures within 30 ft. of the chaos giant must make a Will save (DC 10 + ½ chaos giant's HD + chaos giant's Cha modifier) or be stunned for 1d6 rounds.
Vampiric Touch	Once per day, the chaos giant may make a touch attack that deals 1d6 points of damage per 2 HD and heals the chaos giant by a like amount.

Spell-Like Abilities: A chaos giant with a Charisma score of at least 11 gains the following spell-like abilities 1/day per 5 HD—*charm monster*, *dispel magic*.

Abilities: A chaos giant gains a +4 bonus to three ability scores of its choice, and a +2 bonus to the other three.

Skills: Intimidate and Perception are always considered class skills for chaos giants. Additionally all chaos giants

gain a +4 racial bonus to Spellcraft to decipher scrolls and +4 racial bonus to Use Magic Device to activate scrolls.

Environment: planes (Realms Beyond)

Organization: Varies from chaos giant to chaos giant but there can never be more than 5.

SAMPLE CHAOS GIANT

This example uses the hill giant as its base creature. When advanced from Large to Huge, the base creature gains +8 Str, -2 Dex, +4 Con and a natural armor bonus increase of +2.

The Howling Void (CR 10; XP 9,600)

CE Huge humanoid (chaotic, giant)
Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7
Aura unnatural appearance (60 ft; W-DC 17)

Defense

AC 24, touch 9, flat-footed 24
(+4 armor, +11 natural, –1 size)
hp 125 (10d8+80)
Fort +15, **Ref** +3, **Will** +4
DR 5/lawful; **Defensive Abilities** rock catching; **Immune** chaos spells; **Resist** cold 10, fire 10; **SR** 21

Offense

Speed 40 ft. (30 ft. in armor)
Melee greatclub +18/+13 (2d8+18 plus corporeal flux) or 2 slams +17 (1d8+12 plus corporeal flux)
Ranged rock +5 (1d8+18 plus corporeal flux)
Space 10 ft.; **Reach** 10 ft.
Special Attacks corporeal flux (F-DC 23, 1d4 Con drain), roaring void (F-DC 23), rock throwing (120 ft.), unearthly beauty (W-DC 17)
Spell-Like Abilities (CL 10th; concentration +12)
2/day—*charm monster* (W-DC 16), *dispel magic*

Statistics

Str 35, **Dex** 10, **Con** 27, **Int** 8, **Wis** 12, **Cha** 15
Base Atk +7; **CMB** +21; **CMD** 31
Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)
Skills Climb +15, Intimidate +14, Spellcraft +9 (+13 decipher scrolls), Perception +7, Use Magic Device +2 (+6 to activate scrolls); **Racial Modifiers** +4 to decipher scrolls with Spellcraft and activate scrolls with Use Magic Device.
Languages Giant

Ecology

Environment planes (Realms Beyond)
Organization solitary, gang (2–5)
Treasure standard (hide armor, greatclub, other treasure)

ON PORPHYRA

In the time before time the chaos giants roamed the cosmos. These mythic beings forged the primordial matter of the universe into worlds, realms, and planes. Their power diminished, many cam to live on the Prime Material worlds they once forged. Remnants of their number once taught the Zendiq Order of Elementalists how to engineer the lesser creatures known now as "giants". Today, a few chaos giants hold on to their former glory and power, though they have retreated from the world at large to escape the notice of the deists and their minions.



GIANT, ICE

This giant has broad shoulders and angular features. It has grayish-white skin and long white hair that is matted into dreadlocks. Its eyes are sea green.

Ice Giant (CR 10; XP 9,600)

CE Large humanoid (aquatic, cold, giant)
Init +5; **Senses** low-light vision; Perception +10
Aura cold (30 ft., 1d6 cold)

Defense

AC 24, touch 10, flat-footed 24
(+6 armor, +1 Dex, +8 natural, –1 size)
hp 126 (12d8+72)
Fort +13, **Ref** +5, **Will** +6
Defensive Abilities rock catching; **Immune** cold
Vulnerable fire

Offense

Speed 40 ft., swim 30 ft.
Melee *+1 frost dagger* +17/+12 (1d6+8/19-20 plus 1d6 cold) or 2 slams +16 (1d8+8)
Ranged ice boulder +9 (1d8+12)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rock throwing (120 ft.)
Spell-Like Abilities (CL 12th; concentration +14)
Constant—*endure elements*
At will—*ice armor*, *icicle dagger*
5/day—*fabricate*
3/day—*fog cloud*, *gust of wind* (F-DC 14)
1/day—*freezing sphere* (R-DC 18)

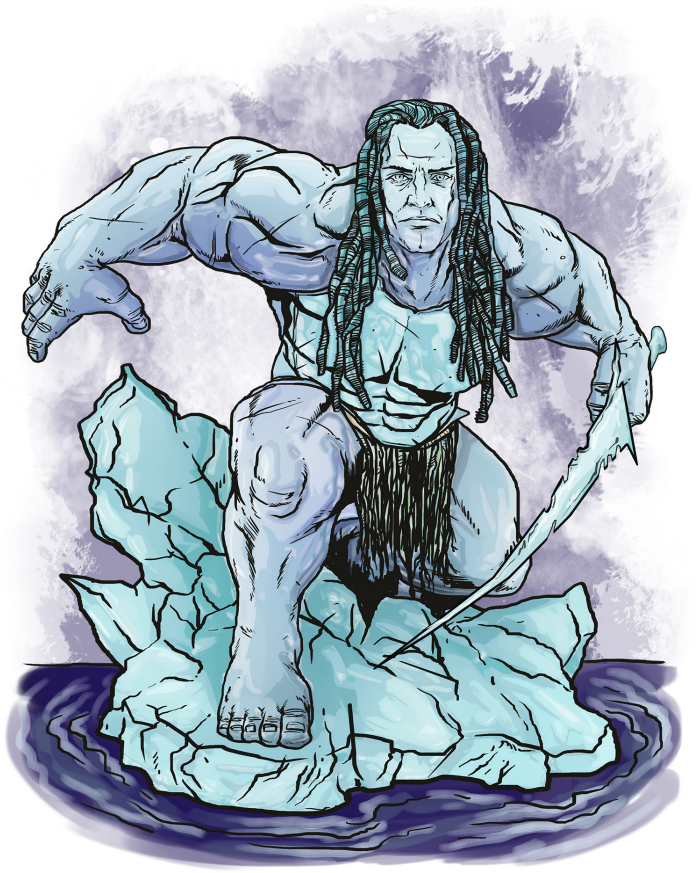
Statistics

Str 26, **Dex** 12, **Con** 20, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +9; **CMB** +18 (+20 sunder); **CMD** 29 (31 vs. sunder)
Feats Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*icicle dagger*), Skill Focus (Acrobatics), Toughness
Skills Acrobatics +17, Climb +12, Craft (watercraft) +10, Intimidate +7, Perception +10, Survival +10, Swim + 16
Languages Aquan, Common, Giant
SQ amphibious

Ecology

Environment aquatic, cold
Organization solitary, raiding party (3-5), ice-ship (6–12 plus 35% noncombatants, 1 adept or cleric of 3rd–5th level)
Treasure standard

Ice giants are an offshoot of frost giants, who spend almost their entire lives at sea. Given magical powers by dark powers of cold and the sea, clans of ice giants create entire ice-ships out of seawater, powering them with crude ice-oars or sails of sealskin. They travel the seas, attacking other ships for plunder and slaves, raiding ashore even on tropical islands- they suffer no discomfort under the heat of the sun.



Seasoned sailors will wear jewelry plundered from their years of piracy, often forged together by their short-lived slaves, who quickly freeze to death in captivity. Other than magic items, ice giants carry few items of note, as they can magically manufacture their own weapons and means of transport.

The leader of an ice giant ship is its spellcaster, who keeps the others in line with threats of abandonment at sea; lone ice giants are typically these challengers of a captain's authority. Ice giants do not recognize jarls, and rare instances of more than one ice-ship working in concert is when a particularly successful clan has more than a dozen members, and the respective captains are siblings or parent and child.

ON PORPHYRA

Ice giants, called "jabalid" by the zendiqi, were the backbone of the Elementalist naval forces during the NewGod Wars. Fanatical servants of the Ice Tyrant, with their ability to fabricate massive ships out of nothing but seawater, they were deadly enemies of all seagoing Deists.

GOLEM, CUPRUM

This humanoid construct stands twice as tall as a zendiqi. Electricity crackles over its coppery shell and its joints are flaked with malachite.

Cuprum Golem (CR 10; XP 9,600)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 25, touch 8, flat-footed 25
(-1 Dex, +17 natural, -1 size)
hp 112 (15d10+30)
Fort +5, **Ref** +4, **Will** +5
DR 10/adamantine; **Immune** construct traits, magic

Offense

Speed 20 ft.
Melee 2 slams +20 (2d10+6 plus conduction)
Space 10 ft.; **Reach** 10 ft.
Special Attacks conduction

Statistics

Str 23, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 1
Base Atk +15; **CMB** +22; **CMD** 31

Ecology

Environment ruins, urban
Organization solitary
Treasure none

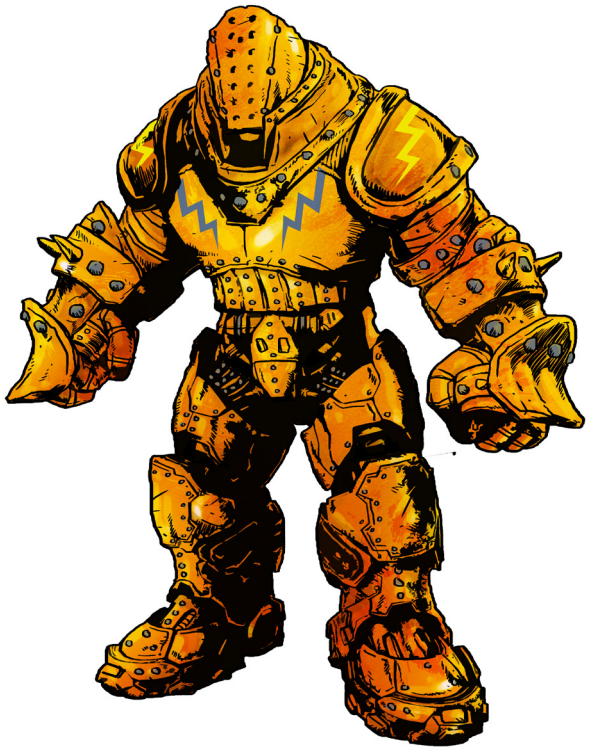
Special Abilities

Conduction (Ex) Cuprum golems have the extraordinary ability to store large quantities of electricity damage (up to a maximum of 90 points). It discharges up to 10 points of electricity damage with every successful slam attack. A randomly encountered cuprum golem should possess 45 points of stored electricity.

Immunity to Magic (Ex) A cuprum 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 magical attack that deals cold damage slows a cuprum golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage repairs the golem at a rate of 1 hp/2 hp of damage rolled. All electrical damage is added to its conduction pool as well.

A cuprum golem has a humanoid body made from copper. It can be sculpted into any shape its creator desires, but it almost always includes elements of electrical iconography on its surface. Copper golems rarely carry weapons, instead relying on their slam attacks and conduction to defend their creators when called upon.



A cuprum golem is 12-1/2 feet tall and weighs about 5,000 pounds. A cuprum golem cannot speak or make any vocal noise but it crackles of electricity and smells faintly of blood when wet.

Cuprum golems are most often found in the service of alchemists and other learned folk who wish to study electricity and its effects on living organisms.

CONSTRUCTION

A cuprum golem's body is sculpted from 5,000 lbs. of copper smelted with rare reagents costing 2,500 gp.

Cuprum Golem

CL 12th; **Price** 55,125 gp

Construction

Requirements Craft Construct, *animate objects*, *shocking grasp*, *limited wish*, creator must be at least 12th level; **Price** 28,813 gp

ON PORPHYRA

Most of the non-intelligent constructs on the world of Porphyra are created within Clockwork Lands. Golems found within ruins are likely the work of giants or elementalist mages from the time before The Calling. Most zendiqi would reject such theories as lies of the muhartik and their allies.

GOLEM, GODFLESH

Golden in form, this faceless construct crackles with divine power.

Godflesh Golem (CR 16; XP 76,800)

N Large construct

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

Defense

AC 31, touch 9, flat-footed 31
(+22 natural, -1 size)
hp 167 (25d10+30)
Fort +8, **Ref** +8, **Will** +8
DR 20/epic; **Immune** construct traits, magic

Offense

Speed 20 ft.
Melee 2 slams +37 (4d8+13)
Space 10 ft.; **Reach** 10 ft.
Special Attacks divine burst (20d6; R-DC 22)

Statistics

Str 36, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +25; **CMB** +39; **CMD** 49

Ecology

Environment any
Organization solitary
Treasure none

Special Abilities

Divine Burst (Su) After it has engaged in at least 1 round of combat, a godflesh golem can release a burst of force damage that inflicts 20d6 points of damage to all within 20 feet (Reflex saving throw, DC 22 halves). It can do this only once per day. The save DC is Constitution-based.

Magic Immunity (Ex) Godflesh golems are immune to all spells, spell-like abilities, and supernatural effects. If someone of at least 16th level casts *transform godflesh* upon a godflesh golem, the spell improves the construct's natural Armor Class bonus by +4 for one hour/level.

When gods interfere in the realm of humanoid creatures, these gods leave themselves open to the risk of injury. When engaged in titanic battles that rock the Material plane it is not uncommon for pieces of gods and other divine beings from being torn, cut, or severed. This divine immortal flesh does not decay and retains some its divine essence. Enterprising alchemists and wizards have long studied the godflesh and have discovered methods to sculpt it into a powerful and resilient golem. Godflesh golems are construct powered by latent divine



energy. As they are not animated by an elemental spirit they suffer no chance of going berserk like lesser golems.

CONSTRUCTION

A godflesh golem's body is sculpted from 1,000 lbs. of godflesh worth 9,000 gp.

Godflesh Golem

CL 18; **Price** 181,000 gp

Construction

Requirements Craft Construct, *geas/quest, miracle, polymorph any object*; **Skill** Craft (sculpture) DC 20; **Cost** 95,000 gp

ON PORPHYRA

Godflesh golems were first created by zendiqi arcanists after the NewGod Wars. These golems are hunted down by Deist forces that consider godflesh golems to be a blasphemous work. The traffic of godflesh is illegal in most countries, however the Trade Consortium of Blix seems to ignore this embargo and uses vultari traders to traffic the material across the world. Godflesh is also not subject to the restriction of the Porphyrite borders.

GOLEM, HANGING

This immense wooden scaffolding lumbers toward you, its hangman noose swings in the air with ill intent.

Hanging Golem (CR 11; XP 12,800)

N Huge construct (spontaneous)

Init +4; **Senses** darkvision 60 ft., low-light vision, sense hatred; Perception +12

Defense

AC 25, touch 8, flat-footed 25
(+17 natural, -2 size)

hp 131 (14d10+54)

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

DR 10/adamantine; **Immune** construct traits, magic

Offense

Speed 20 ft.

Melee 2 slams +20 (2d12+8), noose +15 (1d4 Con plus grab and strangle)

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

Special Attacks absorb life, jagged blows, strangle

Statistics

Str 26, **Dex** 10, **Con** —, **Int** 4, **Wis** 14, **Cha** 10

Base Atk +14; **CMB** +24 (+28 bull rush, grapple);
CMD 34 (38 vs. bull rush, trip)

Feats Awesome Blow, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Perception), Toughness

Skills Perception +12, Survival +9

SQ dimensional anchor, discern location

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Absorb Life (Su) When a hanging golem kills their prey by dealing Constitution damage with its noose attack, the golem is healed 4 hit points per Hit Dice of their victim.

Dimensional Anchor (Su) Any creature held by the hanging golem's noose is affected by a constant *dimensional anchor* spell effect. The caster level for this effect is considered to be the golem's hit dice.

Discern Location (Su) Once a victim has been selected by the golem's sense hatred ability, it may use *discern location* as a free action to track its prey. The caster level for this effect is considered to be the golem's hit dice.

Jagged Blows (Ex) The slam attack of the hanging golem is treated as bludgeon, piercing, and slashing with respect to overcoming damage reduction.



Immunity to Magic (Ex) A hanging 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.

- A *warp wood* spell deals 5d6 points of damage to the hanging golem.
- A magical effect that deals fire damage slows the golem (as per the *slow* spell for 2d6 rounds) and prevents the golem from shadow walking.

Sense Hatred (Su) The hanging golem is attracted to strong emanations of mass hatred or intolerance toward a living creature or group of living creatures, and chooses its victim from the group or individual that is the focus of the hatred (thought never a creature with more than twice its Hit Dice). This sense does not determine the guilt of the individual or whether or not the hatred is justified. When a victim is killed, the golem will sense a new victim.

Shadow Walk (Su) Once per night, the hanging golem may travel great distances as per the *shadow walk* spell. This ability cannot be used in sunlight or during the day.

Those regions where hanging golems arise are frequently rife with mob rule, racial and religious tension, and overwhelming social pressure. Arising spontaneously from piles of scrap lumber and rope- or from a disused scaffold- hanging golems respond to the deep, widespread emotions of hatred and intolerance within a community. Those that the majority of the group hates are battered into helplessness by the supports of the rickety-looking scaffold, snared by its crude noose, and strangled to death before the cheering mob. There is no appeal or mercy allowed by the macabre machine, and it does not communicate in any way.

It is certain that there is some divine spark behind the animation of these spontaneous constructs, as communities that spawn hanging golems often have religious motivations for their hatred and intolerance. That the hanging golem possesses supernatural abilities to dimensionally hold, magically track, and absorb the life force of its victims suggests a dire purpose born of the collective ill will of its generative community. In gruesome fashion, those that are aware of the relationship between a group and a hanging golem often give it a semi-affectionate nickname, like "Catching Jack", "Lofty Tom", "Woody Rose" or "Mister Twine".

As a hanging golem is in sync with the mass hatred and intolerance of a group, it can respond, albeit with low intelligence, to threats from regulatory bodies such as investigating sheriffs or the like, usually by simply appearing as an inanimate, somewhat broken-down scaffold. Hanging golems consume the life force of their victims, not their bodies, so the members of the in-sync community usually hide or dispose of them, discreetly distributing the unfortunate's possessions. If any investigators of reported disappearances of a victims (or, likely, groups of victims) are particularly hated or resented, they are entirely likely to disappear, as well. Governments of countries where hanging golems are active may secretly approve of their activities, to a certain degree, seeing their actions as the will of the people and the ruling class, and beneficial to keeping the public hand clean of the blood of "undesirables". The only way to control a hanging golem is to manipulate the emotions of the groups of beings from which it senses hatred.

If a hanging golem at rest is attacked, or if an attempt to dismantle it is made, the golem will respond as if the attacker was a victim selected by its sense hatred ability, as will those who help said victim. A hanging golem can and will use its supporting 'limbs' to smash attackers who are trying to free a hanging victim- the noose cannot be attacked or damaged separately, it is destroyed only when the entire golem is destroyed. Due to the fact that most members of a community are busy with their work during the day, most attacks of a hanging golem occur at night, after people congregate to discuss their grievances, and perhaps consume an inflammatory ale or two. The resting place of the golem serves as a meeting ground for disgruntled community members, who will often drag potential victims to the golem, to be confronted, judged and executed.

When all of the members of a hated group are disposed of, and the community is at relative peace, a hanging golem will move on, as if it feeds on the absorption of its victims, and seeks more. Occasionally, this will be when all members of a community are extirpated, as the need to find fault in and resent others can become addictive. Even the presence of strangers (such as adventuring parties) can be enough to motivate an insular community into drawing the attention of the resident golem- if only to keep its power around a little longer. Eventually, however, a hanging golem will fade away into the shadows, to search for another community smouldering with hatred and intolerance to being the cycle anew.

ON PORPHYRA

Though hanging golems occasionally arise in places like Parl Pardesh, the Tuthon Barony and Avandrool that is not their typical origin; shamefully enough, The Middle Kingdoms is the wellspring from whence hanging golems often form. Hanging was never a Porphyran custom, most cultures preferring exile and exposure or damnatio ad bestas (execution by beasts) instead. The Middle Kingdoms' tendency to blind legalism and 'fear of the other' has spawned many hanging golems, which have spread throughout the nations of Porphyra, Landed and otherwise. Elemental-kin, teiflings, aasimar (including avoodim) and dragonbloods are frequently targets in these situations, as well as sorcerers who exhibit strange characteristics. Porphyran Zendiqi are particularly terrified, with justification, of hanging golems, and their leaders and mahdi rail at their existence as examples of Deist cruelty.

Even normally noble countries such as Iffud have seen small towns near their borders attract a hanging golem, where fears of invasion and hatred of foreigners build. Red-cloaked Rolterran rabble-rousers are especially attracted to these gory things, and it may be possible that Her spirit animates the simple piles of wood and rope when conditions are right. The shadow walking ability of hanging golems bypasses porphyrite borders.

GOLEM, PELT

This conglomeration of bear, elk, wolf, and ermine pelts lurches toward you with unnatural speed.

Pelt Golem (CR 8; XP 4,800)

N Medium construct (spontaneous)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 21, touch 15, flat-footed 16
(+5 Dex, +6 natural)

hp 85 (10d10+30)

Fort +3, **Ref** +8, **Wis** +5

DR 5/adamantine; **Immune** construct traits, magic

Offense

Speed 40 ft., climb 20 ft.

Melee bite +15 (1d8+2 plus grab), 3 claws +15 (1d6+2 plus trip)

Special Attacks blood drain (1d2 Con), blood rage (+4 Str, -2 AC), rend (2 claws, 1d6+3)

Statistics

Str 14, **Dex** 20, **Con** —, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +12 (+16 grapple); **CMD** 27 (can't be tripped)

Feats Improved Initiative, Skill Focus (Acrobatics, Stealth), Toughness, Weapon Finesse

Skills Acrobatics +15, Stealth +15

Ecology

Environment any

Organization solitary

Treasure none, or 1d6x500 gp worth of pelts (see below)

Special Abilities

Immunity to Magic (Ex) A pelt 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.

- A *calm animal* spell dazes the pelt golem for 1d6 rounds.
- A *hide from animals* spells works on pelt golems except it lasts 1 minute/level.
- A magical effect that deals cold damage slows the pelt golem (as per the spell) for two rounds.

Spoken of only in the whispers of trappers, pelt golems are thought to arise spontaneously in the wilderness when a trapper over-harvests an area and does not provide proper offerings to the gods of nature. Regardless the cause of their animation, pelt golems have been known to hunt trappers and destroy trap lines throughout the wilderness.



When injured in combat, pelt golems are known to fly into a mindless blood rage which drives them to kill any living creature within the range of their senses. All attempts by druids to put these creatures to rest or even determine the cause of their origin have met with failure, and often with the death of the druid.

Once put to its final rest, a pelt golem can yield a number of valuable pelts provided that the people that put the construct down used mostly piercing and bludgeoning weapons. Slashing weapons that are able to overcome the damage reduction of the creature tend to do to much damage to the hides too make them salvagable.

ON PORPHYRA

Though some suspect it is the vengeful hoof of Saren that animates pelt golems, the truth is that it is actually the elemental spark of Djinnlord Qarryn that turns the hunter into the hunted. From a windy corner of Hell, he empowers pelt golems to disupt trade and prevent mortals from expanding too far into the untamed wilderness without paying a sufficient life-death toll.

GOLEM, SQUIGGLER

The doodle on that wall just moved by itself. First a line, then a two-dimensional limb; soon, a fully formed, grotesque sketch of a humanoid being has come out of the wall and is advancing towards you.

Squiggler Golem (CR 3; XP 800)

CE Small construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

Defense

AC 17, touch 12, flat-footed 16
(+1 Dex, +5 natural, +1 size)
hp 26 (3d10+10)
Fort +1, **Ref** +2, **Will** +1
DR 5/magic; **Immune** construct traits, magic

Offense

Speed 20 ft.
Melee 2 claws +7 (1d4+3 plus gouge)
Special Attacks berserk, gouge

Statistics

Str 16, **Dex** 13, **Con** —, **Int** 3, **Wis** 11, **Cha** 5
Base Atk +3; **CMB** +6; **CMD** 17
Feats Improved Initiative, Skill Focus (Perception)
Skills Escape Artist +13, Perception +4, Stealth +6
SQ flat form, merging

Ecology

Environment urban
Organization solitary
Treasure none

Special Abilities

Berserk (Ex) When a squiggler golem enters combat, there is a cumulative 5% chance each round that its rudimentary willpower breaks free of any control and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or immediately looking for one if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires an opposed Charisma check. It takes 1 minute of inactivity by the golem to reset its berserk chance to 0%.

Gouge (Ex) If a squiggler golem succeeds in a claw attack against any creature, the creature must succeed at a Fortitude save (DC 14) or suffer 1d2 Constitution damage, its insides bloodily twisted by the squiggler's gouging claws. A creature immune to critical hits is also immune to a squiggler's gouge attack. The save DC is Strength-based

Flat Form (Ex) A squiggler golem is extremely thin, almost to the point of being two-dimensional. This doubles the dodge bonus on Armour Class gained by a squiggler performing the fighting defensively or total defence actions. In addition, it gives a squiggler a +12 racial bonus on Escape Artist checks, plus it allows a squiggler to fit through almost any opening, even those less than one-inch wide.

Immunity to Magic (Ex) A squiggler 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.

- An *erase* spell or effect deals 2d8 points of damage to a squiggler golem (no saving throw).
- A *secret page* spell makes the squiggler's outline vague and unclear as per a *blur* spell for 3d6 rounds.

Merging (Su): As a standard action, by laying still against a wall or other flat vertical surface, a squiggler golem can literally become part of it, being able to move along this surface at its base speed in any direction and being immune to damage. A squiggler may come out of the surface at any point, by spending a standard action.

A squiggler golem is a grotesque doodle representing a small humanoid, animated and given three dimensions by a horrible curse. Although initially two-dimensional, the squiggler golem has the supernatural ability to pop out of the surface it is drawn or carved in, becoming a three-dimensional, small construct with the same appearance it had as a drawing.

The dark powers animating a squiggler golem give it a rudimentary, hateful intelligence. It often uses this intelligence to break free of any tenuous control its master may have over it and go into a mad rampage, killing everything in its path.

Squiggler golems are vicious creatures, their rudimentary self-awareness fuelled mostly by a desire to stalk and kill. Therefore, to seek prey and murder it as gruesomely as possible is the core of a squiggler golem's nature.

CONSTRUCTION

A squiggler golem must be drawn in a clean, completely flat surface of at least 5 feet by 5 feet. The special inks and rituals required to draw a squiggler cost 375 gold pieces.

Squiggler Golem

CL 7th; **Price** 16,375 gp

Construction

Requirements Craft Construct, *animate objects*, *illusory script*, *magic jar*, *major image*; **Skill** Craft (painting) DC 13; **Cost** 8,375 gp

ON PORPHYRA

Squiggler golems are rarely found on Porphyra as their mad shapes make them difficult to discern from the drawings of a demented child. That does not mean they don't exist, just that they are hard to detect. Many slayings of children in the Barony of Tuthon are often attributed to the work of these monsters.

One, two - squiggles drawn by you
Three, four - bodies on the floor
Five, six - there is no fix
Seven, eight - no time to debate
Nine, ten - erase and draw again

- A Tuthoni rhyme



GOLEM, TARRY

This animate humanoid composed of viscous tar lurches forward…

Tarry Golem (CR 4; XP 1,200)

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -1

Defenses

AC 16, touch 9, flat-footed 16
(+7 natural, -1 size)
hp 46 (3d10+30)
Fort +1, **Ref** +1, **Will** +1
DR 10/magic; piercing and slashing; **Immune** construct traits, magic

Offense

Speed 20 ft.
Melee 2 slams +7 (1d8+5 plus immobilizing attack)
Space 10 ft.; **Reach** 10 ft.
Special Attacks flaming pitch, immobilizing attack (R-DC 11)

Statistics

Str 21, **Dex** 10, **Con** —, **Int** —, **Wis** 9, **Cha** 1
Base Atk +3; **CMB** +9; **CMD** 19
Skills Stealth +1; **Racial Modifiers** +5 Stealth

Ecology

Environment any
Organization solitary
Treasure standard

Special Abilities

Flaming Pitch (Ex) If the tarry golem has been ignited due to a magical fire attack (see below), then its immobilizing attack causes an additional 1d4 points of fire damage for 3 rounds. Submersion in water can extinguish this flame.

Immobilizing Attack (Ex) Each time a tarry golem makes a successful slam attack, the victim must make a Reflex save (DC 11) or suffer a -2 penalty to Dexterity. Successive penalties are cumulative and if the penalty is equal to the victim's Dexterity score they are immobilized as if they had been reduced to 0 Dexterity due to ability damage. As a full round action, a creature can scrap tar off them to reduce the accumulated penalty by 1. The save DC is Constitution-based.

Immunity to Magic (Ex) A tarry golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.



- A magical attack that deals cold damage slows the tarry golem (as the *slow* spell) for 3 rounds.
- A magical attack that deals fire damage hastens the tarry golem (as the *haste* spell) for 3 rounds.
- A magical attack that deals more than 10 points of fire damage ignites the tarry golem adding +1d4 fire damage to its slam attacks for 3 rounds.

Tarry golems provide additional firepower for their spellcaster creators.

CONSTRUCTION

A tarry golem's body is formed from the skeleton of a hill giant and 2,000 lbs. of tar, mixture with rare potions and herbs worth 1,500 gp.

Tarry Golem

CL 11th; **Price** 28,125 gp

Construction

Requirements Craft Construct, *animate objects*, *shield of faith*, *slow*, *resist energy* (fire); **Skill** Craft (sculpture) DC 16; **Cost** 14,812 gp

ON PORPHYRA

Many tarry golems were created to assist Deist forces in the war against the fire giants.

GOLEM, VERMINHIVE

Verminhive golems are the creation of evil druids who needed additional guardians that could not be swayed by the magic of others. These semi-autonomous creations are nearly uncontrollable and are most often deployed where they can do the most harm to others.

Verminhive Golem

Special Attacks berserk, swarm

Statistics

SQ self-repair

Ecology

Environment any
Organization solitary
Treasure none

Special Abilities

Berserk (Ex) When a verminhive golem enters combat, there is a cumulative 3% chance that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach. Once a verminhive golem goes berserk there is no known method to reestablish control.

Self-Repair (Ex) A verminhive golem's swarm can rebuild the golem's body structure, effectively giving it a healing rate equal to the golem's Hit Dice per hour.

Swarm (Su) Verminhives are constantly surrounded by a fiendish insect swarm (as their name indicates) that attacks the golem's enemies. The golem can expel another such swarm as a standard action every 1d4+1 rounds up to a maximum number of times per day equal to half the golem's hit dice. A *summon swarm* spell cures 1d4 points of damage to the swarm per caster level.

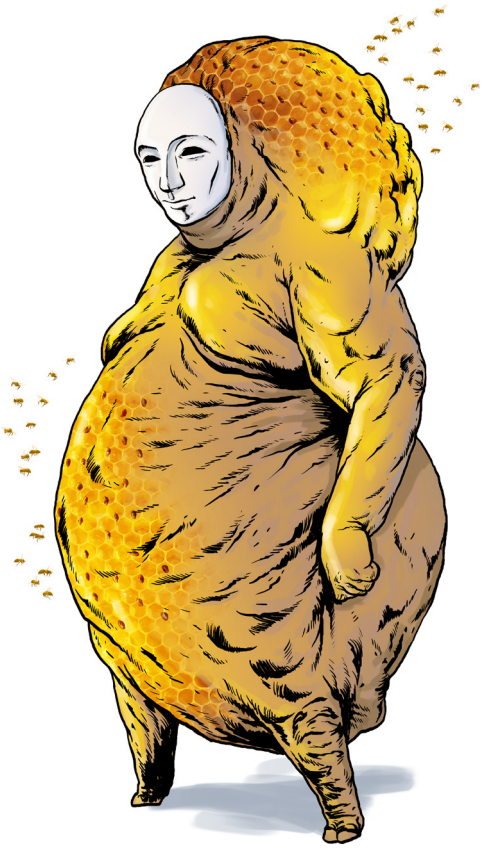
Vulnerable to Water (Ex) Complete immersion in water drowns the golem's swarm and automatically causes it to go berserk. The golem loses its swarm and self-repair abilities permanently, and its Hit Dice is reduced by half. A verminhive golem will not cross water deeper than ¼ its height.

CONSTRUCTION

A verminhive's body is constructed by a summoned swarm of fiendish insects that are controlled to build a humanoid hive in which to trap an elemental spirit. The materials necessary to trap the spirit cost 1,000 gp.

BEE GOLEM

This vaguely humanoid creature is a walking hive of bees.



Bee Golem (CR 11, XP 12,800)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 22, touch 8, flat-footed 22
(-1 Dex, +14 natural, -1 size)
hp 118 (16d10+30)
Fort +5, **Ref** +4, **Will** +5
DR 5/magic and slashing; **Immune** construct traits, magic
Vulnerable fire, water

Offense

Speed 20 ft.
Melee 2 slams +22 (2d10+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks absorb weapon, berserk, swarm

Statistics

Str 25, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +16; **CMB** +24; **CMD** 33

Special Abilities

Absorb Weapon (Ex) Any piercing weapon that strikes a bee golem risks getting stuck in the golem's waxy body. The wielder must make a Reflex save (DC 16) to avoid the weapon becoming stuck. A Strength check (DC 16) on subsequent rounds could be attempted to free the weapon. The save DC is Constitution-based.

Immunity to Magic (Su) A bee 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.

- A magical attack that deals fire damage stuns the wasp golem for 1d3 rounds with no saving throw.
- A magical attack that deals cold damage slows the bee golem (as the *slow* spell) for 2d6 rounds with no saving throw.

Bee, Verminhive Golem

CL 11th; **Price** 72,000 gp

Construction

Requirements Craft Construct, *awaken*, *creeping doom*, *stone shape*, *summon swarm*; **Skill** Profession (beekeeper) DC 18; **Cost** 37,000 gp

TERMITE GOLEM

This vague humanoid creature is a walking hive of termites.

Termite Golem (CR 12; XP 19,200)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 28, touch 8, flat-footed 28
(-1 Dex, +20 natural, -1 size)
hp 140 (20d10+30)
Fort +6, **Ref** +5, **Will** +6
DR 5/magic; **Immune** construct traits, magic; **Resist** fire 10
Vulnerable water

Offense

Speed 20 ft.
Melee 2 slams +29 (2d10+10)
Space 10 ft.; **Reach** 10 ft.
Special Attacks berserk, swarm

Statistics

Str 31, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +20; **CMB** +31; **CMD** 40

Special Abilities

Immunity to Magic (Su) A termite 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.

- *Earthquake* targeted on the golem deals 5d12 points of damage, with no saving throw.
- *Move earth* knocks the golem back 120 ft. and deals 3d12 points of damage, with no saving throw.
- *Transmute mud to rock* slows the golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

Termite, Verminhive Golem

CL 12th; **Price** 78,125 gp

Construction

Requirements Craft Construct, *awaken*, *creeping doom*, *stone shape*, *summon swarm*; **Skill** Knowledge (nature) DC 19; **Cost** 40,063 gp

WASP GOLEM

This vague humanoid creature is a walking hive of wasps.

Wasp Golem (CR 10; XP 9,600)

N Medium construct

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

Defense

AC 19, touch 10, flat-footed 19
(+9 natural)
hp 108 (16d10+20)
Fort +5, **Ref** +5, **Will** +5
DR 5/magic; **Immune** construct traits, magic
Vulnerable fire, water

Offense

Speed 30 ft.
Melee 2 slams +22 (2d8+6)

Statistics

Str 23, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +16; **CMB** +22; **CMD** 32

Special Abilities

Immunity to Magic (Su) A wasp 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.

- A magical attack that deals fire damage stuns the wasp golem for 1d3 rounds with no saving throw.
- *Transmute mud to rock* restores any of the wasp golem's lost Hit Dice due to water immersion.

Wasp, Verminhive Golem

CL 10th; **Price** 55,125 gp

Constuction

Requirements Craft Construct, *awaken*, *creeping doom*, *stone shape*, *summon swarm*; **Skill** Knowledge (nature) DC 15; **Cost** 28,563 gp

ON PORPHYRA

Verminhive golems are used to defend the borders controlled by mâlite forces in the Forest of Gora.

GUARDIAN CREATURE

Guardian creatures are the chosen protectors of animal life. Native to other planes, they are sent by their creators (powerful nature and animal spirits) to defend their lesser kin. Guardian creatures often appear in areas where new predators are endangering wildlife, or to protect the last members of nearly-extinct species. They are also commonly summoned by arcane spellcasters and druids, who appreciate their power and devotion. A summoned guardian creature is typically of the same species as the summoner's familiar or animal companion.

Guardian creatures are slightly larger than normal creatures of their kind, and sparkle with a silvery glow.

CREATING A GUARDIAN CREATURE

"Guardian" is a template that can be added to any animal or vermin. A guardian creature retains the base creature's statistics and special abilities except as noted here.

CR: HD 4 or less, as base creature; HD 5 or more, +1.

Alignment: neutral.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +1.

Defenses/Qualities: It gains darkvision 60 ft.; immunity to disease and poison; cold and fire resistance 10; DR 5/magic (if HD 5-12) or DR 10/magic (13 or more); SR equal to 11 + CR. Additionally, a guardian creature gains the following:

Empathy (Ex): A guardian creature can communicate and empathize with normal and dire creatures of its own species. This gives it a +4 racial bonus on checks when influencing such a creature's attitude and allows the communication of simple concepts and (if the creature is friendly) commands, such as "friend," "foe," "flee," and "attack."

Shield Other (Sp): A guardian creature is able to use *shield other* three times per day as a spell-like ability. The recipient of this spell must be a normal, dire, and megafauna versions of the base creature. The caster level for this ability is equal to the guardian creature's Hit Dice.

Special Abilities: A guardian creature gains the following:

Protector (Ex): As a swift action a guardian creature can designate a creature, Large or smaller object, or 5-ft. radius area for it to protect. The guardian creature gains a +1 morale bonus to attack and damage roles against any creature that threatens its protected creature, object, or area.

Warning Blow (Su): When the guardian creature strikes an opponent with a melee attack it may force the opponent to make a Will save (DC 10 + ½ guardian creature's HD + guardian creature's Cha modifier) or become frightened for 1d4 rounds. This only affects creatures with fewer Hit Dice than the guardian creature.

Abilities: A guardian creature gains a +4 bonus on three ability scores of its choice and a +2 bonus on the other three. Vermin that receive this template are assumed to have a base Intelligence of 1.

Skills: A guardian creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's class skills. Skill ranks from class levels are unaffected.

SAMPLE GUARDIAN CREATURES

We have selected the elk and the tiger as sample base creatures to receive this template.

Guardian Elk (CR 1; XP 400)

N Medium outsider (native)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense

AC 15, touch 14, flat-footed 11
(+4 Dex, +1 natural)
hp 17 (2d8+8)
Fort +7, **Ref** +9, **Will** +3
Immune disease, poison; **Resist** cold 10, fire 10; **SR** 12

Offense

Speed 50 ft.
Melee gore +5 (1d6+4 plus warning blow), 2 hooves +0 (1d3+2 plus warning blow)
Special Attacks protector, warning blow (W-DC 11)
Spell-Like Abilities (CL 2nd; concentration +2)
3/day—*shield other* (elk, dire elk, megaloceros only)

Statistics

Str 18, **Dex** 19, **Con** 18, **Int** 6, **Wis** 17, **Cha** 11
Base Atk +1; **CMB** +5; **CMD** 19 (23 vs. trip)
Feats Lightning Reflexes, Run[B]
Skills Knowledge (geography) +0, Perception +8, Stealth +9, Survival +8
SQ empathy

Ecology

Environment cold, plains
Organization solitary, pair, or herd (3–50)
Treasure none

Guardian elk are common throughout the frozen plains.

Guardian Smilodon (CR 9; XP 6,400)

N Large outsider (native)

Init +8; **Senses** low-light vision, scent; Perception +19

Defense

AC 19, touch 12, flat-footed 16
(+3 Dex, +7 natural, –1 size)

hp 119 (14d8+56)

Fort +14, **Ref** +13, **Will** +6

DR 10/magic; **Immune** disease, poison; **Resist** cold 10, fire 10; **SR** 20

Offense

Speed 40 ft.

Melee 2 claws +19 (2d4+9 plus grab plus warning blow), bite +19 (2d6+9/19–20 plus grab plus warning blow)

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

Special Attacks pounce, protector, rake (2 claws +18, 2d4+8), warning blow (W-DC 18)

Spell-Like Abilities (CL 14th; concentration +15)

3/day—*shield other* (tiger, smilodon only)

Statistics

Str 29, **Dex** 19, **Con** 21, **Int** 4, **Wis** 14, Cha 12

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 34 (38 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +8, Perception +19, Stealth +21 (+25 in tall grass), Swim +26; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

SQ empathy

Ecology

Environment forests, marsh, plains

Organization solitary or pair

Treasure none

ON PORPHYRA

Guardian creatures were first spoken of by the elders and shamans of the Sikoyan people of the Tundras of the Northlands. "Velki-ledved", The Great Bear of Ice, has long protected their tribe, and is their totem animal. It is apparent that guardian creatures only have been encountered in territories originally part of Porphyra, and are not, so far, represented in Landed territories. Wherever the natural lands are threatened, the world-spirit animism of the Patchwork World of Porphyra creates guardian creatures from native animal species to help prevent the extinction of its native creatures at the hands, claws and tentacles of intruders. Guardian mustangs roam the Hinterlands of Kesh, guardian wolves guard The Scrublands, and large guardian scarab beetles have been long sighted in the Deserts of Siwath and Ghadab. Nomadic tribes of zendiqi people have many legends that speak of their power in many regions and places. Rumors also persist of druidic orders that seek to eliminate porphyrite borders and assimilate (or destroy) all of the Landed territories seek to cooperate with these guardian spirits.



HAG CREATURE

A hag is an opportunistic neutral evil creature who has forsaken (or never had) a traditional mortal life for one of black magic, domination, and subterfuge. They are unholy creatures whose allegiances can shift with the passing breeze. They have a strong connection to the corruption of the natural world and possess both great magical and physical prowess.

APPEARANCE CHANGES

Hags in general appear as malevolent little old ladies with greasy hair and complexion. They carry with them the weight of great and foul magic. They often corrupt or taint any ground they walk upon.

CREATING A HAG

"Hag" is a template that can be added to any female living corporeal creature. A hag uses the base creature's stats and abilities except as noted here.

CR: +2

Type: The creature's type changes to monstrous humanoid and they gain the evil subtype if they do not possess it. Do not recalculate saves or skills.

Senses: A hag gains darkvision 60 ft. and scent.

Armor Class: Increase the base creature's natural armor bonus by +4.

Hit Dice: Change all the creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

Defensive Abilities: A hag gains damage reduction based upon their racial hit dice. HD 1-5 gains 5/good; 6-10 gains 10/good; 11-15 gains 10/good and cold iron; and 15+ gains 15/good and cold iron.

Speed: Many hags possess additional or increased movement rates based upon their lineage. Select one lineage for your hag when adding the template.

Briny: Speed 40 ft., climb 10 ft., swim 80 ft.; +8 Climb and Swim checks

Cave: Speed 40 ft., climb 40 ft.; +8 Climb

Glacier: Speed 40 ft.; climb 20 ft.; +8 Climb, suffer no penalties for traveling on ice.

Lunar: Speed 50 ft., climb 20 ft., fly 60 ft (perfect); +8 Climb

Maelstrom: Speed 50 ft., fly 80 ft. (good)

Quagmire: Speed 40 ft., swim 40 ft.; +8 Swim

Melee Attacks: A hag always possesses two supernaturally powerful claws attacks and a bite attack based upon her size category plus one step, provided she has the



appendages to gain their attack forms. These attacks are treated as evil-aligned and adamantine for the purpose of bypassing damage reduction.

Special Abilities: A hag gains a number of special abilities based on their lineage. Select one lineage for your hag when adding this template. Save DCs are equal to 10 + ½ hag's HD + hag's Cha modifier unless otherwise noted.

Briny: Hags of the brine lineage can breathe equally well on land as well as underwater. They possess the ability to scry through pearls as a supernatural ability that mimics the *scrying* spell.

Cave: In addition to the senses listed above, cave hags gain blindsight 120 ft. and are immune to all illusion spells, spells with the light descriptor, and gaze attacks.

Glacier: Hags of the glacier variety can breathe a 20 ft. cone of freezing air and sharp ice crystals that deals 2d4 points of piercing damage and blind opponents for 1d3 rounds if they fail a Fort save. Additionally, the claw attacks of the glacier hag deal an additional 1d6 points of cold damage that allows a Fort save to negate the cold damage.

Lunar: Lunar hag's claw attacks also run the risk of stunning their opponents. Anyone struck by her claws must make a Fort save or be stunned for 1d2 rounds. A lunar hag possess spell resistance equal to 11 + her CR.

Maelstrom: A maelstrom hag can use her hair as a sec-

ondary tentacle attack with the grab and constrict special abilities. Damage for these attacks are based on the hag's size. When grappling with her hair she does not gain the grappled condition. A maelstrom hag also possesses electricity resistance 20.

Quagmire: A quagmire hag is immune to all poisons and disease.

Spell-Like Abilities: All hags possess a number of spell-like abilities based upon their hit dice. Each hag gains a number of spell levels equal to half its CR, rounding up. The number of times per day a spell-like ability can be used is shown on the table below depending on the spell level.

Spell-Like Ability Table							
Number of Uses per day of each SLA							
CR	# of Levels	1	2	3	4	5	6
3	2	2	—	—	—	—	—
4	2	2	1	—	—	—	—
5	3	2	1	—	—	—	—
6	3	2	2	—	—	—	—
7	4	2	2	1	—	—	—
8	4	2	2	1	—	—	—
9	5	3	2	2	—	—	—
10	5	3	2	2	1	—	—
11	6	3	2	2	1	—	—
12	6	3	3	2	2	—	—
13	7	3	3	2	2	1	—
14	7	3	3	2	2	1	—
15	8	3	3	3	2	2	—
16	8	3	3	3	2	2	1
17	9	3	3	3	2	2	1
18	9	3	3	3	3	2	2
19	10	3	3	3	3	3	2
20	10	3	3	3	3	3	3

Caster level is equal to the hag's Hit Dice. Hags favor spell-like abilities from the conjuration, enchantment, illusion, and necromancy schools. They also tend to draw spells from the witch and druid spell lists.

Abilities: A hag's abilities scores are modified by their lineage as shown below.

Briny: +4 Str, +4 Dex, +6 Con, +4 Wis, +4 Cha
Cave: +6 Str, +2 Dex, +4 Con, +4 Wis, +4 Cha
Glacier: +4 Str, +6 Dex, +4 Con, +4 Wis, +4 Cha
Lunar: +6 Str, +6 Dex, +6 Con, +6 Wis, +6 Cha
Maelstrom: +6 Str, +8 Dex, +4 Con, +6 Wis
Quagmire: +4 Str, +6 Dex, +6 Con, +4 Wis

Skills: A hag gains racial bonuses to their skills based upon their lineage as shown below.

Briny: +4 Craft (alchemy)
Cave: +4 Craft (poison)
Glacier: +4 Handle Animal, +4 Survival
Lunar: +4 Craft (alchemy), +4 Spellcraft
Maelstrom: none
Quagmire: +4 Stealth

Languages: A hag always knows how to speak Giant.

Environment: any (lunar, maelstrom), aquatic (briny, quagmire), cold (glacier), marsh (quagmire), underground (cave)

Organization: solitary, pair, or coven (3-8)

SAMPLE HAG

This sample uses the nereid as a base creature with the quagmire hag template added to her formerly bewitching appearance.

Foulwater Hag (CR 12; XP 19,200)

Quagmire nereid hag
CN Medium monstrous humanoid (evil, water)
Init +12; **Senses** darkvision 60 ft., low-light vision, scent; Perception +23
Aura beguiling aura (30-ft., W-DC 23)

Defense

AC 32, touch 28, flat-footed 19
(+5 deflection, +12 Dex, +1 dodge, +4 natural)
hp 186 (12d10+120)
Fort +14, **Ref** +20, **Will** +16
DR 10/good and cold iron; **Defensive Abilities** transparency; **Immune** cold, disease, poison; **SR** 23
Weaknesses shawl

Offense

Speed 40 ft., swim 40 ft.
Melee touch +24 (poison) or 2 claws +24 (1d6+2), bite +24 (1d8+2)
Ranged spray +24 touch (poison)
Special Attacks drowning kiss, evil and adamantine strikes
Spell-Like Abilities (CL 12th; concentration +17)

At will—*control water*, *suggestion* (W-DC 18; only against creatures that are currently fascinated by her beguiling aura)

3/day—*accelerated decomposition*, *blinding mist* (F-DC 17), *putrid vapors* (F-DC 17)

1/day—*summon monster VI* (water elementals only)

Statistics

Str 15, **Dex** 35, **Con** 30, **Int** 14, **Wis** 26, **Cha** 21

Base Atk +12; **CMB** +14; **CMD** 41

Feats Ability Focus (beguiling aura), Agile Maneuvers, Defensive Combat Training, Dodge, Mobility, Weapon Finesse

Skills Bluff +20, Escape Artist +27, Knowledge (nature) +17, Perception +23, Perform (sing) +20, Sense Motive +23, Stealth +31, Swim +25; **Racial Modifiers** +4 Stealth

Languages Aquan, Common, Sylvan

SQ change shape (medium water elemental, *elemental body II*), unearthly grace

Environment

Environment marsh

Organization solitary, pair, or coven (3-8)

Treasure standard

Special Abilities

Beguiling Aura (Su) Any creature sexually attracted to women runs the risk of being beguiled by the foulwater hag if it looks upon her hideous form from a distance of 30 feet or less. If the creature fails a DC 23 Will save, it is immediately fascinated. A foulwater hag may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Drowning Kiss (Su) A foulwater hag can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die. The save DC is Constitution-based.

Poison (Ex) Touch or spray—contact (range 30-ft.); *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.

Shawl (Ex) A foulwater hag's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the foulwater hag takes 1d6 points of Constitution drain per hour until she dies. A foulwater hag can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a foulwater hag's shawl require the sunder or disarm attempts.

Transparency (Su) When underwater, a foulwater hag's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Unearthly Grace (Su) A foulwater hag adds her Charisma bonus as a deflection bonus to her Armor Class and CMD if she wears no armor.

ON PORPHYRA

In the days before The Calling, hags once served the Elemental Lords and allied themselves with the forces of the giants. In addition to denying their enemies (and rebels against the Zendiq Order) access to certain wilderness areas, hags were valued for their magical powers of divination, sprung from the female core-spirit. In 3 BC (Before the Calling), the decennial meeting of the Great Coven of hags was disrupted by a race-sweeping vision from the Realms Beyond: The Elemental Lords would fall to the incursion of the New Gods and the barriers between the Planes would come down, enabling extra-planar powers of great strength to have access to Porphyra. Sensing the balance of power would soon shift, the hags abandoned their support of the giants and Elemental Lords and secretly pledged themselves to the service of Mâl the Destroyer, a chaotic, evil, alien member of the soon-to-arrive pantheon of New Gods. The Forgotten One gladly welcomed these dire magicians into His cult.

With the advent of The Calling, all of the many races of hags severed ties completely with their former patrons and instead became dedicated supplicants to Mâl the Destroyer. The number of hags on Porphyra seems to be increasing as women captured by the forces of Mâl are coerced to become hags instead of mâlite shock troops. Areas of hag dominance include the Shadowlands north of the Last Kingdom, the Plains of Ash in Enoria, throughout the Scrublands , the Snakewood in Tuthon, Dunnall Moor in the Jheriak Continuance, and many locations all through the Jotun Forest, especially the banks of the Trollwater. Enclaves of hag covens operate in the Pyynian Coast and the Mire of Ashael in western Ghadab, but the proximity of vengeful Elementalists makes them loathe to travel or make their presences widely known.

HAG, ALLEY

This old woman is dressed in the dusty and stained garb of a beggar. Her aged face is lined with many marks, like a map of the city streets.

Alley Hag (CR 3; XP 800)

NE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +2, **Ref** +5, **Will** +6

Offense

Speed 30 ft.

Melee 2 claws +6 (1d6+2)

Ranged sling +5 (1d6+3; *magic stone*)

Special Attacks command vermin

Spell-Like Abilities (CL 4th; concentration +7)

At-will—*disguise self*, *doom* (W-DC 12), *magic stone*

Statistics

Str 15, **Dex** 12, **Con** 13, **Int** 15, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 17

Feats Persuasive, Toughness

Skills Diplomacy +10, Disguise +8, Intimidate +10, Knowledge (local) +9, Perception +9, Stealth +8; **Racial Modifier** Diplomacy, Disguise, Knowledge (local) are class skills.

Languages Aklo, Common, Giant

SQ secrets of the city

Ecology

Environment urban

Organization solitary, coven (3)

Treasure standard

Special Abilities

Command Vermin (Su) Alley hags have a special rapport with rats, vermin, and pigeons. They may use Diplomacy to influence the behaviour of such creatures. Additionally as a standard action they may summon a single vermin of no more than 1 HD to aid her or once per day as a full round action summon a swarm of rats (or comparable swarm of less than 5 HD).

Secrets of the City (Su) Once per week, an alley hag may gain additional insight into her home city as per the spell *legend lore*.

Alley hags are the least of the various types of hags, lacking both the terrible majesty and the frightful magic of their sisters. Perhaps as a consequence of this, they do not live in the wilderness, but instead lurk in the alleyways and backstreets of humanity. They are physically almost indistinguishable from an old mortal grandmother, save for an alley hag's claws of broken tile and scrap metal and her overlarge and snaggle-toothed maw.



Alley hags delight in petty malice, such as spreading nasty rumours or using blackmail to manipulate others. Left alone, an alley hag will cause thousands of acts of minor torment and malignity in the city she calls home. Alley hags are often recruited as spies and informants by evil powers; they sometimes make contact with dark entities through rituals scrawled in backstreets and read the future in the entrails of middens and cat-killed pigeons.

Alley hags use their knowledge of the city to their advantage, choosing the best places to fight such as narrow alleys with easy access to the sewers or tenements inhabited by thieves who would not take kindly to adventurers rampaging around.

ON PORPHYRA

Alley hags have homes across the lands of Porphyra. Typically they can be found in any city of at least 5,000 with a mixed population of humanoids. The slums of the cities in the Clockwork Lands are regularly swept for alley hags as some feel their presence within the city can ruin or doom new technological developments.

HAG, CHORION

This corpulent and undulous vaguely female form writhes with half-formed monstrosities within its corrupted and dark womb.

Chorion Hag (CR 6; XP 2,400)

CE Large monstrous humanoid
Init -3; Senses darkvision 60 ft.; Perception +2

Defense

AC 19, touch 6, flat-footed 19
(-3 Dex, +12 natural, -1 size)
hp 100 (8d10+56)
Fort +9, **Ref** +3, **Will** +8

Offense

Speed 10 ft.
Melee bite +7 (1d4 plus poison), 2 claws +7 (1d4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks cloned servitors, poison
Spells Known (CL 8th; concentration +13)
4th (4/day)—*black tentacles*
3rd (6/day)—*ray of exhaustion* (F-DC 19), *slow* (W-DC 18)
2nd (7/day)—*alter self*, *blindness/deafness* (F-DC 18), *web* (R-DC 17)
1st (8/day)—*expeditious retreat*, *grease* (R-DC 16), *obscuring mist*, *ray of enfeeblement* (F-DC 17), *unseen servant*
0th (at will)—*acid splash*, detect magic, flare (F-DC 15), *ghost sound* (Wd-DC 15), *mage hand*, *message*, *read magic*, *touch of fatigue* (F-DC 16)

Statistics

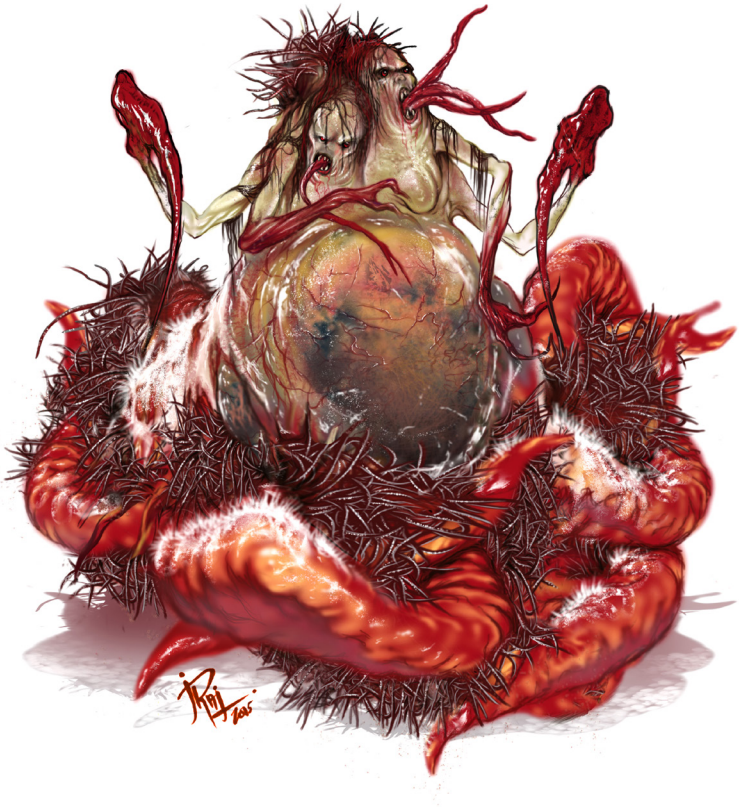
Str 10, **Dex** 5, **Con** 25, **Int** 15, **Wis** 15, **Cha** 20
Base Atk +8; **CMB** +9; **CMD** 16 (can't be tripped)
Feats Bouncing Spell[APG], Extend Spell, Spell Focus (necromancy), Scribe Scroll
Skills Bluff +13, Diplomacy +13, Intimidate +13, Knowledge (dungeoneering) +10, Spellcraft +10, Survival +13
Languages Common, Giant, Undercommon

Ecology

Environment underground
Organization hive (1 chorion hag + 2d12 servitors)
Treasure double standard

Special Abilities

Cloned Servitors (Su) A chorion hag is able to create a cloned servitor of any creature whose tissue she has partially consumed (often through a bite attack). The gestation period for producing a cloned servitor is 1 week for a Tiny creature up to 3 weeks for a Medium creature. The cloned creature possesses all the abilities and knowledge of the original creature at the time of consumption but is fervently devoted to the chorion hag in all ways. A chorion hag may never have more than one clone of a particular creature at one time, the clones may never be more than 8 miles from their chorion hag mother, and when a clone is killed it is reduced to a mass of indistinct protoplasm. She may have as many clones as three times her Hit Dice.
Poison (Ex) Bite—injury; *save* DC 21; *frequency* 1/round for 4 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based
Spells A chorion hag casts spells as an 8th level sorcerer. She favors spells of the conjuration, necromancy, and transmutation schools.



Chorion hags hide in the bowels of the world secretly amassing power and wealth. With their cloned servitors they are able to insinuate themselves into the more civilized parts of the world while managing to keep their monstrous natures and aberrant schemes undetected.

ON PORPHYRA

Chorion hags work to weaken and spread dissent within communities prior to the march of Mâl's endless armies.

HIROE

This joyous giant is simply clad and seems to exude an exuberant love of life, evident in its truly impressive physique.

Hiroe (CR 8; XP 4,800)

NG Large humanoid (giant)
Init +4; **Senses** low-light vision; Perception +18

Defense

AC 21, touch 9, flat-footed 21
(+12 natural, -1 size)
hp 102 (12d8+48)
Fort +8, **Ref** +8, **Will** +7
DR 5/silver

Offense

Speed 40 ft.
Melee unarmed strike +15/+10 (3d6+8)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bellow, monk training
Spell-Like Abilities (CL 8th; concentration +11)
Constant—*tongues*

Statistics

Str 26, **Dex** 11, **Con** 19, **Int** 18, **Wis** 16, **Cha** 16
Base Atk +8; **CMB** +17; **CMD** 27
Feats Improved Initiative, Improved Unarmed Strike, Kirin Strike, Kirin Style, Tiger Claws, Tiger Style
Skills Craft (jade) +19, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (religion) +16, Perception +18, Sense Motive +15
Languages Common, Draconic, Giant, Ophiduan, Samsaran, Tengu

Ecology

Environment forest, hills
Organization solitary, family (2-4)
Treasure standard

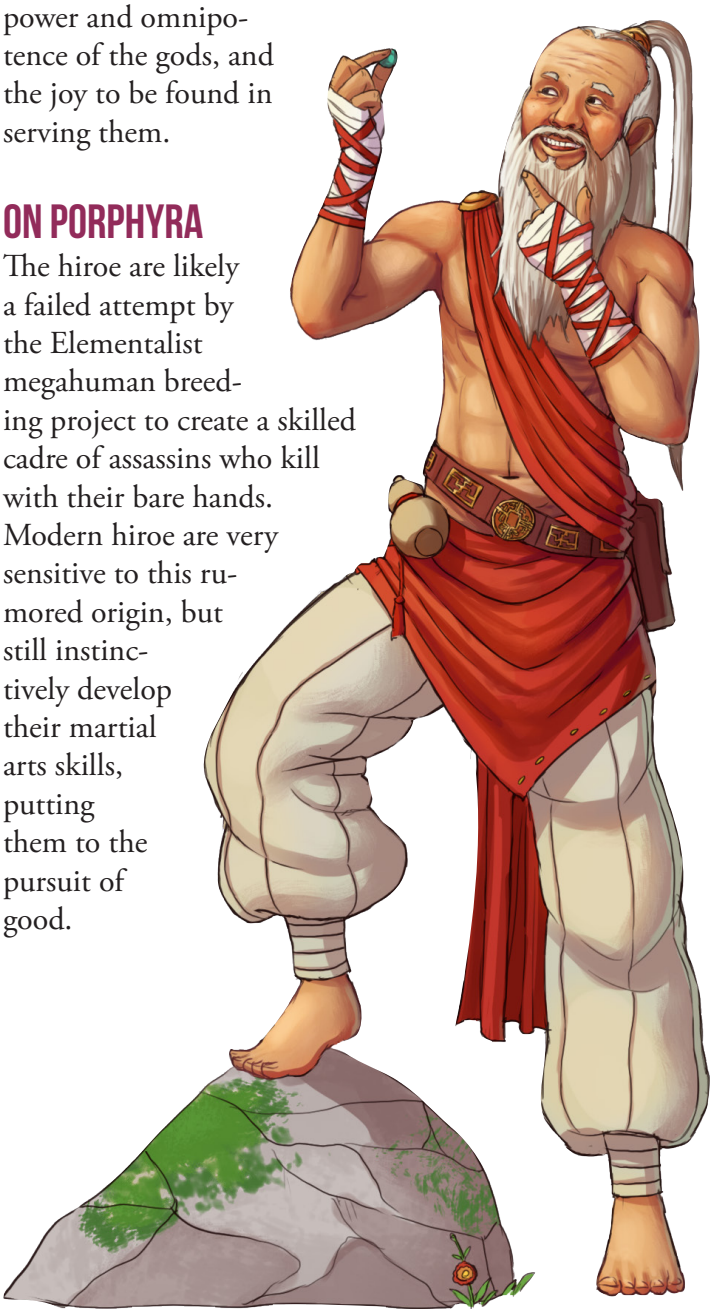
Special Abilities

Bellow (Ex) The hiroe has the ability to yell, as a free action, with such ferocity that any opponent within 50 ft. must make a Will save (DC 19) or flee for 1d4 rounds. Allies of the hiroe must make a Will save (DC 10) or suffer a -2 penalty to all skill checks and attack rolls for 1 round. A creature can only be affect by the bellow once per day. The save DC is Charisma-based.
Monk Training (Ex) A hiroe uses its Hit Dice as its monk level for determining its unarmed attack damage and to allow it to access feats.

The hiroe are a friendly race of large humanoids that enjoy the arts of trade, physical development and prowess, and learning about the world around them. They live in small groups in forested hill areas and have a knack for small mining operations and crafting items from what they find there. Hiroe are enjoyable company at all times and tell stories of what they have seen and heard on their semi-nomadic travels, and gathered from those they have met. They steadfastly avoid mercenary work but will readily help defend those they trade with and who respect the gods. A camp of the hiroe is one of laughter and stories, in all the languages of the races they have met in their travels, and none who seek peace and rest are turned away, save those that are evil and would force their will on others. They greatly detest slavery in all forms and are saddened by the prospect of war, and will try their utmost to prevent either. The jadework of hiroe is prized throughout the regions where they live, and mostly follows the themes of the power and omnipotence of the gods, and the joy to be found in serving them.

ON PORPHYRA

The hiroe are likely a failed attempt by the Elementalist megahuman breeding project to create a skilled cadre of assassins who kill with their bare hands. Modern hiroe are very sensitive to this rumored origin, but still instinctively develop their martial arts skills, putting them to the pursuit of good.



HYPERMITOTIC CREATURE

Hypermitotic creatures are singular, magical monstrosities of dubious origins and a bane to all existence. These dreaded beings have incredibly fast metabolisms, which enable them to reproduce at an alarming rate—by dividing in two. Their accelerated biological functions also allow them to heal wounds at an incredible pace. In the right situation, even the lowliest of hypermitotic creatures can quickly outnumber and overwhelm much more powerful beings if they are not dispatched in short order.

Fortunately, such abominations have trouble surviving outside of artificially maintained environments. It's physically impossible for many hypermitotic creatures to sustain themselves, even if they eat constantly. Most often, these terrible monsters are encountered in suspended animation, awaiting some meddling interloper. Hypermitotic creatures generally need to be bestial monsters with higher hit dice.

APPEARANCE CHANGES

A hypermitotic creature looks exactly like the base creature. The only way to differentiate a hypermitotic creature from its ordinary version is to wait for it to divide into two such creatures or to attack it with a slashing weapon of some sort, which stimulates the mitotic activity of the being.

CREATING A HYPERMITOTIC

"Hypermitotic" is a template that can be added to any living creature (referred to hereafter as the "base creature"). A hypermitotic creature differs from the base creature as follows.

CR: The same as the base creature +1.

Type: Animals and vermin become magical beasts, while humanoids and giants become monstrous humanoids. All other creature types remain unchanged. Do not recalculate class Hit Dice, BAB, or saves.

AC: Natural armor improves by +2.

Special Qualities: A hypermitotic creature gains cold resistance 5, fast healing (1+ ½ their Hit Dice), immunity to disease and poison, as well as the following additional qualities.

Hypermitosis (Su): Hypermitotic creatures reproduce once every six days, literally dividing into two identical beings. This slow division takes 2d6 rounds, but both creatures are helpless during it. Then, in a similar period, those two creatures divide in two, and so on. When a hypermitotic creature is struck with any sort of slashing weapon, however, the cell-division process is accelerated to an incredible rate. Whenever a hypermitotic creature sustains one-half of its original hit points in damage from slashing weapons, whether from multiple blows or a single hit, even if the damage is enough to kill the creature, it subdivides immediately, creating a mass of undulating matter. The matter grows into an exact duplicate of the parent hypermitotic creature and is combat-ready after a number of rounds equal to one-half the parent creature's Hit Dice.

The duplicate is not helpless during these formative rounds, but it can neither move (–5 Dexterity penalty to AC) nor further subdivide. It has the normal fast healing of its parent, which only applies to damage the duplicate takes while forming. The duplicate starts with only half the parent's hit points, growing to full hit points during the rounds it's forming. Thus, the duplicate gains a fractional amount of hit points per round spent growing equal to half its full hit points divided by the number of rounds it must spend growing. A duplicate doesn't possess any of the weapons or equipment of the original.

For example, the duplicate of a 6-HD and 63-hit-point creature must spend 3 rounds growing into a combat-ready version of the parent creature. When it splits from the parent, it has 31.5 hit points and fast healing 4. It gains 10.5 hit points each round and is up to full hit points by the beginning of the fourth round. Until the beginning of the duplicate's fourth round of existence, it is unable to move and further subdivide.

The parent hypermitotic creature is stunned for one round by this subdivision, and it takes 1 point of Constitution damage. Once a hypermitotic creature is dead, it cannot further divide.

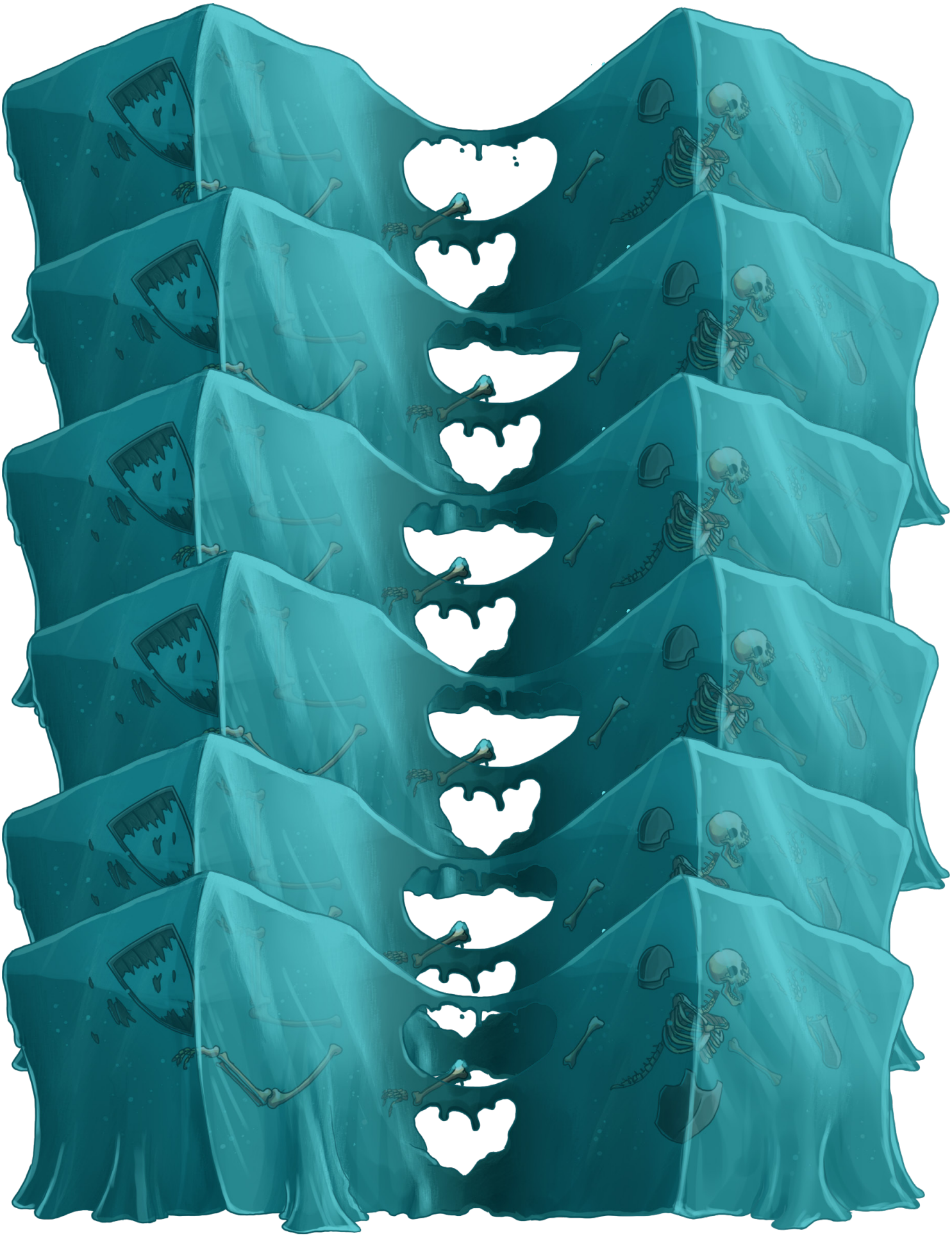
Sustenance Requirements (Su): Hypermitotic creatures require ten times the amount of food and water a normal member of their species requires every day (producing commensurate amounts of waste). This means most creatures must eat constantly or begin to starve and dehydrate. The amount of time that such a creature can hold its breath is quartered.

Abilities: Constitution +2.

Organization: solitary

SAMPLE HYPERMITOTIC

Hyper mitotic creature generally need to be beasties with larger hit dice. For this example I've decided to make hypermitotic shark-eating crabs and hypermitotic gelatinous cubes.



Hypermitotic Shark-Eating Crab (CR 8; XP 4,800)

N Huge magical beast (aquatic)
Init +2; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 22, touch 10, flat-footed 20
(+2 Dex, +12 natural, –2 size)
hp 92 (8d8+56); **fast healing** 5
Fort +13, **Ref** +4, **Will** +3
Immune diseases, mind-affecting effects, poison; **Resist** cold 5

Offense

Speed 30 ft., swim 60 ft.
Melee 2 claws +13 (1d8+9 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (1d8+9), darting claw

Statistics

Str 29, **Dex** 14, **Con** 24, **Int** —, **Wis** 12, **Cha** 2
Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 29 (41 vs. trip)
Skills Perception +5, Swim +17; Racial Modifiers +4 Perception
SQ hypermitotic, sustenance requirement, water dependency

Ecology

Environment aquatic
Organization solitary
Treasure none

Special Abilities

Darting Claw (Ex) Evolved for snatching fast prey, a hypermitotic shark-eating crab is exceptionally quick with its claws. When making a full attack, if a hypermitotic shark-eating crab misses with both of its claw attacks, it can make an additional claw attack at a –2 penalty against any creature within its reach.

Hypermitotic Gelatinous Cube (CR 4; XP 1,200)

N Large ooze
Init –5; **Senses** blindsight 60 ft.; Perception –5

Defense

AC 6, touch 4, flat-footed 6
(–5 Dex, +2 natural, –1 size)
hp 54 (4d8+36); **fast healing** 3
Fort +10, **Ref** –4, **Will** –4
Immune disease, electricity, ooze traits, poison; **Resist** cold 5

Offense

Speed 15 ft.
Melee slam +2 (1d6 plus 1d6 acid)
Space 10 ft.; **Reach** 5 ft.
Special Attacks engulf, paralysis

Statistics

Str 10, **Dex** 1, **Con** 28, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)
SQ hypermitotic, sustenance requirements, transparent

Ecology

Environment underground
Organization solitary
Treasure incidental

Special Abilities

Acid (Ex) A hypermitotic gelatinous cube's acid does not harm metal or stone.
Engulf (Ex) Although it moves slowly, a hypermitotic gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The hypermitotic gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.
Paralysis (Ex) A hypermitotic gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.
Transparent (Ex) Due to its lack of coloration, a hypermitotic gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a hypermitotic gelatinous cube and walks into it is automatically engulfed.

ON PORPHYRA

The threat of hypermitotic creatures apparently has its origins in the Advent Imperiax. Boggles in the Clockwork Lands have theorized that the Imperiax creates new hypermitotic creatures with an alchemical stimulant that the boggles have thus far been unable to… procure. Once they have a sample, they are sure that countermeasures to this form of warfare can be developed.

ICE STALKER

This thin figure appears to be composed totally of ice, with its hair and beard like icicles. It moves surprisingly fast and aggressively with such a spindly form.

Ice Stalker (CR 5; XP 1,600)

NE Medium outsider (elemental, native)
Init +4; **Senses** darkvision 60 ft., Perception +15

Defense

AC 19, touch 14, flat-footed 15
(+4 Dex, +5 natural)
hp 45 (7d10+7)
Fort +5, **Ref** +9, **Will** +7
DR 5/—; **Immune** cold, elemental traits

Offense

Speed 50 ft.
Melee 2 claws +8 (1d6+1 plus armor damage)
Spell-Like Abilities (CL 7th; concentration +10)
At-will—*ray of frost*

Statistics

Str 13, **Dex** 19, **Con** 13, **Int** 10, **Wis** 14, **Cha** 16
Base Atk +7; **CMB** +8; **CMD** 22
Feats Great Fortitude, Point Blank Shot, Power Attack, Skill Focus (Perception, Stealth)
Skills Bluff +13, Intimidate +13, Knowledge (planes) +10, Perception +15, Stealth +17 (+21 cold), Survival +12; **Racial Modifiers** +4 Stealth in cold environments
Languages Aquan, Auran
SQ icewalking

Ecology

Environment cold, mountains
Organization solitary, pair, or cluster (3-5)
Treasure standard

Special Abilities

Armor Damage (Ex) Any armor stuck by the ice stalker's vicious claws take half its maximum hp in damage and gains the broken condition—a second hit destroys the item. This ability has no effect on any other type of object.
Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the ice stalker must be icy. The ice stalker can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

In the coldest, bleakest places in the world conduits to the Paraelemental Plane of Ice are common. Though these conduits, ice stalkers escape into the material world to prey upon the flesh of mortals. Whenever a northern



tribesman disappears and all that is found is his shattered armor, it is known to all that an ice stalker has killed and devoured parts of him.

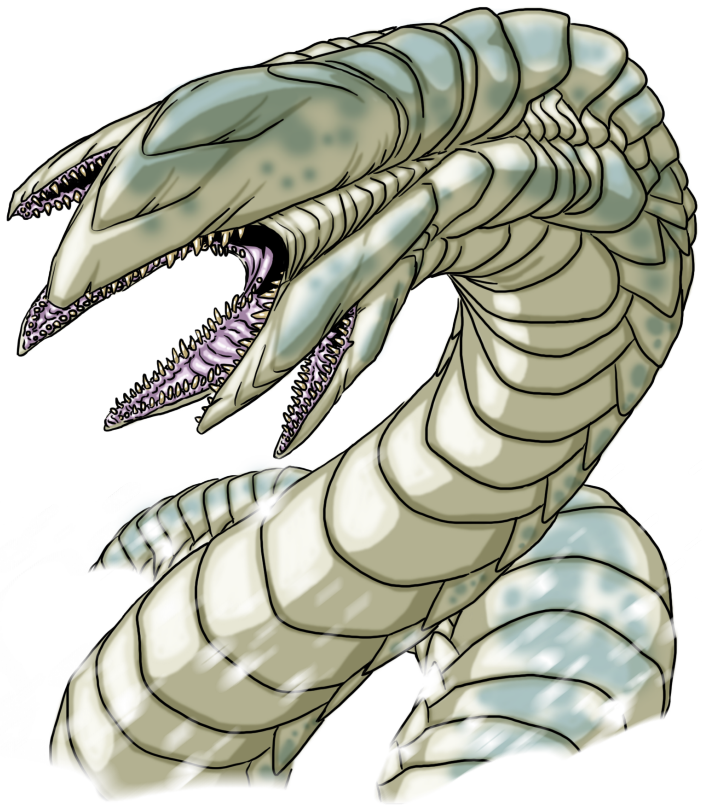
On the Material Plane it is not uncommon for ice stalkers to lair within mountainous caves. The victims of their predation are often hung from the roof of the cave like stalactites. The corpses are often missing limbs or a head, as though the ice stalker selects only the tastiest of pieces from each victim. The social structure of ice stalkers is limited to small groups that agree to share hunting grounds and potential prey. These hunting groups or clusters never last particularly long as ice stalkers do not like to share with others or their own kin.

ON PORPHYRA

During the NewGod Wars, many ice stalkers were slaughtered by the harpy forces of Ithreia in the Birdman Mountains. Those that lived in the Sikayan tundra fell at the blades of Nise's Shipsisters. Now, what ice stalkers remain on Porphyra seem to confine their activities to the Frozen North and the Eternal Ice.

ICE WORM

Like an albino earthworm in nightmare proportions, this chitinous beast slides across the snow-covered rocks, the whirling plates in its maw questing for nutrition in the stark terrain.



Ice Worm (CR 11; XP 12,800)

N Gargantuan vermin (cold)
Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +3

Defense

AC 24, touch 4, flat-footed 24
(-2 Dex, +20 natural, -4 size)
hp 184 (16d8+112)
Fort +16, **Ref** +7, **Will** +4
Immune cold, mind-affecting effects; **Resist** acid 15

Offense

Speed 20 ft.; burrow 10 ft.
Melee bite +20 (3d8+12+2d6 acid)
Space 20 ft.; **Reach** 15 ft.
Special Attacks acidic salt spray (30 ft. cone, 8d6 acid, Reflex DC 25 half, usable once per hour), swallow whole (Tiny or smaller, 4d8 +12 bludgeoning damage +3d6 acid, Ac 20, 20 hp)

Statistics

Str 34, **Dex** 6, **Con** 24, **Int** —, **Wis** 8, **Cha** 8
Base Atk +12; **CMB** +26; **CMD** 21 (cannot be tripped)

Ecology

Environment cold
Organization solitary or migration (2-6)
Treasure none

Special Abilities

Salt Spray (Ex) Once per hour an ice worm can spray a highly corrosive salt solution, similar but more concentrated than its saliva, from its rear end. In addition to damage as listed, the area where it sprays, if ice- or snow-based, is treated as the spell *acid pit*, cast at the 8th caster level; when the listed duration expires, the acid freezes to a non-harmful form, but the "pit" remains.

Occupying a specific niche of arctic climates, ice worms resemble subterranean purple worms to a certain degree, except that their mouths are far too small to swallow creatures larger than Tiny. Ice worms process tons of ice and snow in their movements, sifting organic particles for food, but are not averse to tasty flesh, should they come across it. They inhabit low foothills in arctic climes, between the mountains and the sea- they assiduously avoid the territories of frost worms, remorhaz, and white dragons, all of which will gladly feast on ice worms. At the same time each year, ice worms make a migration to the sea, to breed and process tons of seawater. Their larvae spend a year as mollusk-like sea creatures, then come ashore to climb to their racial territory- and are said to be delicious. Even adults make good eating, if you know how to process the extremely salty meat (DC 21 Knowledge [arcana]). A concentration of ice worms can create a great deal of difficult terrain in an area, "worm sign" of the presence of the beasts.

ON PORPHYRA

Ice worms are native to the west coast of The Frozen North, and a warrior that can slay one and bring the carcass to his village will be hailed as a hero for some time to come; ith'n ya'roo especially prize the meat. There are rumors of specimens being seen in The Northlands, but they might just be sightings of their natural predators, the remorhaz and the frost worms. The yearly migration of ice worms is a feasting opportunity for both species, but the majority of the icy snow-chewers make it through to create another generation.

IRRINJA

Erupting from the sand before you is a large, vaguely gnoll-like creature that seems to be all fangs, claws, and broad brown quills.

Irrinja (CR 5; XP 1,600)

CE Large monstrous humanoid (shapechanger)

Init +5; Senses darkvision 60 ft., scent; Perception +12

Defense

AC 19, touch 14, flat-footed 14
(+5 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

Fort +5, **Ref** +10, **Will** +8

Defensive Abilities desert master, sand rebirth

Offense

Speed 30 ft., 40 ft. on all fours

Melee bite +9 (1d8+4 plus grab), 2 claws +9 (1d6+4)

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

Special Attacks fast swallow (1d6+3 acid, AC 12, hp 5), pounce

Statistics

Str 19, **Dex** 20, **Con** 17, **Int** 14, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 26 (30 vs. trip when on all fours)

Feats Combat Reflexes, Intimidating Prowess, Stand Still

Skills Climb +13, Intimidate +13, Knowledge (geography) +8, Perception +12, Stealth +10, Survival +12

Languages Common, Old Porphyran, Terran

SQ change shape (*alter self*)

Ecology

Environment desert

Organization solitary, pair, or pack (4-10)

Treasure standard

Special Abilities

Desert Master (Ex) The irrinja is never affected by adverse desert conditions or weather. It never treats desert terrain as difficult terrain.

Quadruped Movement (Ex) An irrinja may, as a free action, drop anything in its hands and revert to a four-legged mode of transportation, increasing its speed to 40 feet and gaining a +4 bonus to CMD to resist trip attacks. Its reach drops to 5 ft. in this form.

Sand Rebirth (Su) The irrinja gains sustenance from the desert sands, even when slain. Any dead irrinja that is completely covered by desert sand is subjected to an effect identical to *true resurrection*. If the irrinja is merely wounded it can cover itself completely with sand, as a full-round action, to gain fast healing 3.



Fearsome predators of the desert, irrinjas claim large territories in sandy wastes, and woe to the traveler who encounters one. Their innate shapechanging power is limited to beings that they have seen and encountered, though their memories are very long, and rather inventive. Far more than mere brutes, irrinjas harbor a sharp intelligence that is frequently underestimated – mostly because of their resemblance to gnolls. Irrinjas consume all flesh and bone, but disdain artifacts of any kind.

Irrinjas are fractious and constantly compete for dominance within the pack. The winner of a serious challenge will completely consume the loser. A clever leader will prepare many sorts of ambushes, such as leaping from a rock face onto a caravan to create mayhem, retreating to quickly heal up, and then returning for a frontal assault or infiltration.

ON PORPHYRA

Irrinjas are found throughout the desert lands of Porphyra, though almost always near rock formations and mountain ranges such as the Mountains of Wrath and the Crumbs of Aish. Though assumed to be a mutated form of gnoll, the grim truth is that they are offshoots of the advanced race of anpur, created by fell magic and infusions of demonic ichor.

ITNALA

Seemingly one with her surroundings, this creature seems at once beautiful and crudely hacked from the stone around her.

Itnala (CR 1; XP 400)

LE Medium fey (earth)

Init +4; **Senses** low-light vision; Perception +8

Defense

AC 14, touch 10, flat-footed 14
(+4 natural)

hp 12 (3d6+3)

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

Weakness gem dependent

Offense

Speed 30 ft., burrow 20 ft.; earth glide

Melee 2 claws +4 (1d4+3)

Special Attacks touch of sleep (W-DC 15), subsume

Spell-Like Abilities (CL 4th; concentration +1)

At will—*dimension door*

3/day—*charm person* (W-DC 15)

Statistics

Str 16, **Dex** 10, **Con** 13, **Int** 10, **Wis** 14, **Cha** 6 (18)

Base Atk +1; **CMB** +4; **CMD** 14

Feats Improved Initiative, Power Attack

Skills Craft (gemcutting) +6, Diplomacy +9, Escape Artist +6, Perception +8, Stealth +6, Survival +8; **Racial Modifiers** Craft (gemcutting) does not require tools

Languages Common, Sylvan, Terran

SQ illusionary beauty

Ecology

Environment underground

Organization solitary

Treasure special (gemstone of at least 250 gp value)

Special Abilities

Gem Dependent (Su) An itnala is mystically bonded to a single, exquisite gemstone and must never stray more than 300 yards from it. An itnala who moves 300 yards beyond her bonded gemstone immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. An itnala that is out of range of her bonded gemstone for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the itnala.

Subsume (Su) Itnala who successfully grapple an opponent may attempt to subsume them with four successful pin attempts, drawing them beneath the surface of the earth and entombing them there. A helpless foe can be subsumed as a full round action. Once below the surface, the opponent immediately begins suffocating.

Touch of Sleep (Su) As a melee touch attack, the itnala can cause a single creature to fall asleep as per the *deep slumber* spell (no HD limit). The save DC is Charisma-based.

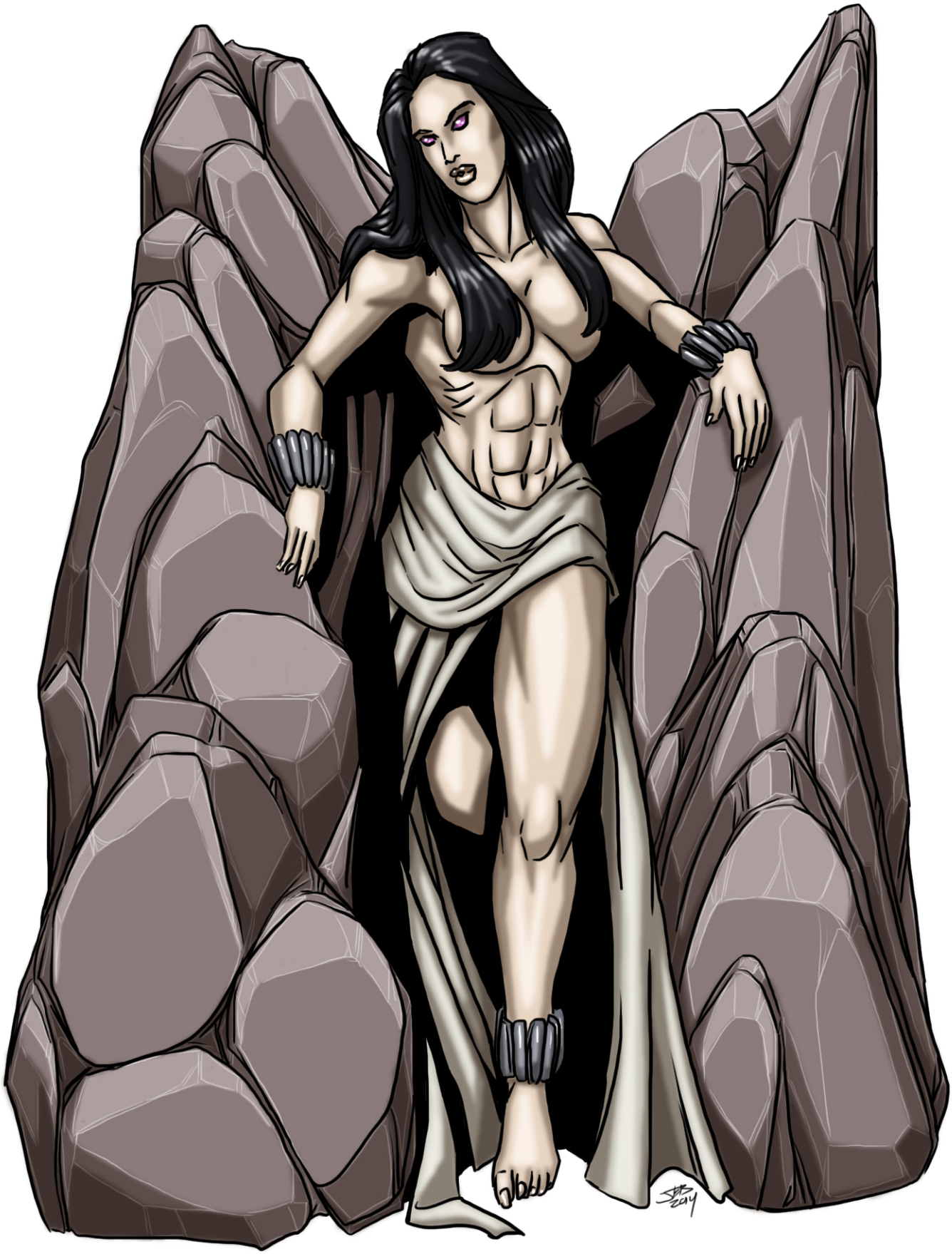
Illusionary Beauty (Su) Itnala possess illusionary beauty that grants them an effective Charisma of 18. By physically interacting with the itnala, an opponent could make a Will save (DC 15) to disbelieve the illusion. Her Charisma drops to 6 for all foes who see through her illusion.

Scheming fanatics bound to cold, glittering gems of great value, the fervent fey known as itnala embody the smothering presence of massive bodies of earth, and are said to be born spontaneously of unclaimed gems, embodying their rough beauty. Many exist solely within the bedrock itself, blindly moving through seams of stone, waiting for deep-delving humanoids to release them to pursue their dark needs. Some clans of duergar and svirfneblin revere these dark fey and set them up as oracles or living demigods, and they perform rituals of lithomancy by breaking gemstones apart with their bare hands. Unaffiliated itnala tend to be ambush hunters, springing out of stone to grab and subsume the unwary, or putting sentries to sleep. Whether they feed on these victims is unknown, but they dispose of treasure by trading it to underground civilizations for territorial considerations, and, the legend goes, to not make their 'stone hearts' jealous of any other shiny treasures.

Actually obtaining the gemstone that an itnala is bound to gives one total power over an itnala, and she will then become their slave. One who holds the stone, however, had best be on their watch, as the seemingly subservient itnala will look for an opportunity to betray the gemstone holder to a more powerful opponent, and reclaim her 'stone heart' for herself- especially if the holder is shown to be weak.

ON PORPHYRA

Itnalas have always been fervent, even fanatical devotees of the Elemental Lords, acting as guardians, spies, and assassins, in their particular limited capacity. They are always eager to prove their loyalty to the Elementalist cause and crave praise from Elementalist leaders.



KEI-EHRI

Reptilian in form this bright blue lizard is over fifteen feet long and crackles with electricity.

Kei-ehri (CR 6; XP 2,400)

N Large magical beast (psionic)
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10
Aura electricity (5 ft.; R-DC 16)

Defenses

AC 16, touch 9, flat-footed 16
(+7 natural, -1 size)
hp 59 (7d10+21)
Fort +8, **Ref** +5, **Will** +4
Immune electricity

Offense

Speed 30 ft.
Melee bite +11 (1d8+5), 2 claws +11 (1d6+5), tail slap +6 (1d8+2)
Space 10 ft; **Reach** 5 ft.
Special Attacks mind switch (W-DC 16)
Psi-Like Abilities (ML 7th; concentration +8/+12 defensive)
At-will—*brain lock* (W-DC 15), *ego whip* (W-DC 15), *energy stun* (electricity) (R/F-DC 17), *hypercognition*, *mind probe* (W-DC 16), *thought shield*
3/day—*energy current* (electricity) (R-DC 18)

Statistics

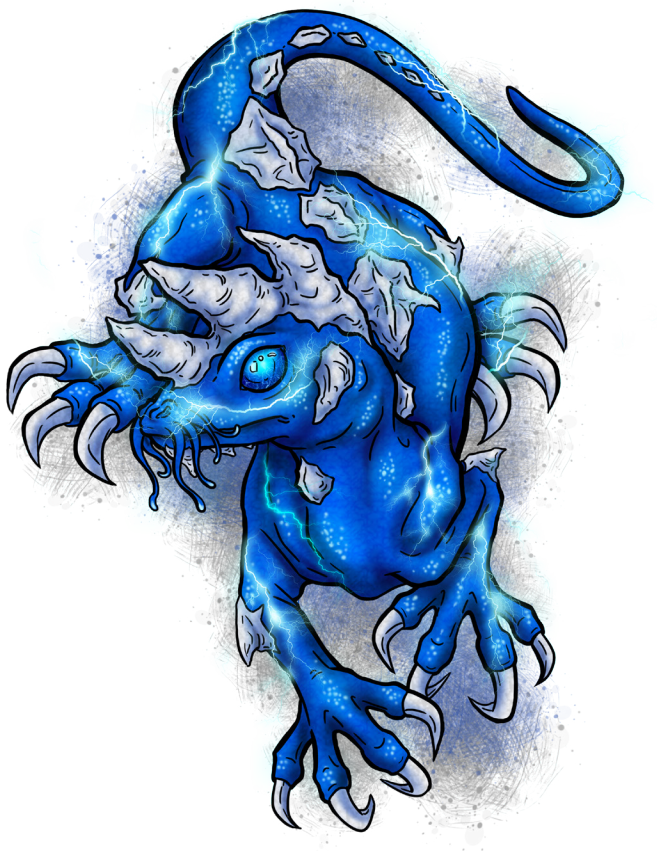
Str 20, **Dex** 10, **Con** 17, **Int** 5, **Wis** 11, **Cha** 12
Base Atk +7; **CMB** 12; **CMD** 22 (26 vs. trip)
Feats Ability Focus (mind switch), Combat Manifestation, Iron Will
Skills Perception +10
Languages telepathy 100 ft.

Ecology

Environment forest, jungle
Organization solitary
Treasure none

Special Abilities

Electricity Aura (Su) Creatures take 2d4 points of electricity damage per round while within 5 feet of the kei-ehri (Reflex DC 16 negates). The save DC is Constitution-based.
Mind Switch (Su) Twice per day, a kei-ehri can swap the minds of any two living corporeal creatures (possibly including itself) within 30 feet. This is similar to the power *true mind switch*, but neither creature can voluntarily switch back and there is no Hit Dice limit. Each creature must fail a DC 16 Will save for the switch to occur. The



effect is accompanied by a lightning bolt that travels between the creatures at the moment of transfer. The death of the kei-ehri's original body returns all switched minds to their proper places without harm, but also kills both the kei-ehri and any creature in the kei-ehri's body. The save DC is Charisma-based.

Kei-ehri are psionic lithovores that have enormous power over thought and electricity. Kei-ehri make their forest or jungle nests from toppled trees, leaves, and other foliage, and spend their days searching for the stones and crystals that compose their diet. They rarely interact with creatures, including their own kind. Despite this, kei-ehri are never strictly alone: from before birth, they can hear "loose thoughts" around them–mental impressions, ideas, and words that escape creatures' minds and float through the atmosphere as electrical signals.

ON PORPHYRA

Originally from the Vila Forest in the Pinnacle Lands, kei-ehri have spread to the Pyynian Coast, Californ the Eternal Jungle, and Relluk Isle. The relluks consider the lithovores to be a dangerous invasive species and often offer rewards for the beasts electrical hides.

KHASEP-SAS

Both overmuscled and emaciated, skeletal and bulky this giant figure stands 14 feet tall with a slight stoop. Its skin is a healthy bronze mixed with large splotches of sickly green and gray. Its hands and feet bear three digits each.

Khasep-sas (CR 19; XP 204,800)

NE Large humanoid (giant)

Init +3; **Senses** blindsense 100 ft., darkvision 60 ft., low-light vision; Perception +32

Defense

AC 34, touch 12, flat-footed 31
(+3 Dex, +22 natural, -1 size)

hp 348 (24d8+240); **regeneration** 20 (natural weapons)

Fort +18, **Ref** +17, **Will** +15

Immune aging, death effects, disease, necromancy, poison

Offense

Speed 50 ft.

Melee greataxe +26/+21/+16/+11 (3d6+13) or 2 claws +26 (2d6+9 plus bioassimilation)

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

Special Attacks bioassimilation

Spell-Like Abilities (CL 24th; concentration +31)

3/day—*eyebite* (F-DC 23), *finger of death* (F-DC 24), *greater arcane sight*, *greater prying eyes*, *vision*

1/day—*foresight*, *horrid wilting* (F-DC 25), *wail of the banshee* (F-DC 26)

Defense

Str 29, **Dex** 17, **Con** 30, **Int** 25, **Wis** 20, **Cha** 25

Base Atk +18; **CMB** +28 (+32 bull rush); **CMD** 41 (45 vs. bull rush)

Feats Bloody Assault, Bull Rush Strike, Cleave, Cleaving Finish, Dreadful Carnage, Furious Focus, Greater Bull Rush, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Shield of Swings

Skills Climb +36, Diplomacy +31, Intimidate +34, Knowledge (dungeoneering) +31, Knowledge (geography) +31, Knowledge (religion) +31, Perception +32, Sense Motive +29, Survival +32

Languages Giant, Old Porphyran

Ecology

Environment ruins, underground

Organization solitary or tomb (2-7)

Treasure standard

Special Abilities

Bioassimilation (Su) A non-khasep-sa damaged by a khasep-sa's claw attack must succeed on a DC 32 Fortitude save or be infected by the khasep-sa's regenerative flesh. The save DC is Constitution-based. Each round for the next 10 rounds, the infected creature suffers 2 points of Strength damage and heals 10 points of hit point damage as its skin becomes warped, pustulant, and gelatinous. Multiple infections overlap in duration, but do not change the damage or healing per round. An infection can only be ended early by a *greater restoration* spell or similar effect.



Khasep-sas are immortal giants, mighty beings who were entombed long ago and now long for worldly pleasures. Most khasep-sas are locked away beneath the earth, some together, some apart. Those in groups pass their time telling stories and asking riddles, fighting for sport, and searching for means of escape. In the rare event that a khasep-sa does reach civilization, it usually gorges itself on all it has missed: the pleasures of taste and touch, the thrill of discovery and control, and the excitement of conquest.

ON PORPHYRA

Khasep-sas are some of the longest living giants in the lands of Porphyra. In the time after the NewGods War, khasep-sas have went into hiding in the Underdeep and in the ruins of the old world such as Kadeg's Pyramind.

KOSHIN SERPENT

What initially appeared to be many serpents is in fact a single creature, consisting of eight snakes fused together. The immense tail of this creature ends in a mighty, sword-like blade.

Koshin Serpent (CR 9; XP 6,400)

NE Huge magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

Defense

AC 21, touch 11, flat-footed 18
(+3 Dex, +10 natural, -2 size)

hp 94 (9d10+45); **fast healing** 9

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

Offense

Speed 30 ft.

Melee 8 bites +14 (1d6+7 plus poison) or tail sword +14/+9/+3 (2d6+10)

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

Special Attack tail sword

Special Attacks

Str 24, **Dex** 17, **Con** 21, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +9; **CMB** +18; **CMD** 31 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lunge, Snatch

Skills Perception +13, Stealth -5 (-1 in desert); **Racial Modifiers** +4 Stealth in deserts

Ecology

Environment desert

Organization solitary

Treasure standard

Special Attacks

Poison (Ex) Bite—injury; *save* DC 19; *frequency* 1/round for 4 rounds; *effect* 1d2 Dexterity damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Tail Sword (Ex) The tail of a koshin serpent is a huge greatsword. The tail slash attack is treated as a primary weapon that allows iterative attacks. A koshin serpent may not use its tail slash attack when also biting other creatures.

In the hottest parts of the desert, koshin serpents make their lairs, sleeping through the greatest heat of the day, being most active and dawn and twilight. Voracious creatures, a koshin serpent that senses prey within its territory will hunt it, no matter its size or strength, for miles. Often they will seek to weaken their prey with its many poisonous bites before slicing up its food with its



greatsword tail. They have been known to defy even blue dragons, especially during nesting season.

Rumors persist among desert folk that the tail sword of the koshin serpent more readily takes enchantments than traditional weapons, if one is so lucky to harvest one. Possession of a koshin-sword is the mark of an awesome or well-respected warrior. Additionally, some travelers have insisted that one sure fire way to escape death at the fangs of a koshin serpent is to appease it with gifts of beer and other liquors.

ON PORPHYRA

Deep within the corrupted wastes of the Ghadab desert there is said to dwell a koshin serpent of mythic size and power. This serpent is extremely intelligent and is said to possess eight bladed tails as well as eight heads. It is said to be so old that it predates the worship of the Elemental Lords. Many seekers have wandered the deserts of the Ghadab to seek its advice and wisdom, within a labyrinthine lair on unimaginable antiquity.

KRIPAR

This hunched humanoid creature is covered with an articulated carapace, and bears wicked-looking claws.

Kripar (CR ½; XP 400)

Male kripar gunslinger 1
N Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft., scent; Perception +6

Offense

AC 17, touch 13, flat-footed 14
(+2 armor, +3 Dex, +2 natural)
hp 12 (1d10+2)
Fort +4, **Ref** +5, **Will** +2
Weakness light sensitivity

Offense

Speed 30 ft.
Melee 2 claws +1 (1d4)
Ranged pistol +4 (1d8/x4)
Spell-Like Abilities (CL 1st; concentration +8)
1/day—*reduce person* (self only)

Statistics

Str 10, **Dex** 17, **Con** 14, **Int** 13, **Wis** 14, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 14
Feats Gunsmithing, Point Blank Shot
Skills Acrobatics +7, Climb +4, Craft (firearms) +5, Perception +6, Survival +6
Languages Kripar, Undercommon
SQ deeds (close-quarters shot, gunslinger's dodge, quick clear), grit (2)

Ecology

Environment underground
Organization solitary, mating pair, hunting pack (3-6)
Treasure NPC Gear (leather armor, pistol, 10 bullets, other treasure)

Cavern-dwelling kripar enjoy nothing so much as tracking and running down prey, either to kill and eat, or for some other purpose it has been hired for.

KRIPAR RACIAL CHARACTERISTICS

Kripar are defined by their class levels—they do not possess racial Hit Dice. All kripar have the following racial characteristics.

+2 Wisdom, +2 Dexterity, -2 Charisma: Kripars are lithe and quick, and fiercely observant of the world around them; they are also solitary by nature and mistrustful of others.

Monstrous Humanoid: Kripars are a monstrous humanoid race from the subterranean realms.



Medium: Though typically crouched to 4 ½ feet, kripars are medium creatures with no penalties or bonuses due to size.

Normal Speed: Base speed for kripars is 30 feet.

Darkvision: Kripars have darkvision 60 feet.

Scent: Kripar track their prey primarily by sense of smell. They have the scent special ability.

Light Sensitivity: Kripars are dazzled as long as they remain in an area of bright light.

Body Retraction: Through agonizing contortions and compression of skin-plates and organs, a kripar can use *reduce person* 1/ day, only on themselves, using their Hit Dice as caster level.

Chitinous Hide: The articulated skin-plates of the kripar gives them a natural armor bonus of +2.

Claws: Kripar possess needle-like fingernails that they can use as a primary attack, doing 1d4 damage plus their Strength bonus.

Languages: Kripar begin play speaking only their own racial language, Kripar. Characters with high intelligence can choose languages from the following list: Common, Draconic, Undercommon, and Goblin.

ON PORPHYRA

Kripars first came the surface world during the NewGod Wars when power magic ripped open the land of Argentum to form what is now known as Creeper's Rift.

KUCHISAKE-ONNA

Stepping out of the darkness, as if out of nowhere, is an attractive woman wearing a mask, as if to keep out smoke or other foul smells; "Am I pretty?" she asks in a echoing voice.

Kuchisake-onna (CR 5; XP 1,600)

NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 18, touch 18, flat-footed 14
(+4 deflection, +4 Dex)

hp 42 (5d8+20)

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

Defensive Abilities channel resistance +2; incorporeal;

Immune undead traits

Weakness sunlight reversal

Offense

Speed 30 ft., fly 60 ft. (perfect)

Melee incorporeal shears +8 (1d6/19-20 plus 1d3 bleed) or incorporeal shears +8 (1d6/19-20 plus 1d3 Charisma drain)

Spell-like Abilities (CL 5th; concentration +9)

At will—*daze* (W-DC 15)

3/day—*cause fear* (W-DC 16), *daze monster* (W-DC 17)

Statistics

Str —, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +3; **CMB** +7 (+4); **CMD** 17 (18)

Feats Improved Initiative, Spell Focus (enchantment), Weapon Focus (shears)

Skills Disguise +12, Fly +10, Intimidate +12, Knowledge (local) +4, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Samsariyu; truespeech

Ecology

Environment any

Organization solitary

Treasure standard

Special Abilities

Sunlight Reversal (Ex) A kuchisake-onna caught in sunlight assumes corporeal form with a Strength score of 12 and is staggered.

Kuchisake-onna are disturbed and vengeful spirits of mutilated women. A kuchisake-onna is a solitary specter that stalks lone pedestrians and travelers at night, especially children, to wreak horrible destruction. Armed with ritual torturer's shears, they appear before their prey using their incorporeal form, daze the target, and ask



the question, "Am I pretty?" The target, though dazed, is able to speak; if they say "no", the carved woman will slice them to bleeding bits. If the target says "yes", the kuchisake-onna will remove the mask, revealing their mouth cut sideways all the way through their cheeks. The ghastly ghost will then attack to mutilate the target in the same way that they are, ceasing their attack only when the target falls to 0 Charisma

Kuchisake-onna avoid groups of people, but have some skills at luring lone beings away, as they are not immediately identifiable as undead or sinister. They can and will easily evade engagement by utilizing their incorporeal form, as they are quite intelligent, if rather demented.

ON PORPHYRA

This horrific female apparition is found primarily in the Lotus-blossom Steppes and The Last Kingdom, a sadly typical fate of rejected courtesans. In the southern desert lands of the Siwathi, Simoon and Ghadabi, a similar spectre called the janhutu-imra, is well-documented, appearing as a zendiqi pleasure-dancer, concealing its wounds with the veils of that profession. The janhutu-imra adds *ghost sound* to its list of at-will spell-like abilities, exchanges Perform (dance) +9 for Intimidate, and is proficient with and prefers the bladed scarf as an iconic weapon.

LEGION

This immense, grey-skinned, hairless bugbear's body writhes with the souls of trapped minions.

Legion (CR 10; XP 9,600)

CE Huge monstrous humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

Defense

AC 24, touch 9, flat-footed 23
(+1 Dex, +15 natural, -2 size)
hp 136 (13d10+65); **regeneration** 10 (acid, cold, fire, electricity)
Fort +9, **Ref** +9, **Will** +9

Offense

Speed 40 ft.
Melee 2 claws +19 (2d6+8), bite +19 (2d8+8)
Ranged acid spew +12 touch (3d8 acid; F-DC 21)
Space 15 ft.; **Reach** 15 ft.
Special Attacks generate spawn

Statistics

Str 26, **Dex** 12, **Con** 20, **Int** 14, **Wis** 12, **Cha** 11
Base Atk +13; **CMB** +23 (+25 to sunder); **CMD** 44 (46 vs. sunder)
Feats Cleave, Cleaving Finish, Deadly Finish, Great Cleave, Improved Cleaving Finish, Improved Sunder, Power Attack
Skills Climb +24, Craft (traps) +18, Intimidate +16, Perception +17, Stealth +9, Swim +24
Languages Common, Giant, Goblin

Ecology

Environment forest, hills, mountains, plains, ruins, underground
Organization solitary
Treasure standard

Special Abilities

Acid Spew (Ex) The legion can vomit up an acidic discharge at targets up to 30 ft. away. In addition to the acid damage, any creature struck must make a Fortitude save DC 21 or be sickened for 2d4 rounds. The save DC is Constitution-based.
Generate Spawn (Su) Up to six times per day as a move action, the legion may squeeze 1d6 goblin warriors out of its body to act as its servants. He can only have a number of servitor goblins equal to three times his Hit Dice at any one time. Use goblin warrior stats for these servitors.



Legion are terrible creatures used in many evil armies as both scouts and front-line assault. Admittedly, much of their scouting turns into front-line assault because there is little that a legion loves more than wanton destruction. When in combat, they seek out and destroy spellcasters first as they are one of the few opponents that can cause them permanent damage. Despite their immense power and goblinoid heritage, legion are never found leading goblin tribes. They find most tribes of goblins to be too foolish and erratic in their destruction. They lack the true understanding of destruction as an art form that the legion possesses. In fact, many places destroyed by legion will be artfully, though grotesquely arranged to symbolize the inherent entropy within all things or the corruption of life by its exposure to death.

ON PORPHYRA

In the time before The Calling, legion were used by giants to suppress pockets of resistance. Frost and fire giants used their elemental powers to help maintain the loyalty of the legion. In the aftermath of the NewGod Wars, legion are freelance operatives causing destruction for whomever they want including themselves. There numbers have been greatly diminished though, and anyone looking to hire a legion is going to need to explore the Dagger Peaks to locate one deep within the Giant's Retreat.

LYCANTHROPE, QUTRUB

The howling suddenly ceased, and the hooded swordsman who once stood in the light of the setting sun was now a foul, bandaged horror, still holding the swords…

The qutrub is a variant form of lycanthrope that possesses an undead form instead of a hybrid form. They do not possess the curse of lycanthropy but instead have a ghoulish ritual (see below) for transforming other humans into qutrubs.

Qutrub (Human Form) (CR 4; XP 1,200)

Human natural qutrub fighter 4
CE medium humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent, Perception +8

Defense

AC 18, touch 11, flat-footed 17
(+7 armor, +1 Dex)
hp 38 (4d10+12)
Fort +6, **Ref** +3, **Will** +2 (+3 vs. fear)
Defensive Abilities bravery +1

Offense

Speed 20 ft.
Melee 2 mwk short swords +7 (1d6+3/19-20)
Ranged mwk shortbow +6 (1d6)

Statistics

Str 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 18
Feats Improved Initiative, Skill Focus (Perception), Toughness, Two-Weapon Fighting, Weapon Focus (short sword)
Skills Disguise +4, Perception +6, Survival +7
Languages Old Porphyran
SQ change shape (dire wolf; *polymorph*)

Ecology

Environment desert, urban
Organization solitary, pair, or cadre (3-10)
Treasure NPC Gear (2 mwk short swords, mwk shortbow and 20 arrows, banded mail, other treasure)

Qutrub (Undead Form)

CE medium undead (shapechanger)
Init +5; **Senses** darkvision 60 ft., scent; Perception +8

Defense

AC 20, touch 11, flat-footed
(+7 armor, +1 Dex, +2 natural)
hp 34 (4d10+8); **fast healing** 1
Fort +3, **Ref** +2, **Will** +5
DR 10/silver; **Defensive Abilities** channel resistance +2; **Immune** undead traits

Offense

Speed 20 ft.
Melee mwk short sword +7 (1d6+3/19-20) or slam +6 (1d4+3 plus paralysis)
Special Attacks ghoulish ritual, paralysis (1d6+1 rounds, F-DC 13, elves and orcs are immune to this effect)

Statistics

Str 17, **Dex** 12, **Con** —, **Int** 8, **Wis** 12, **Cha** 12
Base Atk +3; **CMB** +6; **CMD** 17
Feats Improved Initiative, Toughness
Skills Intimidate +7, Perception +8, Spellcraft +6, Survival +4,
Languages Old Porphyran
SQ change shape (dire wolf; *polymorph*)

Special Abilities

Change Shape (Su) The ancient qutrub is lycanthrope-like, able to take the form of a black dire wolf by day, a white dire wolf by night; this form has DR 5/silver, but otherwise conforms to the effects of the polymorph spell. During the day its only other form is that of a human, and by night its only other form is a ghoul-like undead form, with a similar paralytic effect and a lust for dead flesh. When no moon is in the sky, qutrub cannot change shape and must stay in undead form, typically staying in their cave lairs.
Ghoulish Ritual (Su) Qutrub that incapacitate humans, usually through ghoulish paralysis, will restrain and take them to their lairs. During the next new moon, the qutrub will force their victims to eat humanoid flesh, completing a ritual that will turn them into a qutrub within 1d12 minutes. Only humans are affected, and can become qutrub.

The ancient curse of the qutrub is said to have been placed upon the followers of an arrogant ancient king, who defied the Elemental Lords and was turned to stone for his perfidy. His petrified body was cast into the sky, and remains today as the First Moon. His similarly defiant followers became the qutrub, bound by the light of the moon to exist in horrific ghoulish shape, or the moon-worshiping great wolves that howl their defiance, as that primeval king once did. Their human forms can infiltrate local communities, though desert tribesmen know to look for the marks of the ghoul-wolf; large canines, hair on the palms, and the slight whiff of death. Their gear and weapons is always of surprisingly good quality, whose origin is a source of mystery. They are not known to trade or practice commerce with any groups. Unlike more 'natural' lycanthropes, qutrub do not have

empathy with normal wolves or dire wolves, which avoid these creatures and their stench of the grave. If werewolves and qutrub were to meet, it would likely result in the eradication of one group or the other, depending on whose home ground was the battlefield. Qutrub haunt ancient cave systems in sand-scoured foothills, though some few have been coaxed out of the southlands to serve evil cults of undeath and foul lycanthropy, furthering their goals in all three of their forms.

ON PORPHYRA

The antevocial homelands of the qutrub are strange ruins within the Plains of Ruach in eastern Simoon, though cadres have spread over the centuries to northern Ghadab and the regions west of the Mire of Ashael. Inroads of their kind at the Rotwald border have led to fierce skirmishes with the more typical lycanthropes there. Invasive cults serving Rajuk Amon-Gore have been noted within Dunmark, New Wathis, Iffud and the Fourlands.



MAAKANTU

A limbless green dragon with brown and green scales that cover much of its body, while its underbelly is a dappled green and yellow, similar to the color of fallen leaves. A green and brown-mottled fin glides down its back to the tip of its tail, culminating in a large, needle-sharp stinger.



Maakantu (CR 12; XP 19,200)

N Large dragon

Init +8; **Senses** dragon senses, scent; Perception +22

Defense

AC 28, touch 14, flat-footed 23
(+4 Dex, +1 dodge, +14 natural, -1 size)

hp 157 (15d12+60)

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

Immune dragon traits, poison

Offense

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +21 (2d6+10 plus grab), sting +21 (1d8+7 plus poison)

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

Special Attacks breath weapon (40 ft. cone, F-DC 21, poison gas), constrict (2d6+10)

Spells Known (CL 7th; concentration +11)

4th—*ball lightning* (R-DC 18), *bloody claws*

3rd—*cure moderate wounds*, *hydraulic torrent*, *neutralize poison*

2nd—*accelerate poison* (F-DC 16), *heat metal* (W-DC 16), *resist energy*, *scent trail*

1st—*charm animal* (W-DC 15), *cure light wounds*, *entangle* (R-DC 15), *magic fang*, *summon nature's ally I*

0th (at-will)—*detect magic*, *detect poison*, *resistance*, *spark*

Statistics

Str 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +15; **CMB** +23; **CMD** 38

Feats Combat Reflexes, Dodge, Eschew Materials, Improved Initiative, Improved Vital Strike, Mobility, Skill Focus (Stealth), Vital Strike

Skills Acrobatics +19, Climb +25, Knowledge (nature) +18, Perception +22, Spellcraft +18, Stealth +24

Languages Common, Draconic, and Druidic.

Ecology

Environment forest, jungle

Organization solitary, pair, or clutch (3-6)

Treasure standard

Special Abilities

Breath Weapon (Su) A maakantu can uses its breath weapon once every 1d4+1 rounds to create a 40 ft cone of poisonous gas. This is an inhaled poison.

Poison Gas—inhaled; *save* DC 21; *frequency* 1/round for 4 rounds; *effect* 1d4 Dexterity damage; *cure* 2 consecutive saves; The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves; The save DC is Constitution-based.

Spells A maakantu is a 7th level sorcerer that uses the druid spell list. Maakantu use Wisdom as their spellcasting ability score.

The fierce maakantu slithers through the jungle's dense undergrowth and trees as though it were a king. In fact, it may be considered such, for in its habitat only green dragons pose a serious challenge to its supremacy.

Maakantu regard humanoids as enemies: however, they are known to befriend druids and rangers sharing the same ideology. They perceive themselves as the true guardians of the jungle, maintaining nature's precarious balance against humanoid and monster incursions. Their enmity with green dragons is legendary.

Maakantu are solitary creatures by choice, preferring the quiet loneliness of the deep jungles where they contemplate the balance of nature. Only rarely do they get the urge to mate.

ON PORPHYRA

Several maakantu make their home in the darkest and warmest parts of Californ, the Eternal Jungle. Many mahrog and xesa treat them with reverence and leave gifts for the wise serpents. As such, the maakantu are tolerant to the ways of these two lost races.

MAGMADACTYL

This elementally-infused pterosaur thrives in volcanic areas, leaving charred corpses and ashes in its wake.



Magmadactyl (CR 5; XP 1,600)

NE Large magical beast (fire)

Init +8; **Senses** darkvision 60 ft., magma sight; Perception +5

Defense

AC 19, touch 16, flat-footed 16
(+3 Dex, +6 natural)
hp 37 (5d10+10)
Fort +6, **Ref** +8, **Will** +3
DR 5/piercing; **Defensive Abilities** magma sight, obsidian scales; **Immune** fire
Vulnerable cold

Offense

Speed 50 ft, fly 20 ft. (poor)
Melee 2 claws +6 (1d4+3), bite +6 (1d8+3)
Ranged volcanic breath +8 (1d6 plus 1d6 fire)

Statistics

Str 16, **Dex** 19, **Con** 15, **Int** 5, **Wis** 15, **Cha** 12
Base Atk +3; **CMB** +7; **CMD** 21
Feats Endurance, Improved Initiative, Power Attack
Skills Fly +1, Intimidate +8, Perception +2

Ecology

Environment deserts, mountains, plains
Organization solitary, pair, or flight (5–10)
Treasure none

Special Abilities

Magma Sight (Ex) A magmadactyl suffers no penalties to Perception checks due to volcanic ash, smoke, or heat. They also are not afraid of fire or magma.
Obsidian Scales (Su) A magmadactyl is strongly tied to the Elemental Plane of Fire. This connection manifests as a fiery metabolism and supernaturally tough obsidian scales. Magmadactyls have a 50% chance of negating critical hits, treating them as normal strikes instead. This special defense does not apply to piercing attacks.
Volcanic Breath (Su) Once every three rounds, a magmadactyl can breathe a ball of elemental lava out to a range of 120 ft. This is a ranged attack.

The same arid regions that shelter the jousting ostrich are also home to their chief predator – the magmadactyl. A flying reptile with an innate, often volatile connection to the elemental force of Fire, these creatures are the embodiment of Flame's devouring wrath. They emerge from their volcanic lairs for a brief period of frenzied hunting before returning to dormant hibernation in the heart of their lava-filled homes.

Adult magmadactyls average 10 feet long, have a 30 foot wingspan, and weigh about 75 pounds. Both males and females are roughly the same size and have a similar appearance. They are utterly fearless and will attack anything in their territory without hesitation. Because their young gestate in lava until they reach adult size, magmadactyls rarely have to defend their offspring.

A captive magmadactyl has a market price of 1,200 gp, whereas their eggs are worth 300 gp. Magmadactyls can be trained, albeit with great difficulty, and riding one is possible through the use of fire resistance and an exotic saddle.

ON PORPHYRA

Fringe regions of the Simoon wastes and the Glass Sea are the typical hunting grounds of magmadactyls. They emerge for a few weeks every year out of the volcanic cauldrons of the Crumbs of Aish. They devastate the land for several miles around their lairs, hunting down every last living thing they can before returning to the lava to sleep again.

Riding a magmadactyl is an impressive feat, one that may garner said rider a great deal of respect and admiration in lands where the creature's ferocity and temperament are well-known.

MALISON

Like a slick shadow, this skeletal creature moves like liquid darkness, its bony substance black as oil, hate and evil blazing from the pits where its eyes should be.

Malison (CR 13; XP 25,600)

CE Medium undead

Init +6; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +25

Defense

AC 28, touch 12, flat-footed 26
(+2 Dex, +16 natural)
hp 184 (16d10+96)
Fort +11, **Ref** +9, **Will** +10
DR 10/good; **Defensive Abilities** channel resistance +4; **Immune** undead traits; **Resist** cold 20; **SR** 24

Offense

Speed 40 ft.
Melee 2 claws +20 (2d6+7 plus incite blood rage plus bleed)
Special Attacks bleed (2d6), incite blood rage (W-DC 26)
Spell-Like Abilities (CL 13th; concentration +19/+23 defensive)

At will—*mage armor*, *magic circle against good*, *shadow walk* (W-DC 22)

3/day—*mass inflict light wounds* (W-DC 21), *unholy blight* (W-DC 20)

1/day—*blasphemy* (W-DC 23), *harm* (W-DC 22), *power word stun*

Statistics

Str 25, **Dex** 15, **Con** —, **Int** 14, **Wis** 10, **Cha** 23
Base Atk +12; **CMB** +19; **CMD** 31
Feats Ability Focus (incite blood rage), Blind-Fight, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (claws)
Skills Acrobatics +18 (+22 jumping), Bluff +22, Escape Artist +18, Intimidate +24, Perception +25, Stealth +21
Languages Abyssal, Common, Infernal.

Ecology

Environment plains, ruins, urban
Organization solitary
Treasure standard

Special Abilities

Incite Blood Rage (Su) A malison can draw forth a primal rage from its enemies. Any living creature hit by a malison's claw attack must succeed on a DC 26 Will save or enter a blood rage as defined by the Universal Monster Rules. Anyone in a blood rage will attack the nearest living creature for the duration of the blood rage. This is a mind-affecting compulsion effect. The save DC is Charisma-based.



A malison is a foul and spiteful undead formed by the union of a humanoid's fury with the dying curse of a god. Malisons leap, run, and fight with incredible grace, like shadows flowing across walls. Their voices are hoarse and gurgling, and always carry an echo. This likely mirrors the death cry of minor godlings that perish throughout the Multiverse, their death-spark giving rise to the creation of a malison, with the dying rage of sentients in any given location. There is no known way to replicate the creation of a malison with necromantic magic, though circumstances could certainly be manipulated, should the evil being doing so know enough about this type of undead. Malisons are unpredictable; though their existence is based on hate, some spend their time lounging in the corpse-filled castles of kings who had oppressed them in life, gladly speaking to those who find them. Others are nearly-mindless, destroying everything alive or man-made they find. The details of a malison's inevitably-destructive goals depend on who it was during life.

ON PORPHYRA

Malisons, rare as they are, are precious to the unpredictable and deadly god Rajuk Amon-Gore, the Last Dancer, whose own origin came about by the death of a godling. Some theologists contend that His form is that of a malison itself, though of greater and more varied powers. Rajuk's greatest (secret) temples are guarded by malisons, and the Supreme Mordant Vicar in Dravi Ankor has one for a bodyguard. A few have gravitated to the Empire of the Dead, but they are generally too powerful to be tolerated by the Lords in Genvha.

MANTIGORGAMIRA

This beast has the scaled body of a bull, with a green, snake-like neck and the white head of a goat. A pair of fiery red batwings protrude from the creature's shoulders and it has twin green tails, lined with a ridge of spines and ending in the head of a snake.

Mantigorgamira (CR 16; XP 76,800)

CE Large dragon

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +31

Defense

AC 33, touch 11, flat-footed 31
(+2 Dex, +22 natural, -1 size)
hp 275 (19d12+152)
Fort +18, **Ref** +15, **Will** +16
DR 10/magic; **Immune** paralysis, sleep; **SR** 27

Offense

Speed 40 ft., fly 120 ft. (clumsy)
Melee bite +27 (2d8+8/19-20 plus poison), bite +27 (2d6+8/19-20), gore +26 (2d6+8), 2 wing buffets +21 (1d6+4)
Ranged 8 spikes +20 (2d6+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (F-DC 26 half; useable 1d4 rounds), disgorge, poison, petrifying gaze

Statistics

Str 26, Dex 15, **Con** 25, **Int** 10, **Wis** 16, **Cha** 16
Base Atk +19; **CMB** +28; **CMD** 40 (44 vs. trip)
Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Iron Will, Hover, Lightning Reflexes, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (bite)
Skills Fly +14, Intimidate +25, Knowledge (geography) +22, Perception +31, Stealth +26, Survival +25
Languages Draconic

Ecology

Environment hills, mountains, plains, ruins
Organization solitary, brood (2-5)
Treasure double

Special Abilities

Breath Weapon (Su) The tail heads of a mantigorgamira can use a breath weapon every 1d4 rounds to create a 60 ft. line of negative energy that deals 10d8 points of damage to all living creatures. A successful Fortitude save DC 26 reduces this damage by half. The save DC is Constitution-based.
Disgorge (Ex) In place of its bite attack, the goat head (2d6+6) can disgorge the contents of its stomach in a 15 ft. cone of vomit that deals 2d6 points of acid damage and nauseates opponents for 1d6 rounds. This attack can be used every 1d4 rounds. A Fortitude save DC 26 halves the damage and reduces the nauseated condition to a single round. The save DC is Constitution-based.
Petrifying Gaze (Su) Turn to stone permanently, 30 ft., Fort DC 22 negates. Gaze extends into the Realms Between. The save DC is Charisma-based.
Poison (Ex) Bite—injury; *save* DC 26; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Mantigorgamiras are horrid beasts that turn the areas where they are found into wastelands. Yet another insane hybrid of the chimera species, in this case a gorgon-chimera (gorgimera) mated with a manticore- but with an infusion of the bloodline of the dreaded umbral dragon, known as the shadow dragon. This has given the mantigorgamira a deadly negative energy breath weapon, and increased its intelligence to a cunning, human level. Rumors that this mad crossbreed has been engineered through magical means are entirely possible, and even more variants are likely waiting to be discovered.

Mantigorgamiras are voracious creatures with an appetite for anything they can turn to ash. They seem hateful towards all living things, whether plant, animal or sentient creature. Intelligent enough to understand magic, they hate it, for without out it nothing could kill or defeat them, in their evil minds. They keep hoards as dragons do, though they get little joy form them, using them as a lure to bring more noble and tasty humanoids into their desolate domains to be destroyed.

ON PORPHYRA

Several broods of mantigorgamiras are known to haunt the Almuut Peninsula and the eastern Brown Coast, all through the Ghadab Desert all the way to the dreaded Chimera Isle. Rumors of a zendiqi transmuter that breeds them in the desert's heart have drawn in many adventurers, who seek the dragon-like hoards the creatures have been known to keep.

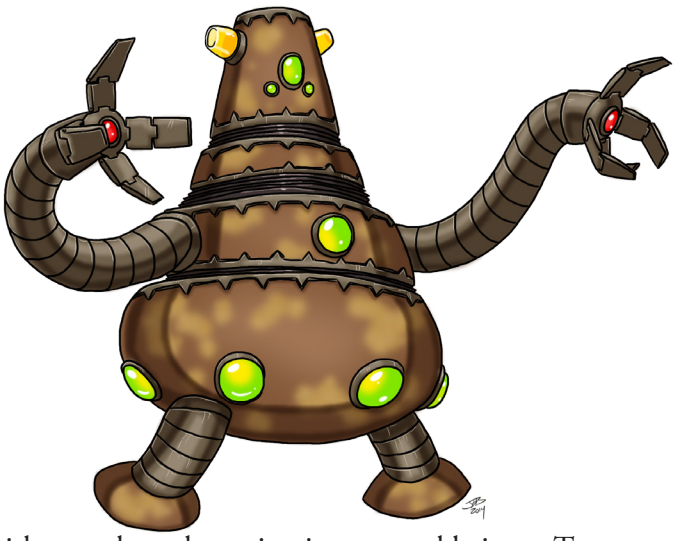
FETTANYL THE PALE, MANTIGORGAMIRA BOSS OF CHIMERA ISLE

Chimera Isle, the "Island of Monsters" in the southern end of the Bay of Sphinxes is one of the most dangerous places on the entire Patchwork Planet of Porphyra. Many species of sphinx, chimera (plus all of their many hybrids) and wyvern live here, in what could be arguably called harmony- the mystery of what keeps them fed is a puzzle, but has been theorized to be a unpredictable series of planar portals that grab unsuspecting beings from other dimensions and bring them to the island-where they are hunted and eaten by any number of monstrosities. Chief of these is Fettanyl the Pale, a near-albino specimen of advanced mantigorgamira who is the current dominant "boss" of the island- though what that means in day-to-day life there is unknown. Fettanyl the Pale achieved this position by negotiating the Dragon Zone, a treaty with The Middle Kingdoms to repel "true" dragons from settling on the island, in exchange for the residents of Chimera Isle from raiding the western mainland. The Middle Kingdoms' navy has a special fleet for just this purpose called, unsurprisingly, the Dragon Fleet. It is considered something of a hardship posting… Fettanyl the Pale has magical trappings of power, in that he owns and wears magical *earrings of sustenance* and *protection +2*, and a *bracelet of the dragon's bargain*, which is similar to a *bracelet of bargaining*, but allows the wearer to automatically detect creatures of the dragon type at 200 yards.



MARK 1 MULTIPURPOSE GOLEM

A pear-shaped, stout-legged metal being approaches, metallic hands whirring so as to be undefinable in shape; graffiti-like symbols grace its body, and large, glowing eyes are mounted on either side of its head.



M1MG (CR 4; XP 1,200)

N Medium construct (robot)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense

AC 16, touch 16, flat-footed 13
(+3 Dex, +1 Dodge, +2 size)

hp 42 (4d10+20); **force field** 20

Fort +1, **Ref** +2, **Will** +2

Defensive Abilities hardness 10; **Immune** construct traits

Vulnerable electricity

Offense

Speed 30 ft. [fly 20 ft. (poor, see below)]

Melee 2 slams +9 (1d6+4)

Ranged laser beam touch +5 (4d6 fire)

Special Attacks laser beam, stunning pulse, multitool

Statistics

Str 18, **Dex** 12, **Con** —, **Int** 10, **Wis** 12, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 19

Feats Improved Initiative, Weapon Focus (slam)

Skills Craft (any one) +8, Disable Device +8, Perception +8, Profession (any one) +7, Sense Motive +8

Languages Common

SQ force field, field conversion

Ecology

Environment any

Organization solitary, pair, or squad (3-8)

Treasure none

Special Abilities

Field Conversion (Ex) The M1MG's force field can be repurposed, as a standard action, into a propulsion unit, enabling the robot to fly at a speed of 20 ft., with poor maneuverability.

Force Field (Ex) A thin, shimmering force field of energy sheathes an M1MG, granting it bonus hit points that are subtracted from its hit point total first. This energy field has fast healing 2, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Laser Beam (Ex) Once every 1d4 rounds, an M1MG can fire a beam of coalesced light that does 4d6 fire damage on a successful hit; this damage is treated as magic with regards to damaging incorporeal beings. Transparent substances provide no cover, nor do force effects.

Multitool (Ex) The slam attacks of an M1MG constantly change between bludgeoning, piercing and slashing damage; the damage done by their slam attacks always bypasses DR that requires a specific damage type. The M1MG can also use their arm extremities as hands, drills, hammers, saws, or any normal tool type.

Stunning Pulse (Ex) Once every 1d4 rounds, an M1MG can fire a pulse up to 30 ft. away that paralyzes all targets in a 10 ft. radius for 2d4 rounds, unless they make a DC 15 Fortitude save.

An example of technological efficiency, the Mark 1 multipurpose golem is of the new, controversial strain of animated being, one with self-sufficient intelligence to handle changing conditions in the field. The "EmGee" is used in many capacities, as urban police, construction workers, or as front-line scouts, soldiers and border patrols. They alway possess the tools with them to help with their assigned work.

ON PORPHYRA

The Mark 1 Multipurpose golem is found almost exclusively in the Clockwork Lands, developed in their secret testing enclave of Beta, on the mysterious Steaming Isle, where there are doubtless even more ingenious varieties. Many of the EmGees are tasked with border patrol with the fearful Empire of the Dead; crossing that border is a perilous task, as the EmGees are not too selective about their targets, being unimaginative guardians. A few models are sold to other nations, and a few special customers, with the understanding that most that get to see the M1 will not live to tell the tale.

MENEHUNE

This muscular little being is shy of three feet tall, with brown-black, earthy skin. Clad in a loincloth and carrying tools, it has a large head and wide, exaggerated features.

Menehune (CR 4; XP 1,200)

LN Small fey

Init +3; **Senses** low-light vision; Perception +11

Defense

AC 18, touch 14, flat-footed 14
(+3 Dex, +4 natural, +1 size)
hp 33 (6d6+12)
Fort +4, **Ref** +8, **Will** +7;
DR 5/cold iron; **Defensive Abilities** miniature moai;
Immune paralysis, petrification; **SR** 15

Offense

Melee mwk club +9 (1d4+6) or mwk chakram +8 (1d6+4)
Ranged mwk chakram +9 (1d6+4) or mwk composite longbow (+1 Str) +8 (1d6+1 plus poison)
Spell-like Abilities (CL 12th; concentration +8)
3/day—*major creation*, *touch of the sea*
1/week—*control weather*, *wall of stone*

Statistics

Str 18, **Dex** 16, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14
Base Atk +3; **CMB** +6; **CMD** 20
Feats Step Up, Weapon Focus (chakram)
Skills Climb +13, Craft (all) +15, Knowledge (geography, local, nature) +11, Perception +11, Perform (strings) +11, Swim +13; **Racial Modifiers** +4 Craft
Languages Aquan, Old Porphyran, Sylvan

Ecology

Environment jungle
Organization solitary, couple, gang (3-6), clan (7-12 plus 1 bard of 5th level), or village (15-60 plus 3 5th level bards, 2 6th level oracles, and 1 7th level inquisitor)
Treasure standard (mwk club, mwk chakrams (2), mwk artisan's tools, ukulele, other treasure)

Special Abilities

Master Craftsman (Ex) Menehune treat Craft as a single skill for the construction of any item. When choosing accelerated crafting, the DC modifier is only +5, rather than +10. Also, when two menehune use their *major creation* power on the same created non-metal object, the resulting construction is permanent.
Miniature Moai (Su) Menehune can assume a stone shape (as a standard action), as though they were petrified. They can stay in moai form for 4 hours per day, and can assume stone shape in 1 hour increments, though the state can be ended as a swift action.
Poison (Ex) Menehune poison their arrows with spear urchin venom. Spear urchin venom causes horrific pain that weakens the muscles and causes intense nausea.

Spear Urchin Venom—injury; *save* Fortitude DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and nauseated for 1 round; *cure* 1 save.



Traveling far and wide through tropical oceans in their improbably long canoes, menehune are small, industrious fey who inhabit tropical islands and build great works of stone and earth, seemingly for the joy of it. They have magical powers they can call up with some effort, aiding them in building and constructing their great works, in travel and swimming. Menehune consider their powers a gift from their ancestors, whom they revere in statue form on their islands, and emulate with their mischievous ability to take the form of stone.

ON PORPHYRA

Aboriginal to Porphyra, they were persecuted during the Elementalist Era, and supported the Deists during their maritime campaigns. They were rewarded with protected islands, and most now worship Linium or Gerana.

MISTJI

Floating in front of you is a humanoid-shaped mass of sparkling lights, like multicolored jewels in the shape of a man. Tinkling laughter issues forth, and the sense of powerful magic.

Mistji (CR 20; XP 307,200)

CN Medium fey (incorporeal)

Init +10; **Senses** low-light vision; Perception +47

Defense

AC 32, touch 32, flat-footed 22
(+12 deflection, +10 Dex)

hp 240 (37d6+111)

Fort +15, **Ref** +30, **Will** +27

DR 15/cold iron; **Defensive Abilities** incorporeal; **SR** 31

Offense

Speed 50 ft. (perfect)

Special Attacks elemental conversion, true metamagic, weather control

Spell-Like Abilities (CL 20th; concentration +32)

At will—*call lightning storm* (R-DC 27), *commune with nature*, *meld into stone*, *plant growth*, *tree shape*, *whirlwind* (R-DC 30)

Spells Known (CL 20th; concentration +32/+36 defensive)

9th (7/day)—*meteor swarm* (R-DC 33), *polar midnight* (F-DC 31), *storm of vengeance*

8th (8/day)—*clenched fist*, *earthquake*, *stormbolts* (R-DC 32)

7th (8/day)—*fire storm* (R-DC 31), *greater arcane sight*, *mage's sword*

6th (8/day)—*antimagic field*, *greater dispel magic*, *sirocco* (F-DC 30)

5th (8/day)—*acidic spray* (R-DC 27), *cloudkill* (F-DC 27), *cone of cold* (R-DC 29), *wall of fire*

4th (9/day)—*flame strike* (R-DC 28), *greater invisibility*, *hallucinatory terrain* (Wd-DC 26), *ice storm*

3rd (9/day)—*fireball* (R-DC 27), *hydraulic torrent*, *protection from energy*, *wind wall*

2nd (9/day)—*fog cloud*, *mirror image*, *soften earth and stone*, *whispering wind*, *wood shape*

1st (9/day)—*burning hands* (R-DC 24), *cure light wounds*, *entangle* (R-DC 23) *faerie fire*, *produce flame*

0th (at will)—*arcane mark*, *create water*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*

Statistics

Str —, **Dex** 30, **Con** 16, **Int** 30, **Wis** 25, **Cha** 35

Base Atk +18; **CMB** +18; **CMD** 38

Feats Combat Casting, Disruptive Spell, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Focused Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Intensified Spell, Improved Counterspell, Maximize Spell, Persistent Spell, Piercing Spell, Quicken Spell, Spell Bluff, Spell Focus (evocation), Spell Penetration, Widen Spell

Skills Acrobatics +50, Bluff +52, Climb +40, Craft (alchemical) +50, Diplomacy +52, Disguise +52, Escape Artist +50, Fly +58, Knowledge (geography, local, nature) +50, Perception +47, Perform (dance, sing) +52, Sense Motive +47, Stealth +50

Languages Sylvan, telepathy 100 ft.

SQ materialize

Ecology

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

Organization solitary

Treasure none

Special Abilities

Elemental Conversion (Su) When a mistji casts a spell or uses a spell-like ability that deals acid, cold, electricity, fire, or sonic damage, the mistji can change the type of damage inflicted to any of the other four as a free action. The spell's descriptor changes as appropriate, but no other aspects are altered.

Materialize (Su) Though normally incorporeal, a mistji can assume a material, corporeal form (or return to an incorporeal form) as a standard action. A materialized mistji has a Strength score of 10; the mistji's abilities do not otherwise change.

Spells A mistji casts spells as a 20th level sorcerer. They favor evocation spells and they may know spells from the druid list as if they were arcane spells on the wizard list.

True Metamagic (Su) A mistji can apply metamagic feats to spells its casts without increasing the spell's casting time.

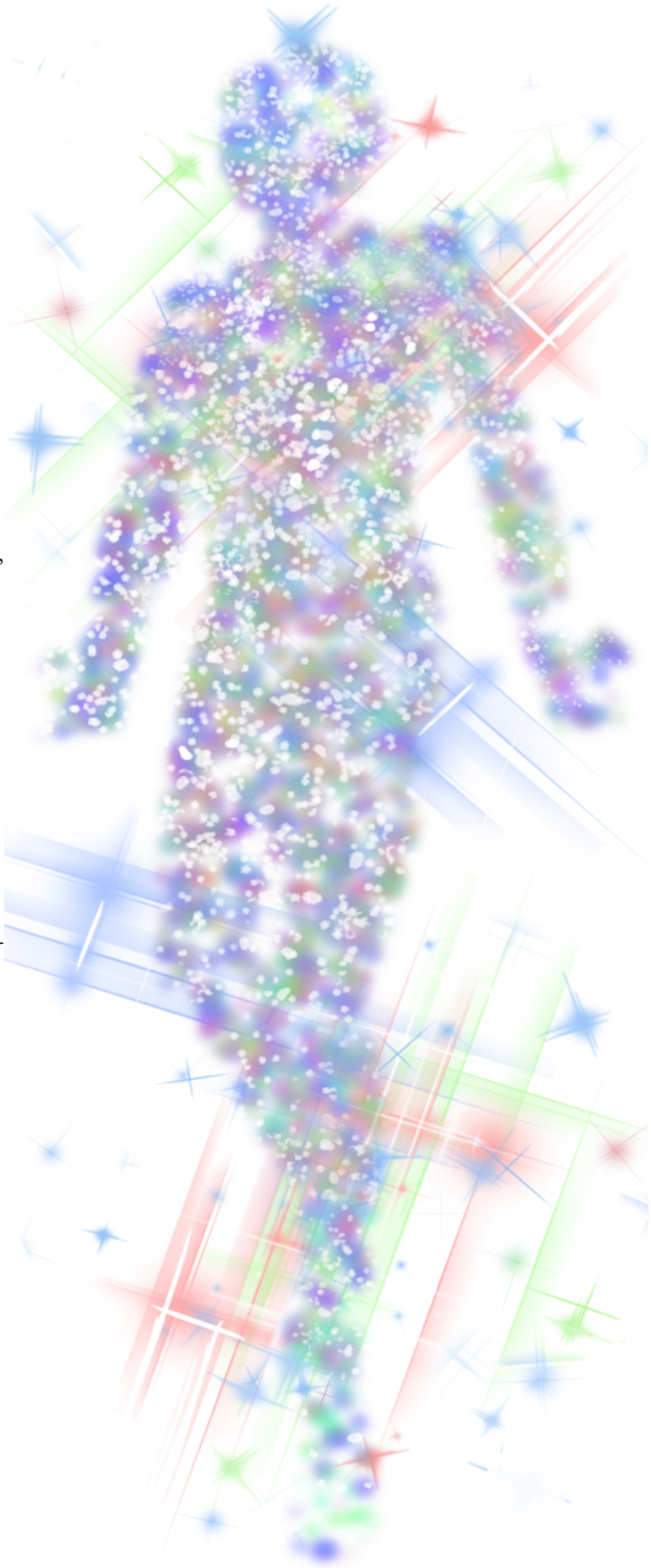
Weather Control (Su) A mistji can control weather in a radius of anywhere from 10 feet to 1 mile. The mistji can change the weather as a standard action, but unlike the normal version of the spell, the changes take only 1 round to manifest.

Powerful, fickle fey creatures of magic, a mistji has no physical body, but is composed of thousands of colored motes that glitter like jewels, shaped in a humanoid form. These motes also swirl around the mistji's feet, falling to earth and providing a path on which the mistji walks.

Most mistji have only vague features, but they can add detail to their bodies as they wish. A mistji who takes corporeal form assumes the (often nude) body of a tall, thin humanoid with faintly silver or gold skin, straight white or blond hair, and blue, purple, gray, or green eyes. In either form, a mistji has a resonating voice, and a scent reminiscent of ocean, sulfur, minerals, clean air, or another source of elemental power. Mistji dwell in wilderness apart from other sentient creatures, on lifeless buttes, beneath lakes, among clouds, and in lush forests. They may call a particular tree or rock home, or they may wander, and most mistji resettle at least a few times during their lives.

They delight in their power, and many occupy themselves doing little but finding new ways to use their magic. A mistji may create a hurricane or a tsunami simply to enjoy its beauty, or spend years studying the patterns of falling snow. Mistji can be persistent or fickle, but they are all very self-centered. Their inherent might allows them to enjoy life without regard for other creatures' well-being, and they do not age, eat, or sleep.

On those rare occasions when they desire to reproduce, they drain their magic to create a new mistji. It is not impossible for a non-mistji to communicate with a mistji, particularly if such a creature catches the mistji's fancy or displays great power. Even then, the mistji is likely to see the creature as a lesser form of life, and its needs and wants unimportant. It is an unusual mistji who thinks anything of the damage caused by his or her work, and an even rarer example who cares. Mistji socialize with one another only slightly more frequently; long-lasting friendships and affairs do occur, but two mistji who meet are as apt to ignore each other as introduce themselves. In combat, mistji are proud and confident opponents—usually with good cause, but they can underestimate foes and fight losing battles for too long.



ON PORPHYRA

Seemingly outside the natural order of things and inherently part of Nature, mistji on Porphyra had little to do with the sentient beings upon that world until the coming to power of the Elementalists. Jealous and greedy of their power, the zendiqi order would pursue the powerful fey until they became slaves or were destroyed, and very few were in existence at the time of The Calling. As such, those that remain avoid the Deist/Elementalist conflict fervently, seeking only to be left to their own devices.

MORGATHRELL

A blackened worm glides through the water like a ballista. Tentacles trail behind its massive elongated body.

Morgathrell (CR 14; XP 38,400)

N Gargantuan magical beast (aquatic)
Init -3; **Senses** blindsight 300 ft., darkvision 60 ft., low-light vision; Perception +18

Defense

AC 29, touch 3, flat-footed 29
(-3 Dex, +26 natural, -4 size)
hp 232 (16d10+144)
Fort +18, **Ref** +9, **Will** +4

Offense

Speed swim 40 ft.
Melee bite +24 (4d6+12 plus grab), 2 tentacles +22 (2d8+6 plus grab)
Space 20 ft.; **Reach** 20 ft. (200 ft. with tentacle)
Special Attacks capsize, swallow whole (7d6 acid, AC 23, hp 21)

Statistics

Str 35, **Dex** 4, **Con** 26, **Int** 1, **Wis** 9, **Cha** 5
Base Atk +16; **CMB** +32 (+36 grapple); **CMD** 39 (can't be tripped)
Feats Combat Reflexes, Endurance, Iron Will, Lightning Reflexes, Multiattack, Stand Still, Swimby Attack, Toughness
Skills Perception +18, Stealth -15 (+1 on seabed), Swim +20; **Racial Modifiers** +16 Stealth on the seabed

Ecology

Environment aquatic
Organization solitary
Treasure triple

Morgathrells are massive sea creatures that anchor themselves to the ocean floor and prey on whales and ships. A morgathrell resembles an enormous gray and black worm 20 feet in diameter, 60 feet long, and weighing over 30 tons. Two tentacles, hundreds of feet long and covered in bony spines emerge from a morgathrell's sides. A morgathrell's three-pronged mouth can stretch open to almost twice the width of its body, revealing enormous numbers of jagged white teeth.

A morgathrell spends most of its life asleep, half its body buried in the ocean floor, developing a covering of silt and plants. This natural camouflage allows a morgathrell to avoid frightening potential meals. When a moving target of sufficient size does approach a morgathrell, the creature rises up, whipping its tentacles through the water and trying to drag its prey to its mouth. Vast fortunes have been found within the bellies of morgathrells, the former cargos of devoured ships. The resemblance of morgathrells to land-dwelling dagger worms has been noted by some scholars, who speculate that one creature may have evolved from the other.

VARIANT MORGATHRELLS

Freshwater morgathrells are said to be smaller creatures similar in most ways to saltwater morgathrells except that they possess the young template. Due to their smaller size they are unable to capsize many vessels but that doesn't mean they do not try.

ON PORPHYRA

A fresh water morgathrell is thought by the residents of Belle Ville to live in Lake Kor. "Morgie" has been spotted by many locals over the years and has become a bit of a legend despite the lack of physical evidence of its existence. Attempts by sanctioned wizards and shackled sorcerers to detect the creature with magic have all failed.

Within the Haunted Seas, Nisean morgathrells are a well-known hazard for pirate captains. These morgathrells, thought to be blessed by Nise the Battle Maiden possess the giant and entropic templates.



NANG TANI

In the bright moonlight above the banana grove, a lovely woman approaches you, glad in banana leaves with a flower in her hair. She is translucent and her feet don't touch the ground.

Nang Tani (CR 4, XP 1,200)

N Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., Perception +12

Defense

AC 16, touch 16, flat-footed 13
(+3 deflection, +2 Dex, +1 Dodge)
hp 37 (5d8+15)
Fort +3; **Ref** +3; **Will** +6
Immune channel energy, undead traits; **SR** 15
Weakness grove dependent, sunlight powerlessness

Offense

Speed 20 ft., fly 30 ft. (perfect)
Melee incorporeal touch +6 (1d4 cold + 1d3 Cha)
Spell-like Abilities (CL 5th; concentration +8)
At will—*detect evil*, *ill omen*
1/day—*augury* (75%), *bestow curse* (W-DC 15), *good-berry* (bananas only)
Special Attacks grove curse

Statistics

Str —, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 16
Base Atk +3; **CMB** +3; **CMD** 18
Feats Alertness, Dodge, Improved Initiative
Skills Fly +10, Intimidate +11, Perception +12, Sense Motive +12, Stealth +10
Languages Common; truespeech
SQ amulet gift

Ecology

Environment jungle
Organization solitary
Treasure standard

Special Abilities

Amulet Gift (Ex) Once per month, a nang tani can shape moonlight and banana leaves into an amulet that can grant its possessor a +1 luck bonus to all saving throws and immunity to one specific spell of 3rd level or lower. This is usually a reward for some service done for the nang tani, but can be a gift for a young female who has shown bravery. The amulet lasts for no more than a month, and will not work for any other being.
Grove Curse (Su) Damaging, or destroying the grove of a nang tani even in daylight results in all of the malefactors being the recipients of a *bestow curse* spell. Saving throws are made normally.



Grove Dependent (Su) Similar to the dependency of a dryad upon her oak tree, a nang tani may never move more than 300 yards from her particular banana grove.

The nang tani is a gentle forest spirit that inhabits banana groves of the jungle, succoring weaker creatures, especially young humanoid women. They come into existence when a young humanoid female dies before marrying or having children, and her spirit enters a banana tree which grows near her village. Nang tani are only ever active at night, especially under the light of the moon. Though they are intelligent undead, they rarely do evil, though they will harshly attack and punish wasters of forest resources or males that are evidently cruel and harm females.

ON PORPHYRA

Most nang tani on Porphyra live in Californ, the Eternal Jungle, in banana groves near areas that are or were inhabited by humans, mahrog, or pockets of jungle-dwelling humanoids of generally benevolent nature. Nang tani are also present in the jungles of The Pyynian Coast, existing bravely and precariously with the foul creatures that inhabit the place.

NANGE

This muscular humanoid is dressed in flowing robes, which cannot conceal the glowing lines that seem incised into his thick hide.

Nange (CR ½; XP 200)

Male nange magus 1
LN Medium humanoid (nange)
Init +0; **Senses** Perception -2

Defense

AC 13, touch 10, flat-footed 13; +2 dodge vs. spiders (+2 armor, +1 natural)
hp 10 (1d8+2)
Fort +4, **Ref** +0, **Will** +0; +1 vs. poison
Weakness solar dependence

Offense

Speed 20 ft.
Melee 2 kukri +0 (1d4+2/18-20)
Special Attacks arcane pool (3), spell combat, spider foe
Spell Prepared (CL 1st; concentration +3)
1st—*corrosive touch*, *enlarge person*
0th (at will)—*acid splash*, *detect magic*, *ray of frost*

Statistics

Str 14, **Dex** 10, **Con** 14, **Int** 15, **Wis** 6, **Cha** 13
Base Atk +0; **CMB** +2; **CMD** 12
Feats Arcane Strike, Two-Weapon Fighting
Skills Fly +4, Knowledge (arcana) +6, Spellcraft +6, Use Magic Device +5
Languages Common, Nange, Old Porphyran, Orcish

Ecology

Environment any
Organization codon (3), section 20-25 plus 3 2nd-level sergeants and 1 3rd-level captain)
Treasure NPC Gear (leather armor, spellbook, 2 kukri; other treasure)

The Nange people, often known as the Children of the Sun, are a people that they were made from a marriage of the earth and the sun itself. They live a semi-nomadic lifestyle, but support their quasi-military camps by hiring themselves to otherwise occupied governments as border guards and mercenaries, not particularly caring about the politics involved in wars. The nange are not a cruel people, and do not engage in looting and pillaging outside of what has been contractually agreed upon by their employers and their own ancient traditions. They disdain agriculture and are indifferent hunters, though they will work as laborers if there is too much peace in an area. This condition usually means a move to more turbulent areas, where work can be more easily obtained. Nange prefer their own race as company, and rarely mix with others in military units; they usually work in standard units called a "codon" of three nange combatants, usually of the magus, fighter, and bloodrager professions.

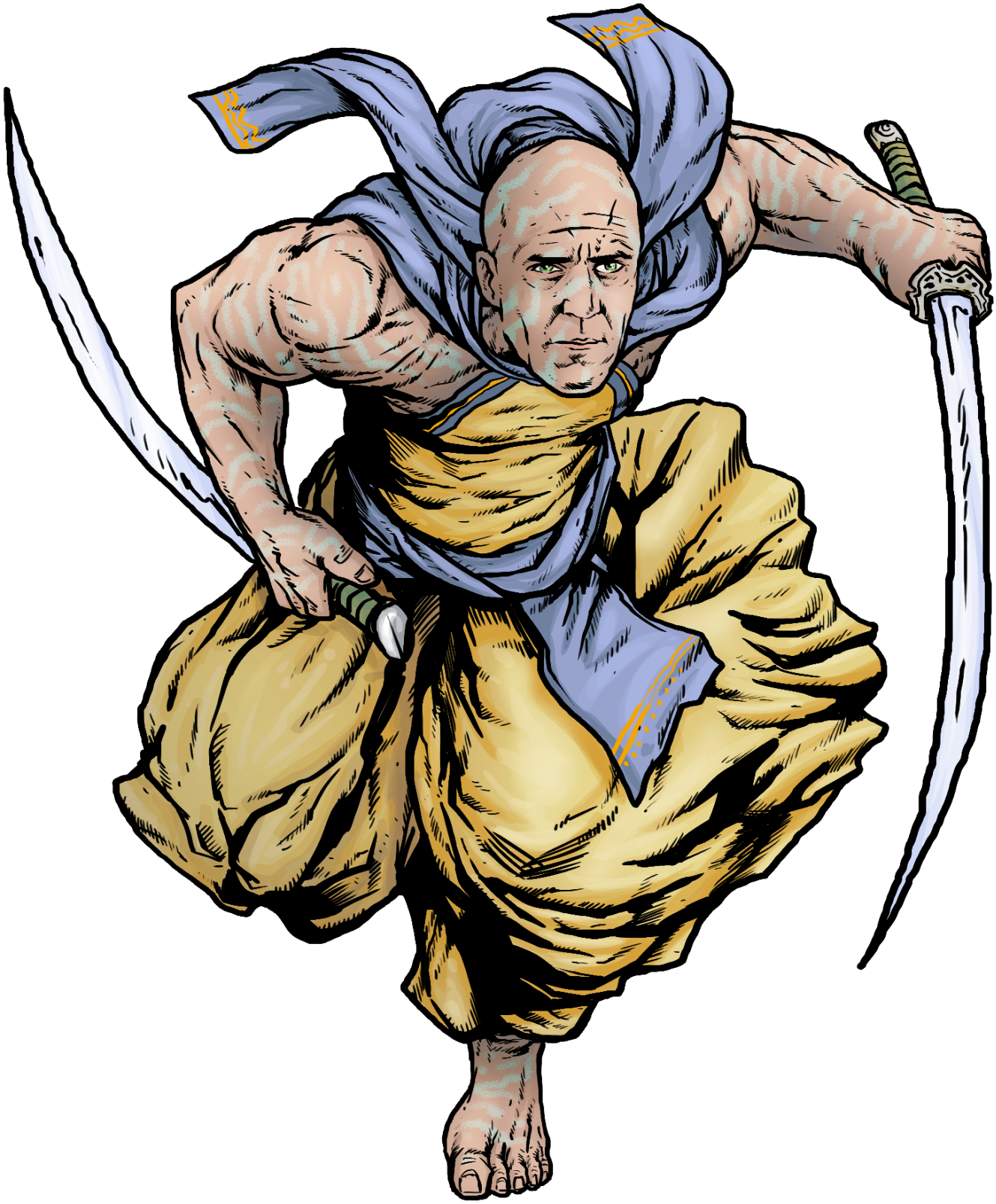
NANGE RACIAL CHARACTERISTICS

Nange characters are defined by class levels and have the following racial characteristics.

- **+4 Strength, +2 Constitution, -4 Dexterity, -2 Wisdom:** Nange gain their strength from the sun, which overcomes their stiff and dull forms.
- **Humanoid:** Nange are humanoids with the nange subtype.
- **Medium:** Nange are Medium creatures with no penalties or bonuses due to size.
- **Slow Speed:** Nange have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Hardened Skin:** Nange gain a +1 natural armor bonus due to their thick skin
- **Poison Resistance:** Nange gain a racial bonus to resist poison equal to half their hit dice (minimum +1).
- **Solar Dependence:** Nange who go for more than 2 days without direct exposure to sunlight lose any positive modifiers to Strength and Constitution until they spend at least 1 hour in direct natural sunlight.
- **Spider Foe:** Nange gain a +2 dodge bonus to AC and +1 attack bonus against spiders and creatures with eight or more legs.
- **Two-Weapon Fighting:** Nange are trained at a young age to fight with two weapons and gain the Two-Weapon Fighting feat as a bonus feat.
- **Languages:** Nange begin play speaking Common and Nange. Nange with high Intelligence can choose from the following: Elven, Giant, Old Porphyran, Orcish, or Undercommon.

ON PORPHYRA

Legends of the nange claim that their ultimate ancestor was fathered upon Gerana, Lady Justice, by Linium, the Forgefather. The followers of both deities in the Clockwork Lands and the Middle Kingdoms deny this claim, and the nange are not welcome there, though they live mostly on the true-Porphyran outskirts of the former nation. They once inhabited the jungles there, from whence their hatred of spiders comes.



NARWHALE

This large whale has a mottled white and gray hide, and a bone horn several feet in length protruding from its forehead. It exudes a palpable sense of wisdom and goodness.

Narwhale (CR 14; XP 38,400)

NG Large magical beast

Init +2; **Senses** blindsight 120 ft., darkvision 60 ft., *detect evil*, low-light vision; Perception +27

Defense

AC 28, touch 11, flat-footed 26
(+2 Dex, +17 natural, -1 size)

hp 225 (18d10+126)

Fort +17, **Ref** +13, **Will** +14

DR 10/evil; **Immune** charm, compulsion, disease, poison; **Resist** cold 30; **SR** 25

Offense

Speed swim 50 ft.

Melee gore +28 (4d6+14 plus bleed)

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

Special Attacks bleed (1d8), magical horn, purifying touch, skewer

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*detect evil*

At will—*neutralize poison*

5/day—*cure light wounds*

3/day—*cure moderate wounds*

1/day—*cure serious wounds*, *remove curse*, *remove disease*, *restoration*

Statistics

Str 24, **Dex** 14, **Con** 22, **Int** 16, **Wis** 23, **Cha** 22

Base Atk +18; **CMB** +26 (+30 bull rush); **CMD** 38 (42 vs. bull rush)

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Iron Will, Endurance, Power Attack, Skill Focus (Heal), Toughness, Vital Strike

Skills Heal +30, Knowledge (nature) +21, Perception +27, Swim +15, Survival +24

SQ hold breath, sea lore +9, wild empathy +24

Languages Aquan, Common, Orcam, Whalesong

Ecology

Environment aquatic

Organization solitary, pair

Treasure standard

Special Abilities

Magic Circle against Evil (Su) This ability continually duplicates the effect of the spell. The narwhale cannot suppress this ability.

Magical Horn (Ex) A narwhale's gore attack is treated as a *+4 magic weapon*.

Purifying Touch (Su) The horn of the narwhale is imbued with positive energy. It deals double damage against undead creatures.

Sea Lore (Ex) Narwhales are masters of the sea and as such may make any Knowledge check as it pertains to the sea or sea creatures untrained with a +9 competence bonus (1/2 their hit dice).

Skewer (Ex) When a narwhale charges, the critical hit range of the gore increases to 19-20 and the damage multiplier increases to x3.

Healers, mystics, and teachers of the seas, these horned whales are well known for their magical powers and their wisdom. Found in the colder regions of the ocean, they show themselves rarely, appearing only to those who seek knowledge, need guidance, or seek to do harm. To the first two groups the narwhale is a wise and beneficent teacher, but to those who come with violence in their hearts, the narwhale is a powerful foe. They are known to be particularly vehement in their defense of other whales and do not abide hunting for sport within their domain.

The horn of a narwhale is about 10 ft. in length, and is its primary weapon; it can be frighteningly effective in combat. The narwhale is neither overly large nor particularly maneuverable, but it is still a powerful combatant. They often travel in pairs and can call on allies if they are attacked. Most whale pods fight to the death to protect a narwhale in need, as will most orcam. Narwhales also hunt down any evil creature they detect if they feel that creature is a threat to the region, marshaling allies to the cause if warranted.

Although they are powerful warriors, these creatures prefer the role of advisor and are always ready to help others with knowledge or advice. They are renowned for helping heroes complete quests through counsel and are riddle masters with few peers under the waves. Many rulers of aquatic realms are said to seek their council in times of strife.

Narwhales feed mainly on plankton and similar filtered food sources. They prefer the colder Polar Regions, but some have wandered south on occasion. Narwhales only congregate in large groups during moots held in times of great need, or once a century if no crisis has arisen in the interim. During these meetings they share information, find mates, and introduce children to narwhale society. The meetings are extremely secretive and other creatures are not allowed to attend without very special dispensation.

Narwhales mate for life, which can be several hundred years long. Their reproduction cycle is very slow, with most mated pairs giving birth only a few times a century. This has kept the narwhale population very small.

ON PORPHYRA

Narwhales are typically found in the Sea of Ithreia, and along the coastal areas of the Northlands. They are closely allied with orcam, and dislike any evil aquatic humanoid race, though they seldom come in contact with them. They are slowly beginning to communicate with undine colonies of good alignment, but are still mistrustful of any race with elementalist ties.

SONG OF THE NARWHALES

"Narwhales, narwhales, swimming in the ocean/ you make a commotion with your awesomeness/ your protective power will save us from the unsleeping evil at the bottom of the sea!"

-translated from the Whalesong

Song of the Narwhales (Bardic Masterpiece)

Your song summons the benevolent presence of the great Narwhale, wise and powerful bulwarks against aquatic evil.

Prerequisite: Perform (sing) 11 ranks, performer must be good, bardic performance

Cost: Feat or 4th level bard spell

Effect: This masterpiece must be performed in the ocean to have any effect. After lustily singing the entire boisterous song over and over again for nearly two minutes, a great and regal narwhale heeds the call and comes to the performer. The attending narwhale will be too glad to help with advice, guidance, and spell-like abilities for the allotted time. If combat is required, the narwhale will participate to the degree to which the battle is for good and right.

If the narwhale is wounded, it will not be able to be called again for 1 day for every point of damage the narwhale has taken. If the narwhale is killed, this masterpiece will never be able to be used by the bard again.

Use: 18 rounds of bardic performance

Action: Uses all of the performer's bardic performance rounds, the called narwhale stays for a number of rounds that the bard has minus 18 rounds.



OBAKE

This strange looking, little old man walks with a cane. Upon his back is a pulsing hive of wasps, seemingly merged with his flesh.

Obake (CR 2; XP 600)

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 15, touch 13, flat-footed 12
(+2 Dex, +1 dodge, +2 natural)
hp 22 (4d10)
Fort +1, **Ref** +5, **Will** +7
DR 5/magic

Offense

Speed 20 ft.
Melee staff +4 (1d6)
Special Attacks release swarm (wasp swarm)

Statistics

Str 11, **Dex** 15, **Con** 11, **Int** 13, **Wis** 16, **Cha** 11
Base Atk +4; **CMB** +4; **CMD** 16
Feats Dodge, Mobility
Skills Bluff +4, Disguise +4, Knowledge (local) +5, Perception +10, Sense Motive +7
Languages Common, Giant

Ecology

Environment any
Organization solitary
Treasure standard

Special Abilities

Release Swarm (Su) As a standard action, an obake can release a single wasp swarm from the nest that grows from their back. On subsequent rounds, he must control the actions of the swarm as a move action. If the obake chooses not to use a move action to control the swarm it will become inactive until the obake exerts control again. If the wasp swarm is killed, the obake must wait 24 hours before he can release a new swarm. If the obake is killed, the swarm disperses.

Occasionally, a bitter and jealous oni spirit has different motives than to serve some vague cause of evil, and takes a monstrous, humanoid form on the Material Plane intended to confound and bring pain to weak morals. They are known as obake, sly and dangerous. These perverse spirits take the bizarre form of ragged old men, with a wasp hive on their backs. Some legends say that they emulate an old human from ancient times, whose evil was so selfish and perfect he went on to become a great oni in the afterlife, after being cast by his neighbors into a huge wasp nest.



Deceptively harmless looking at a casual first glance, an obake conceals a deadly menace, in the form of a symbiotic swarm of carnivorous wasps that live within its flesh. Haunters of out-of-the-way places in virtually any setting or environment, these solitary humanoids enjoy luring passers-by to their painful death, whereupon the wasps will consume their flesh, and the cackling "old man" will rob them of trinkets. Obake sometimes appoint themselves 'guardians' of old shrines or paths, but seldom have any kind of agenda- they do sometimes have knowledge of an area that might be useful.

ON PORPHYRA

Found from time to time everywhere on Porphyra except, possibly, the Northlands, obake are considered to be harbingers of Kurofu the Shadow, evil Elemental Lord of the air. Whether this is true or not, obake sometimes serve the oni of the Shadowlands in The Last Kingdom, but are prevalent in the Jotun Forest and Giant's Retreat, where they enjoy baiting the large beings.

OPHIDUAN

The ophiduan are an ancient race of serpentine humanoids. In more recent times, they have mystically cross-bred with humans and other humanoids, mixing their blood and abilities, the better to understand, infiltrate, and eventually destroy the civilizations of the modern world.

Largely humanoid in form, the ophiduan still have the mentality of reptiles. Concepts such as mercy and compromise are unknown to them. They are utterly ruthless, and have little concept of honor. Survival and victory are their only goals, though they are fully capable of employing subtle or deceptive methods to obtain them.

Although ophiduan are intrinsically chaotic, their great intelligence and innate cunning allow them to make use of traps and tactics that are extremely ordered, almost lawful, in their design. They eschew direct confrontation, preferring ambushes, traps, feints, and the like. Where possible, they focus on ranged attacks and spells, if necessary sending mercenaries or slaves into close range while remaining distant from the foe.

The ophiduan have a strict caste system, enforced not by societal laws but by physiology. Each of the three subraces has its position in society, and any attempt to rise above it results in swift reprisal from the paranoid ophiduan above them.

The hominis caste is the most recent creation of the ophiduan. Due to their enhanced abilities, they were swiftly able to rise to a position of leadership of the ophiduan nature, becoming both secular and spiritual leaders. They preside over rituals of dark prayers and blood sacrifice, conducted in the name of gods unheard of in civilized lands. Their cities stand in the midst of thick forests, wild jungles, hidden mountain passes, and anywhere else they can hide from the eyes of humanity. Should anyone draw near enough to see, however, the high walls and sweeping arches of their temples are unmistakable. As befits a race of snake-like creatures, their architecture favors tight spaces, ramps or shallow steps, and rooms built with floors and ledges at various heights. Their tools and weapons are similarly built, favoring flexibility and speed over brute force.

In addition to their role as leaders and priests, the hominis caste serves as the face of the ophiduan in their rare political dealings with other races, as only they can pass as humans. The anguineum caste occupies the roles of low-level politicians, military officers, elite soldiers, bodyguards and craftsmen, while the semiferum caste serves as manual laborers, foot soldiers, and gladiators.

All ophiduan have the following abilities regardless of type:

- **Immune to Poison (Ex):** The ophiduan have strong constitutions, and are immune to any form of natural poison. When exposed to magical sources of poison (such as the *poison* spell), the ophiduan may make two saving throws, and choose the greater of the two results. Even if they fail both their saves, they suffer only half damage.
- **Speak with Serpents (Su):** Ophiduan can speak with snakes at will, as per the *speak with animals* spell.

Ophiduan Scale

Over the course of many centuries, the ophiduan have adapted many crafting techniques to suit their unusual natures and specific needs. The prime example of this is ophiduan scale. Built to take advantage of the unusual muscle movements of the ophiduan, this armor shifts and bends with their bodies in ways that armor made by other races cannot. Ophiduan scale functions as scale mail in all respects save one: It does not reduce the wearer's speed. Ophiduan scale functions only for an ophiduan of the caste for which it was built. When worn by anyone else, the fit is not precise enough to grant this ability. Similarly, ophiduan scale cannot be made for any creatures other than ophiduan; the internal muscle movements do not allow for it.

Ophiduan scale is always masterwork, and costs a total of 500 gp.

ON PORPHYRA

The ophiduan were a vassal race to the Elemental Lords in pre-Calling days, given to administer borderland regions that the Zendik Order maintained to avoid contact with non-humanoid races. The ancient Lizard Kings and Wyrmlords controlled the actions of these vicious creatures, until utterly wiped out by various Deist heroes and, some say, the Gods themselves. Remnants of the ophiduan inhabit boggy caves in the Scrublands region, dry tunnels in the eastern Fourlands, and any jungle region they can get a foothold in. They have risen to alarming heights of power in The Pyynian Coast, fervently worshipping Vortain the Poisoner and clashing with any who would oppose their rise. An uneasy pact exists between them and the serpentfolk that haunt the northern regions of Porphyra, which would endanger the world should it progress further.

ANGUINEUM OPHIDUAN

This horrific creature appears to be a great serpent with vaguely humanoid features, a split tail, and two clawed arms.

Anguineum Ophiduan (CR 7; XP 3,200)

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., scent; Perception +15

Defense

AC 22, touch 11, flat-footed 21
(+5 armor, +1 Dex, +6 natural)

hp 85 (9d10+36)

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

Immune poison; **SR** 18

Offense

Speed 30 ft.

Melee mwk spiked chain +14/+9 (2d4+6), bite +9 (1d6+2 plus poison)

Ranged mwk longbow +11/+6 (1d8/x3) or spit +11 touch (blind and poison)

Special Attacks ophidiophobia (W-DC 20)

Spell-Like Abilities (CL 7th; concentration +11/+15)

At will—*deep slumber* (W-DC 17), *entangle* (R-DC 15), *hypnotism* (W-DC 15)

3/day—*charm monster* (W-DC 18), *deeper darkness*, *freedom of movement*

Statistics

Str 19, **Dex** 13, **Con** 18, **Int** 17, **Wis** 17, **Cha** 18

Base Atk +9; **CMB** +13; **CMD** 24 (can't be tripped)

Feats Ability Focus (ophidiophobia), Combat Casting, Diehard, Endurance, Improved Initiative

Skills Intimidate +16, Knowledge (history) +12, Knowledge (religion) +12, Perception +15, Spellcraft +12, Stealth +9, Survival +15; **ACP** -4

Language Common, Undercommon, plus 1 other; speak with serpents

Ecology

Environment jungle, underground

Organization Solitary, pair, clutch (3–5), nest (2–5 hominis, 2–13 semiferum, and 2–4 anguineum), or brood (10–80 hominis, 20–160 semiferum, and 10–40 anguineum)

Treasure double (longbow, spiked chain, ophiduan scale, other treasure)

Special Abilities

Blind (Ex) The spit of an anguineum ophiduan may blind an opponent for 4 rounds if they fail a Reflex save DC 18. The save DC is Constitution-based.

Ophidiophobia (Su) As the hominis ophiduan.



Poison (Ex) Bite—injury or Spit—contact, *save* DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution; *save* 2 consecutive saves. The save DC is Constitution-based.

The oldest of the ophiduan castes, the anguineum are the true progenitors of the race, and the creators of the other ophiduan. The anguineum are an ancient race, older than humanity and even, according to their own myth, older than elves. They are merciless, predatory, and despise the fact that mammals are currently the dominant civilized species.

For most of their recorded history, the anguineum ruled the ophiduan, but they were eventually overthrown by their own creation, the hominis caste. While any given anguineum is more powerful than a hominis, the hominis' greater intelligence, and their aptitude for clerical magic allowed them to prevail. While some anguineum still resent their reduced position in society, most now accept it as the will of their unnamed god. Should his will ever dictate that the anguineum rise again, then circumstances will permit them to do so.

As with the other ophiduan, anguineum are covered in snake-like scales, though theirs are thicker than those of their brethren. Anguineum ophiduan are actually long enough that they should seem to qualify as large creatures. Due to their distribution of weight, however, and the fact that much of that length is in the tail, they mechanically qualify as medium. They average around 400 pounds. Anguineum are able to wield spiked chains as one-handed weapons due to their unique shape.

HOMINIS OPHIDUAN

The individual before you might pass for human, were it not for the supple scales that make up her skin. Her eyes are dark and unblinking, her features gaunt, her teeth unusually sharp. A dark shock of hair begins at a widow's peak at her forehead, and flows down her neck and back.



Hominis Ophiduan (CR 5; XP 1,600)

CE Medium monstrous humanoid (shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +5

Defense

AC 19, touch 12, flat-footed 17
(+5 armor, +2 Dex, +2 natural)

hp 45 (7d8+7)

Fort +3, **Ref** +7, **Will** +10

Immune poison; **SR** 16

Offense

Speed 30 ft.

Melee mwk spiked chain +9 (2d4+1)

Ranged mwk longbow +10 (1d8/x3)

Special Attacks control serpents 7/day (W-DC 17), ophidiophobia (W-DC 19)

Spell-Like Abilities (CL 5th; concentration +9/+13)

3/day—*entangle* (R-DC 15), *hypnotism* (W-DC 15), *sleep* (W-DC 15)

1/day—*charm monster* (W-DC 18), *deeper darkness*, *freedom of movement*

Statistics

Str 13, **Dex** 15, **Con** 13, **Int** 20, **Wis** 20, **Cha** 18

Base Atk +7; **CMB** +8; **CMD** 20

Feats Ability Focus (ophidiophobia), Combat Casting, Improved Initiative, Stealthy

Skills Bluff +11, Diplomacy +11, Disguise +11, Escape Artist +7, Intimidate +14, Knowledge (religion) + 12, Perception +15, Spellcraft +12, Stealth +10; **ACP** -4

Language Common, Undercommon, 3 others; speak with serpents

SQ change shape (*alter self*)

Ecology

Environment jungle, underground

Organization solitary, pair, clutch (3–5), nest (2–5 hominis, 2–13 semiferum, and 2–4 anguineum), or brood (10–80 hominis, 20–160 semiferum, and 10–40 anguineum)

Treasure double (mwk longbow, mwk spiked chain, ophiduan scale, other treasure)

Special Abilities

Ophidiophobia (Su) A hominis ophiduan can implant a terrible fear into the mind of a chosen creature within 30 feet. The subject must succeed on a DC 19 Will save or instantly develop an insurmountable phobia of snakes, which lasts for 5d4 minutes. For the duration, the subject is instantly panicked should any snake or snake-like creature (including ophiduans) come within 20 feet. The save DC is Charisma-based.

Control Serpents (Su) A hominis can command serpents as an evil cleric with the Command Undead feat. Serpent, in this case, is defined as any snake or snake-like creature of the animal type.

Combining the best aspects of humans and ophiduan, they are quick, vicious, and inhumanly intelligent. While a hominis ophiduan cannot pass for human under normal circumstances, their innate shapechanging and their skills at deception and disguise make such masquerades easy to pull off. Many hominis move through human and humanoid communities without arousing suspicion.

Initially, the hominis were created to serve the anguineum, just as the semiferum had been. The hominis swiftly realized, however, that while they were physically no match for their progenitors, their greater intelligence and aptitude for clerical spells made them the superior caste. They rose up in bloody rebellion, and when their divine magics proved more potent than those of the anguineum, the elder caste capitulated to their authority. The hominis ophiduan average slightly taller than humans of the same weight. Their scaly skin covers the entire spectrum of hues, much as do those of true snakes, though darker colors such as blacks and deep greens seem most prevalent.

SEMIFERUM OPHIDUAN

This creature appears as a hideous, yet somehow pathetic, cross of man and snake, with a lower body of the latter.



Semiferum Caste Ophiduan (CR 3; XP 800)

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., scent; Perception +8

Defense

AC 21, touch 12, flat-footed 19
(+5 armor, +1 Dex, +1 dodge, +4 natural)

hp 26 (4d10+4)

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

Immune poison; SR 14

Offense

Speed 30 ft.

Melee spiked chain +5 (2d4), bite +0 (1d4 plus poison) or 2 claws +5 (1d4), bite +5 (1d4 plus poison)

Ranged longbow +5 (1d8/x3)

Spell-Like Abilities (CL 3rd; concentration +4)

1/day—*charm person* (W-DC 12), *darkness*, *hypnotism* (W-DC 12)

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 16 (can't be tripped)

Feats Dodge, Weapon Finesse

Skills Climb +3, Intimidate +8, Perception +8, Stealth +4; **ACP** -4

Languages Common, Undercommon; speak with serpents

Ecology

Environment jungle, underground

Organization solitary, pair, clutch (3–5), nest (2–5 hominis, 2–13 semiferum, and 2–4 anguineum), or brood (10–80 hominis, 20–160 semiferum, and 10–40 anguineum)

Treasure double (longbow, spiked chain, ophiduan scale, other treasure)

Special Abilities

Poison (Ex) Bite—injury; *save* DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength; *cure* 1 save. The save DC is Constitution-based.

The semiferum caste represents the earliest attempts by the anguineum to create an ophiduan/human cross-breed. Unlike their later creations, the hominis, the semiferum are a mongrel combination of traits, far weaker than either their progenitors or their successors. Because they are capable of breeding, however, the semiferum have continued, and today make up a servile underclass of ophiduan society.

Semiferum are often called "snake centaurs" by those who see them but know nothing of their true nature. Their scales cover the same range of colors as those of the hominis, but are usually duller, and often appear slightly sickly. Due to the length of their serpentine tails, semiferum are slightly longer (when stretched out) than tall humans, but do not quite qualify as large creatures. They are roughly 20% taller and heavier than humans.

OPHIDUAN CHARACTERS

The preferred class of the anguineum caste is the antipaladin. The prefered class of the semiferum caste is rogue. The favored class of the hominis caste are clerics who are known to worship the New Gods: Fenris Kul, Lyvalia, Nise, or Vortain. Although not a preferred class, sorcerers, summoners, and wizards are also quite prevalent among the hominis caste, and very nearly equal clerics in number.

ORSK

The rough leathery hide of this bipedal creature shifts in color as it moves. Its fearsome mouth and claws dart toward you.

Orsk (CR 3; XP 800)

N Medium magical beast

Init +6; **Senses** sensory pits; Perception +11

Defense

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 natural)
hp 30 (4d10+8)
Fort +6, Ref +6, Will +2
Immune cold

Offense

Speed 40 ft., swim 20 ft.
Melee 2 claws +7 (1d4+3), bite +7 (1d6+3 plus grab)
Special Attacks pounce

Statistics

Str 17, **Dex** 15, **Con** 15, **Int** 4, **Wis** 13, **Cha** 7
Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. bull rush, overrun, reposition)
Feats Improved Initiative, Skill Focus (Perception)
Skills Perception +11, Stealth +10, Swim +11; **Racial Modifiers** +8 to Stealth
SQ orsk hide, sure-footed
Languages Orcam (can't speak)

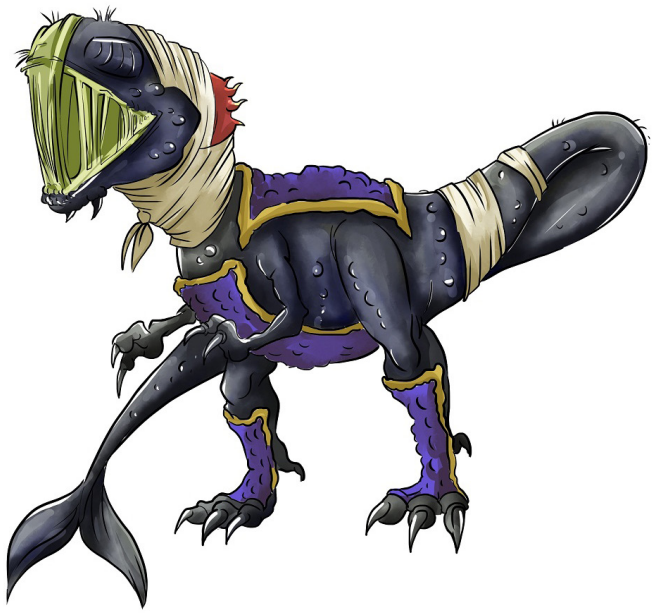
Ecology

Environment aquatic, cold
Organization solitary, ride (5-10), pack (20)
Treasure standard

Special Abilities

Orsk Hide (Ex) Orsk hide automatically shifts in color to blend into the surroundings. This gives the orsk a +8 racial bonus to Stealth checks.
Sensory Pits (Ex) The orsk's sensory pits grant it almost supernatural vision. It is not subject to any condition that limits vision including but not limited to darkness, fog, or illusions.
Sure-Footed (Ex) Orsk never count snow or ice as difficult terrain and have a +4 racial bonus to CMD to resist bull rush, overrun, and reposition actions.

Long thought to be a problem only on cold lands, orsks have recently gained the ability to swim with strange whale-like tail. This change in body plan makes them one of the most versatile natural predators in cold climates. There is said to be no more terrifying sight to northern travelers than to spy a pack of orsk charging



out of a blizzard, for they are not hindered by blinding snow, nor icy terrain. A pack of orsk will attack any living creature of Huge size or smaller, relying on their own ferocity and strength to overcome any foe they pounce upon.

Northern tribes of humanoids highly prize the hide of an orsk for its natural camouflage abilities and durability. Some have foolishly tried to domesticate the creatures.

ON PORPHYRA

Originally hunted by orcam for their hides to make *orsk cloaks*, these predators have learned to understand the orcam language and transformed into semi-aquatic beings. Now instead of being hunted by orcam, packs of orsk now hunt orcam throughout the Sea of Ithreia.

Orsk Cloak

Aura moderate abjuration and transmutation; **CL** 8th
Slot shoulders; **Price** 7,900 ; **Weight** 5 lbs.

Description

While wearing an orsk cloak you are immune to the effects of cold as per the *endure elements* spell and gain a +8 competence bonus on Stealth checks in natural environments as the colour of the cloak shifts to match the surroundings.

Construction

Requirements Craft Wondrous Item, *blend*[ARG], *endure elements*, must have the hides of two orsks; **Cost** 3,950 gp.

OSTRICH, JOUSTING

This human-sized bird has a long neck and legs sprouting from a round body covered in fluffy gray feathers.

Jousting Ostrich (CR 2; XP 600)

N Large animal

Init +2; **Senses** low-light vision; Perception +4

Defense

AC 15, touch 11, flat-footed 13
(+2 Dex, +4 natural, -1 size)

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +1

Defensive Abilities magma sight

Offense

Speed 50 ft, fly 20 ft. (poor)

Melee claw +5 (1d6+4)

Statistics

Str 18, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 21

Feats Endurance[B], Hover, Run[B], Skill Focus (Perception)

Skills Acrobatics +7 (+15 when jumping), Fly +2, Perception +4

SQ crouch

Ecology

Environment deserts, mountains, plains

Organization solitary, pair, pride (5–10)

Treasure none

Special Abilities

Crouch (Ex) A jousting ostrich can hide in plain sight as a bush or shrub by crouching down and concealing its head and legs. It makes a Stealth check as normal, but anyone who observes it from within 30 feet automatically sees through the ruse.

Magma Sight (Ex) A jousting ostrich suffers no penalties to Perception checks due to volcanic ash, smoke, or heat. They also are not afraid of fire or magma.

One of several subspecies of marginally flight-capable, larger birds, jousting ostriches have been domesticated for military use in areas where horses would have difficulty moving, or would be uncomfortable in the climate. Wild flocks of these birds can still be found in wilderness areas, and are sometimes hunted for their meat, eggs, and feathers.

Adult female jousting ostriches average 6 feet tall and weigh about 200 pounds, with males averaging 7 to 9 feet and 220 pounds. Although they are likely to flee from predators when they can, jousting ostriches are more than willing to stand and fight when trapped



or defending their chicks; they're known to kick even manticores to death in defense of their young. A trained jousting ostrich has a market price of 180 gp, whereas an egg is worth 65 gp. Because it's bipedal, an ostrich requires an exotic saddle.

JOUSTING OSTRICH COMPANIONS

A jousting ostrich can be taken as an animal companion by a druid or cavalier. An ostrich companion possesses the following base statistics.

Starting Statistics: Size Medium; **Speed** 40 ft., fly 20 (clumsy); **AC** +1 natural armor; **Attack** claw (1d4); **Ability Scores** Str 10, Dex 18, Con 10, Int 2, Wis 11, Cha 11; **Special Qualities** low-light vision, magma sight.

4th-Level Advancement: Size Large; **Speed** 50 ft., fly 20 ft. (poor); **Attack** claw (1d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** crouch.

ON PORPHYRA

Fringe regions of the Simoon wastes and the Glass Sea use jousting ostriches on a regular basis, as they seem to enjoy skimming the mirrored surfaces there.

PANGOLIN, GREAT DESERT

This quadraped is covered with brown, protective scales.

Great Desert Pangolin (CR 4; XP 1,600)

N Large animal

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

Defense

AC 16, touch 9, flat-footed 16
(+7 natural, -1 size)
hp 47 (5d8+25)
Fort +9, **Ref** +4, **Will** +1
Defensive Abilities defensive ball

Offense

Speed 30 ft., burrow 10 ft.
Melee 2 claws +7 (1d6+5 plus grab)
Ranged spray +2 touch (musk)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d6+5)

Statistics

Str 20, **Dex** 10, **Con** 21, **Int** 1, **Wis** 11, **Cha** 6
Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (23 vs. trip)
Feats Diehard, Endurance, Self-Sufficient
Skills Heal +2, Perception +8, Stealth -4 (+4 desert), Survival +2; **Racial Modifiers** +8 Stealth in deserts

Ecology

Environment desert
Organization solitary, herd (5-10)
Treasure none

Special Abilities

Defensive Ball (Ex) As a standard action, a great desert pangolin can roll into a defensive ball. This doubles the creature's natural armor bonus to +14, but it gains the staggered condition while in the ball. It can unroll as a standard action.

Musk (Ex) Up to twice per day, a great desert pangolin can spray a stream of noxious musk at a single target within 30 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 17 Fortitude save or be nauseated for 1d6 rounds and then sickened for 1d6 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based.

These massive mammals are the ancient relatives of more common and smaller pangolin or scaly anteater. Unlike their smaller cousins, great desert pangolins do not restrict their diets to insects. They are well-adapted to the desert heat and their strong keratin scales protect them from most desert predators except for the silicarcharadons.

GREAT DESERT PANGOLIN COMPANIONS

Starting Statistics: Size Medium; **AC** +4 natural, **Speed** 30 ft., burrow 10 ft.; **Attacks** 2 claws (1d4); **Statistics** Str 12, Dex 12, Con 17, Int 1, Wis 11, Cha 6

7th-Level Advancement: Size Large; **AC** +3 natural; **Attacks** 2 claws (1d6); **Statistics** Str +8, Dex -2, Con +4; **SQ** defensive ball

ON PORPHYRA

Great desert pangolins are common from the deserts of Siwath to the Ghadab. They are never seen in the Glass Sea and pangolin animal companions become skittish near the Glass Sea as if they have encountered an unnatural aura.



PERGENSIA

This heavily armed being is female, with dark purple skin, and bearing many horns and spurs on its body. It has both fur and feathers, and a pair of vast wings of midnight black. It bears a horrible intelligence in its bright red eyes.

Pergensia (CR 10; XP 9,600)

LE Large outsider (evil, native)

Init +8; **Senses** darkvision 60 ft; Perception +20

Defense

AC 24, touch 12, flat-footed 21
(+3 Dex, +12 natural, -1 size)

hp 123 (13d10+52)

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

Immune poison; **Resist** acid 15, cold 15, electricity 15, fire 15

Offense

Speed 40 ft., fly 60 (poor)

Melee *+1 longsword* +17/+12/+7 (2d6+8), *+2 sickle* +18/+13/+8 (1d8+8), tail slap +11 (1d8+3)

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

Special Attacks pounce, rake (2 rear claws +15, 1d6+4)

Spell-Like Abilities (CL 13th; concentration +18)

3/day—*clairaudience/clairvoyance*, *darkness*, *detect magic*, *poison* (F-DC 19), *read magic*, *see invisibility*

1day—*comprehend languages*, *desecrate*, *dispel magic*, *legend lore*, *remove curse*, *unholy blight* (W-DC 19)

1/week—*symbol of death* (F-DC 23), *symbol of fear* (F-DC 21), *symbol of insanity* (W-DC 23), *symbol of pain* (F-DC 20), *symbol of persuasion* (W-DC 21), *symbol of sleep* (W-DC 20), *symbol of stunning* (W-DC 22)

Statistics

Str 23, **Dex** 19, **Con** 17, **Int** 22, **Wis** 19, **Cha** 21

Base Atk +13; **CMB** +20; **CMD** 33

Feats Flyby Attack, Greater Two-Weapon Fighting, Hover, Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Fighting

Skills Bluff +21, Fly +14, Heal +20, Intimidate +21, Knowledge (arcana) +22, Knowledge (geography) +19, Knowledge (nobility) +19, Knowledge (planes) +22, Perception +20, Sense Motive +20, Stealth +16, Survival +20

Languages Auran, Common, Celestial, Draconic, Infernal, Sphinx

Ecology

Environment desert, forest, plains, urban

Organization solitary or coven (2-4)

Treasure double

Special Abilities

Silent Flight (Ex) Pergensias make no sound when flying despite the flapping of their large wings.

Pergensias are semi-infernal beings bred in Hell by the Duchess Hadriel (see *Monsters of Porphyra*) to be exceptionally loyal bodyguards for the Duchess of Domination and her favorites. Having a good deal of non-Hellish stock in their blood makes them somewhat free from the inherently devious nature of devilkind, and much more tractable for training and commission to their protective tasks. Having a pergensia bodyguard assigned to oneself is a high honor among the courtiers of Hell.

These exclusively female demidevils are said to have been spawned from the bloodlines of harpies, gynosphinxes and lamyros, taking the best qualities of each race and turning them to Hadriel's purposes. Though the loyalty of pergensias have yet to be proven false, many in the courts of Hell assume that "loaned" pergensias are spies gathering information for their duchess- their extremely high intelligence would make that task a simple one for them.

Protecting the existence of an Infernal potentate is not an easy task at the best of times, calling on a pergensia's powerful faculties to thwart assassination attempts, an all-to-common occurrence in Hell. Though mostly humanoid in appearance, they can grasp their threatened charge in their hind claws and fly them to safety if necessary, leaving their arms to fight with their distinctive weapons.

ON PORPHYRA

Pergensias serve Duchess Hadriel still, and repulsed many elemental assassination attempts during the New-Gods War. It is said one protects the Iron Crown of the Continuance in Jheriak, and that several patrol the borders of Faldon Town, demolished homeland of Rolterra in the north of the Halfling Bulwark.



PHIX

The enormous being crouching menacingly on the sand is a loathsome mixture of lion and human, though with demonic-looking horns, and scales of seething crimson.

Phix (CR 18; 153,600 XP)

NE Gargantuan outsider (earth, native)
Init +12; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *true seeing*; Perception +21
Aura destruction (50 ft.), unluck (100 ft.)

Defense

AC 33, touch 15, flat-footed 25
(+8 Dex, +1 dodge, +18 natural, -4 size)
hp 300 (24d10+168)
Fort +20, **Ref** +16, **Will** +20
DR 15/adamantine and good; **Immune** acid, disease, mind-effecting effects, petrification, poison; **SR** 29

Offense

Speed 40 ft., burrow 40 ft., earth glide
Melee 2 claws +31 (2d6+11 plus 2d6 acid) and gore +31 (2d8+11 plus 2d6 acid)
Space 20 ft.; **Reach** 15 ft.
Special Attacks pounce, rake (2 claws +31, 2d6+11 plus 2d6 acid), trample (2d6+16 plus 2d6 acid, R-DC 33)
Spell-Like Abilities (CL 20th; concentration +27; +31 defensive)

Constant—*comprehend languages*, *detect magic*, *freedom of movement*, *nondetection*, *read magic*, *true seeing*

3/day—*clairaudience/clairvoyance*, *diminish plants* (stunt growth only), *disintegrate* (F-DC 23, usable against objects or structures only), *quickened greater dispel magic*

1/week—any one *symbol*; symbols last for 1 week maximum

Statistics

Str 32, **Dex** 26, **Con** 22, **Int** 18, **Wis** 19, **Cha** 25
Base Atk +24; **CMB** +39; **CMD** 57 (61 vs. trip)
Feats Acrobatic Steps, Alertness, Combat Casting, Combat Reflexes, Dodge, Nimble Moves, Improved Initiative, Lightning Stance, Quicken Spell-Like Ability (*greater dispel magic*), Run, Toughness, Wind Stance
Skills Acrobatics +35, Climb +35, Intimidate +34, Knowledge (arcana, planes) +31, Perception +35, Sense Motive +35, Spellcraft +31, Stealth +23, Survival +28
Languages Common, Draconic, Sphinx
SQ hibernate

Ecology

Environment desert, hills
Organization solitary
Treasure double

Special Abilities

Aura of Destruction (Su) A phix radiates an aura of destruction to a radius of 50 feet. Any creature in this area takes 2d6 damage per round. Affected creatures can attempt a Fortitude save (DC 28) for half damage. A creature that succeeds on its save is subsequently immune to that phix's aura of destruction for 24 hours. The save DC is Constitution-based.
Aura of Unluck (Su) A phix radiates an aura of unluck to a radius of 100 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) and phixes are immune to its aura of unluck.
Hibernate (Su) When a phix wishes to rest for a long time, it retreats deep underground to hibernate. When it does so, it enters a temporal stasis-like effect until it wishes or roused by deific command.

The apocalyptic being known as a phix is apparently a Gods-sent instrument of vengeance or forbiddance, as there is little information available concerning it/them, save for hastily-scrawled warnings and pictures on the walls of deep chambers. Though an outsider, a phix has, to best knowledge, only been encountered on the Material Plane; it is thought that when (or if ever) a phix is destroyed, a new phix is sent from the depths of some dismal Lower Plane to take the role of divine destroyer guardian. The mere presence of a phix is inimical to life, thus they are usually found in barren landscapes, whether by their actions or the preference of their commanding god-summoners. They tolerate no living thing, and are thus never allied or found with them, though undead and constructs are occasionally in their vicinity. It has been noted that one must be very careful when inquiring about the nature of the phix, especially with *commune* spells, as information about those seeking to oppose it supposedly can get back to the monstrosity quite easily.

ON PORPHYRA

A phix or something similar to it is credited with destroying the Ghadabi city of Thebu, apparently at the behest of shadowy Deist forces, perhaps allied with the godling Shade. Whether it still lurks there is a matter of discovery for the very brave.

THE PRAYER OF THE HOLY MAN OF THE DESERT

"Oh, Greater Purpose of the Universe, have pity on this poor one who seeks no trouble with any being, only to exist and learn and discover- Protect me, oh Purpose, and let not the fangs and auras of those things that Should Not Be harm me!

This sought-after formula of prayer was created by the Holy Man of the Desert, a pantheist cleric of prodigious habits of self-denial and piety, who wandered the lands of the southland deserts for improbable centuries. It allowed the holy hermit to pass into and out of a tomb complex guarded by the terrible Phix of the Glass Temple, without molestation.

The formula is said to be as follows: cast, in order, *protection from good*, *protection from outsiders*, *prayer*, and *death ward* upon the self; confront the phix (and, it was said, any evil outsider set to guard a site by the gods) with open, empty hands, and it shall let you pass. The trick is to overcome the guardian's spell resistance, which makes the formula a little trickier than the legends let on…



PINNACLE SNAPDRAGON

This tiny, magenta, adorable dragon snacks away on pinnacle peppers…

Pinnacle Snapdragon (CR ½; XP 200)

N Tiny dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 16, touch 16, flat-footed 12
(+4 Dex, +2 size)
hp 7 (1d12+2)
Fort +1, **Ref** +5, **Will** +4
Immune sleep, paralysis; **Resist** fire 10

Offense

Speed 20 ft., fly 60 ft. (good)
Melee bite +7 (1d3-3)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks breath weapon (10 ft. cone, 2d4 fire, R-DC 9; limited)

Statistics

Str 5, **Dex** 18, **Con** 8, **Int** 6, **Wis** 14, **Cha** 12
Base Atk +1; **CMB** +3; **CMD** 9
Feats Weapon Finesse, Toughness[B]
Skills Fly +16, Perception +6, Stealth +16, Survival +6
Language Draconic (can't speak)

Ecology

Environment forest, mountains, plains
Organization solitary, pair, or family (3-5)
Treasure none

Special Abilities

Breath Weapon (Su) Pinnacle dragons do not possess enough internal magic to generate a breath weapon on their own, instead the reaction is catalyzed by the consumption of pinnacle peppers. A pinnacle snapdragon is able to use its breath weapon up to five times after a meal of pinnacle peppers.

These pint-sized draconians are thought to be an amusing devolution of larger varieties of dragons, in lands where animal prey is rare. They eat bugs and berries, and especially enjoy flowering/fruited plants of a spicy nature. The species is the main pollinator of pinnacle peppers and where one is found (in the wild, anyway) so is the other. The firebreath-producing effects of their consumption of pinnacle peppers ensures protection of the small species from predators such as giant insects (which they will eat) eagles and other raptors, and humanoids.



A mated pair of pinnacle snapdragons will produce a nest of 1-4 eggs in the spring, which need to be regularly bathed in fire to endure viable hatching. This necessitates their nests being built on a stony crag or platform, common in the mountains, but less so on the plains and forests; thus their nesting grounds tend to be the same year after year.

Pinnacle snapdragons are in moderate demand as a familiar or exotic pet for wizards and the like, though keeping them is difficult, as they require peppers of a hot variety (or a creative substitute) to be kept happy. This makes them a status symbol among magical communities, though they are as difficult to train as a creature of their intelligence can be expected.

ON PORPHYRA

Pinnacle snapdragons are indigenous to The Pinnacle Lands of Sharira, in all parts save the mountain peaks that stay snowy year-round. This is, of course, dependent on the availability of pinnacle peppers, wild or domesticated, which their reproduction is dependent upon. As such, they are considered something of a pest in agricultural areas, though limited domestication is possible. Foreign specimens are strictly domesticated, and usually alone.

PROTEAN, AMALGESSI

This serpentine creature has three snake-like heads sprouting from a mass of serpent coils.

Amalgessi (CR 8; XP 4,800)

CN Medium outsider (chaotic, extraplanar, protean, shapechanger)

Init +9; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +16

Defense

AC 21, touch 15, flat-footed 16
(+5 Dex, +6 natural)
hp 104 (11d10+44)
Fort +11, **Ref** +14, **Will** +5
DR 5/Law; **Defensive Abilities** amorphous anatomy, *freedom of movement*; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 19

Offense

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.
Melee 3 bites +17 (1d6+4/19-20 plus elemental bite), or tail slap +11 (1d6+2 plus coruscating burst)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks coruscating burst, elemental bite
Spell-Like Abilities (CL 8th; concentration +11)
Constant—*detect law*
At will—*acid arrow*, *blink*, *dimension door* (self plus 50 lbs. of objects only), *fire shield*
1/day—*ethereal jaunt*, *protection from energy*

Statistics

Str 19, **Dex** 21, **Con** 18, **Int** 11, **Wis** 14, **Cha** 16
Base Atk +11; **CMB** +15; **CMD** 30 (can't be tripped)
Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)
Skills Acrobatics +19, Fly +27, Perception +16, Sense Motive +16, Stealth +19, Swim +23
Languages Abyssal, Protean
SQ change shape (*greater polymorph*)

Ecology

Environment planes (Realms Beyond)
Organization solitary
Treasure standard

Special Abilities

Elemental Bite (Ex) The amalgessi's trio of heads crackle with errant bursts of potential elemental energies. Each successful bite causes an additional 1d6 damage of whatever element the protean chooses (acid, fire, electricity, or sonic). A successful critical hit triples the elemental damage inflicted.

Coruscating Burst (Su) The amalgessi's tail flickers with a dangerous corona of raw potential energy. Upon striking a target, this energy detonates, dealing 4d6 elemental damage of its choice (acid, fire, electricity, or sonic) to the creature struck, as well as 2d6 damage to any other creatures within 10 feet of them. This damage lingers, continuing to do 2d6 damage to the primary target and 1d6 damage to others on the next round, and finally 1d6 to the primary target only on the final round before fully dissipating.

Solitary hunters prowling through the Outer Realms, the chaos wyrms known as amalgessi are a curious variety of the protean species, with a marked affinity for the Elements. Comfortable in the Realms Within, Between and Beyond, their shifting forms resemble a mass of ethereal knots comprising a tangle of coils, all emitting a flickering storm of errant elemental energies. Amalgessi are capable of manipulating and unleashing this energy on their enemies, in impressive but typically unpredictable displays.

In combat, amalgessi are able to slide in and out of their current dimension, into the Ethereal Plane and back again, making them tricky and cunning opponents. When encountered, amalgessi will attack beings that exhibit elemental natures, powers, items of appearance, sometimes negotiating to find those who do- or just wading into combat on a whim. They are rarely found with other proteans, unless a powerful leader is present.

ON PORPHYRA

Rarely seen on the Material plane, the amalgessi never existed prior to the NewGod Wars. Though none of the widely known members of the Slithering Symphony lay claim to their creation, they bear the bizarre aesthetics of Y'Tinasni the Inchoate Exultation, the Lady of Madness. Even if true however, the amalgessi seem almost more at home in the Realms Within and Between than in listening to the distant mad whispers of their creator. Cavorting in places where the elements mix and come into conflict, the amalgessi only follow the orders of greater proteans with a certain level of lackadaisical care. They prefer to spend their time harassing elemental creatures, something which they did en masse against the genies and their armies during the NewGod Wars, especially those in thrall to Qarryn and Drothos.



PROTEAN, KARYGESSOS

Along the white underbelly of this iridescent blue and purple serpentine creature, are a number of follicular crèches in which grow other serpentine monstrosities.

Karygessos (CR 16; XP 76,800)

CN Gargantuan outsider (chaotic, extraplanar, protean, shapechanger)

Init +5; **Senses** blindsense 60ft., darkvision 60ft.; Perception +2

Defense

AC 33, touch 11, flat-footed 28
(+5 Dex, +22 natural, -4 size)

hp 279 (18d10+180)

Fort +21, **Ref** +13, **Will** +15

DR 15/Law; **Defensive Abilities** all-around vision, amorphous anatomy, *freedom of movement*; **Immune** acid, polymorph; **SR** 27

Offense

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

Melee bite +28 (2d8+13/19-20 plus grab), 2 pseudopods +25 (2d6+6 plus 1d10 acid plus warpwave), tail slap +25 (2d8+6 plus grab)

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

Special Attacks constrict (2d8+18), follicular summons, polymorphic vomit (60ft cone, 15d6 acid damage, R-DC 29 for half, plus *baleful polymorph* (W-DC 29) to negate, usable every 1d4 rounds), swallow whole (15d6 acid damage plus *baleful polymorph* (W-DC 29), AC 21, 27 hp)

Spell-Like Abilities (CL 16th; concentration +19)

Constant—*detect law*

At will—*dimension door* (self plus 50 lbs. of objects only), *plane shift* (W-DC 20)

1/day—*caustic eruption*[UM] (R-DC 20)

Statistics

Str 37, **Dex** 20, **Con** 31, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +18; **CMB** +35 (+39 grapple); **CMD** 50 (can't be tripped)

Feats Combat Reflexes, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Acrobatics +26, Fly +28, Intimidate +24, Perception +23, Stealth +14, Survival +23, Swim +34

Languages Abyssal, Protean

SQ change shape (*greater polymorph*)

Ecology

Environment planes (Realms Beyond)

Organization solitary

Treasure double standard

Special Abilities

Follicular Summons (Ex) As a standard action, the karygessos causes one of the translucent bubbles that stud its body to enlarge and burst, sloughing forth 1d3 naunet proteans or 1d2 imentesh proteans into adjacent squares, as well as showering any adjacent creatures with acid, causing 5d6 acid damage (Reflex DC 29 for half). The newly birthed proteans are not summoned creatures, but due to the swiftness of their creation they are considered staggered for their first round.

Polymorphic Vomit (Ex) The karygessos vomits a 60 ft. cone of roiling, chaotic energies dealing 15d6 acid damage (Reflex half, DC 29). Creatures caught in the area suffer the effects of a *baleful polymorph* (Will save DC 29 to negate). The save DC is Constitution-based.

Warpwave (Su) A creature struck by a karygessos's pseudopods must make a DC 29 Fortitude save or be affected by a warpwave. The save DC is Constitution-based.

Karygessos are the leviathans of Limbo's depths. These great chaos wyrms breach the gulfs between the planes only rarely, but when they do they herald a storm of tumult and change. Terrible in their own right and capable of devouring enemies whole, their most fearsome ability is that of spawning whole hosts of lesser proteans from the chaotic essence of their own ever-changing flesh. Beyond devouring their prey or littering the field with an army of their own making, the karygessos's corrosive breath weapon and even their very touch warp and transform anything they contact.

ON PORPHYRA

Though relatively few of their number left the depths of Limbo, the karygessos were among the first of their kind to emerge into the world at the dawn of the NewGod Wars. Spawning armies in their wake, they followed the manifest avatar of the Dark Twin and Zelasindrillis. At the height of that era, frightened tales emerged from the camps of the Elemental Lords and their Deist enemies alike of the earth opening up and cities swallowed, with armies of proteans emerging from below. These same fearful tales also point to dozens of karygessos dwelling deep below, ensnarled amidst the bones of the earth, shrieking the praises of Solekniamendra, She That Gnaws At the Roots.



PROTEAN, LEUSERRIS

This eyes of this membraneous serpent seem to drift chaotically through its body.

Leuserris (CR 11; XP 12,800)

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

Init +11; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +23

Aura chaotic dissolution (30ft, 2d6, F-DC 23)

Defense

AC 28, touch 17, flat-footed 20
(+7 Dex, +1 dodge, +11 natural, -1 size)

hp 152 (16d10+64)

Fort +9, **Ref** +17, **Will** +14

DR 10/Law; **Defensive Abilities** amorphous anatomy, *freedom of movement*; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 22

Offense

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

Melee bite +22 (1d8+7/19-20 plus warpwave), 2 claws +22 (1d6+7), tail slap +20 (1d8+3 plus grab)

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

Special Attacks constrict (1d8+3), sneak attack +4d6

Spell-Like Abilities (CL 24th; concentration +24)

Constant—*detect law*

At will—*dimensional anchor*, *dimension door* (self plus 50 lbs. of objects only), *plane shift* (W-DC 22)

3/day—*greater invisibility*

1/day—*disintegrate* (F-DC 21)

Statistics

Str 24, **Dex** 25, **Con** 18, **Int** 19, **Wis** 18, **Cha** 21

Base Atk +16; **CMB** +24 (+28 grapple); **CMD** 42 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Greater Feint, Improved Feint, Improved Initiative, Step Up

Skills Acrobatics +26, Bluff +24, Fly +32, Intimidate +24, Knowledge (planes) +23, Perception +23, Sense Motive +23, Stealth +22, Swim +34, Use Magic Device +24

Languages Abyssal, Protean

SQ change shape (*greater polymorph*)

Ecology

Environment planes (Realms Beyond)

Organization solitary

Treasure standard

Special Abilities

Chaotic Dissolution (Su) The leuserris radiates an aura of chaotic energies within 30 ft. of itself. Enemies take 2d6 damage (no save) and are affected as per *slow* unless they make a successful Fortitude save (DC 23) each round that they remain within the aura. Creatures failing the save are affected as long as they remain within range and for one round after leaving the aura's bounds.



Translucent serpentine creatures of chaos drawn unerringly to beings of Law like immune cells to the site of an infection, the leuserris are the swift and silent guardians of Limbo. The leuserris also act as the agents of Limbo's keketar priest-kings, slithering into the world to either slay or defend those mortals deemed important to the greater balance of universal Chaos or those simply deemed 'interesting'. The leuserris delight equally in both aspects, and for potential allies, their ability to damage and slow opponents simply by their physical proximity make them unique and deadly creatures.

ON PORPHYRA

Leuserris freely flit between the Material plane and the Realms Beyond, hunting beings of Law. They linger in places where events or magical effects stress the fabric of the planes. Keen scholars have noted their appearance in numbers as presaging the opening of such routes of planar egress such as the first appearances of the protean lords A'sevelix and Sessenaileama during the NewGod Wars.

PUTRESCENT FLOW

A knight in demonic armor stands in a translucent pouch upon the body of this large oozing bag of yellowish fluid. Within the bag are hints of metal and stone treasures flowing undigested.



Putrescent Flow (CR 10; XP 9,600)

NE Huge ooze (evil)

Init -1; **Senses** blindsight 120 ft; Perception +0

Defense

AC 7, touch 7, flat-footed 7
(-1 Dex, -2 size)

hp 142 (15d8+75)

Fort +10, **Ref** +4, **Will** +5

DR 5/good; **Defensive Abilities** delicate membrane, enfold, ooze traits; **Resist** cold 15, fire 15

Offense

Speed 40 ft.

Melee slam +19 (2d6+15 plus 2d6 acid)

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

Special Attacks corrosive splash, smite good, trample (2d6+15 plus 2d6 acid; R-DC 27)

Statistics

Str 30, **Dex** 8, **Con** 20, **Int** —, **Wis** 10, **Cha** 4

Base Atk +11; **CMB** +23; **CMD** 32 (can't be tripped)

Ecology

Environment planes (Realms Beyond), underground

Organization solitary

Treasure incidental

Special Abilities

Corrosive Splash (Ex) Whenever the putrescent flow strikes an opponent it deals an additional 2d6 points of acid damage. Furthermore, all adjacent creatures must make a Reflex save DC 22 or receive 1d6 points of acid damage. The save DC is Dexterity-based.

Delicate Membrane (Ex) The ooze's membrane is thin and yielding. If the putrescent flow receives 10 or more points of damage from a slashing weapon in a single attack, it spews forth a thin stream of caustic fluid. The stream emits at a constant rate for 1d6 rounds before the membrane repairs the breach. During that time all creatures within a 15 ft. line must make a Reflex save DC 22 or suffer 2d6 points of acid damage. The direction of the line is determined randomly. The save DC is Constitution-based.

Enfold (Ex) The putrescent ooze can form a hardened pouch, in which an evil-aligned rider may stand protected from the ooze's acidic skin. Alternatively the rider can choose to have the pouch engulfed so that he can neither be seen nor attacked.

Smite Good (Su) When a putrescent flow strikes a good-aligned creature it deals an additional 15 points of damage.

Said to be the spawn of the Lord of Many Forms, the putrescent flow is an enormous mound of yellowish liquid encapsulated in a thin membrane. Though it looks like no more than an oversized blister this frightful ooze rolls over anything in its path. Like many types of oozes, the putrescent flow does not harm stone or metal. Hideous foes in themselves, they are at their worst when they have bonded with an warrior of unspeakable evil, especially one in service to the Lord of Many Forms.

If enlisted by a warrior of unspeakable evil, the putrescent flow can form a fold in its epidermis and nullify the caustic slime coatings its bag-like body. The warrior stands in the fold as the ooze undulates forward, swallowing enemies.

ON PORPHYRA

On the island of Huq in the Seven Principalities, Asterion was said to employ putrescent flows to help maintain the cleanliness of his horrible labyrinth. With Asterion's defeat the putrescent flows escaped their captivity and left terrible scars across the jungle island.

QUARTZ ELDER

A single, irregular piece of translucent stone the size of a horse sits immobile on the stony ground- and then it starts to rise...

Quartz Elder (CR 8; XP 4,800)

N Large outsider (earth, elemental, extraplanar, psionic)
Init -5; **Senses** *detect psionics*, *detect thoughts*, tremorsense 60 ft.; Perception +16

Defense

AC 14, touch 4, flat-footed 14
(-5 Dex, +10 natural, -1 size)
hp 92 (8d10+56)
Fort +8, **Ref** +0, **Will** +10
DR 10/—; **Immune** elemental traits, fire, cold; **Resist** electricity 15; **SR** 19

Offense

Speed 0 ft.
Ranged energy ray +4 touch (4d6 cold or fire)
Space 10 ft., **Reach** 0
Spell-like Abilities (CL 8th; concentration +13)
At will—*daze* (W-DC 15), *detect thoughts*, *silent image* (Wd-DC 16)
1/day—*summon monster VI*
Psi-like Abilities (ML 8th; concentration +13)
At will—*detect psionics*, *energy ray* (sonic), *far hand*
3/day—*defy gravity*, *forced sense link* (W-DC 17)
1/day—*augured answer*, *correspond*

Statistics

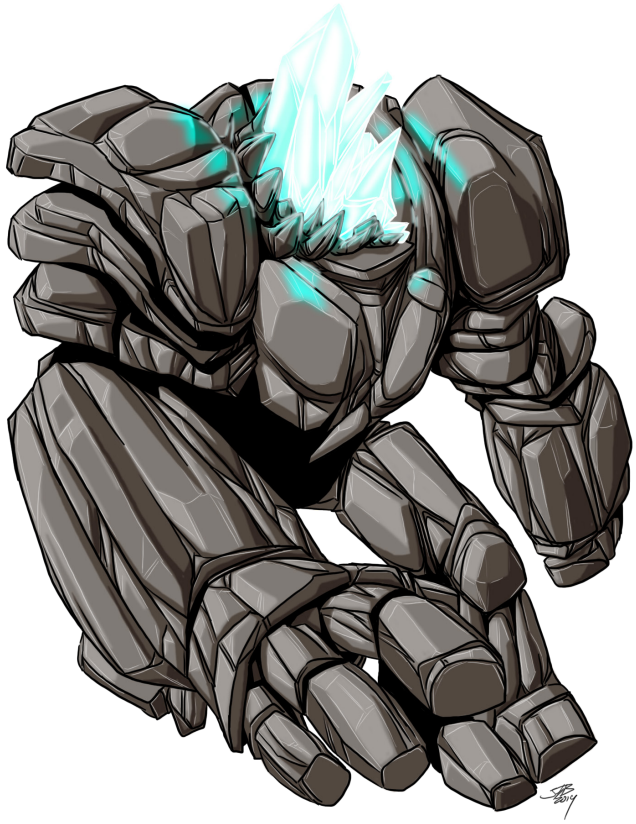
Str 26, **Dex** 1, **Con** 18, **Int** 14, **Wis** 20, **Cha** 20
Base Atk +8; **CMB** +17; **CMD** 21 (cannot be tripped)
Feats Skill Focus (Knowledge [history, planes]), Toughness, Weapon Focus (ray)
Skills Autohypnosis +16, Bluff +16, Knowledge (history, planes) +16, Knowledge (arcana, psionics) +13, Perception +16, Sense Motive +16
Languages Celestial, Infernal, Terran (cannot speak); telepathy 100 ft.
SQ elemental meld

Ecology

Environment mountains, underground
Organization solitary or cluster (2-3)
Treasure none

Special Abilities

Elemental Meld (Su) A quartz elder has a natural and total control over earth elementals within its tremorsense field of less than Gargantuan size, and can meld with the form of an earth elemental of at least Huge size. The earth elemental loses all attacks and earth glide, but the quartz elder now has its move, burrow speed, and earth mastery. As a melded creature, all attacks are 50% likely to hit the earth elemental, and 50% likely to hit the quartz elder in this configuration.



In a lost era, strange beings of crystal and minerals existed in a mostly sessile state, contemplating the depths of existence and reality. Fully sentient beings composed of crystal and stone, quartz elders have developed powers of mind and magic to survive the machinations of moving things, and to further their own inscrutable plans.

Though appearing as a single translucent crystal of various shades, a quartz elder can be easily mistaken for a chunk of relatively normal stone, which it sometimes does to 'infiltrate' flesh-and-blood society. Some subterranean races have attempted to worship quartz elders, and a few of the 'crystal ancients' allow this, if only on a temporary basis.

ON PORPHYRA

Many quartz elders house the spirits of elemental elders defeated in the ancient power struggles between singular intelligences on the Elemental Planes, banished to the Material. More recently, some quartz elders are the housed essences of defeated Elemental Lords and their lieutenants, fleeing the NewGod Wars.

ROTWOOD

A bizarre monstrosity sketched out enormous in a body of wood, moss and decaying vegetation, like a gigantic praying mantis, covered in sap and filth and exuding an awful smell.

Rotwood (CR 25; XP 1,640,000)

NE Huge plant

Init +9; **Senses** low-light vision; Perception +41

Aura withering aura (30 ft., *blight* [F-DC 30])

Defenses

AC 42, touch 13, flat-footed 37
(+5 Dex, +29 natural, -2 size)

hp 577 (35d8+420); **regeneration** 30 (fire)

Fort +31, **Ref** +18, **Will** +17

Immune plant traits

Vulnerable fire

Offense

Speed 40 ft.

Melee 2 claws +39 (4d8+14/19-20 plus skinbark), 2 slams +39 (4d6+14/19-20)

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

Special Attacks infect, possession

Statistics

Str 38, **Dex** 20, **Con** 35, **Int** 24, **Wis** 19, **Cha** 17

Base Atk +26; **CMB** +42 (+46 sunder); **CMD** 57 (61 vs. sunder; 61 vs. trip)

Feats Cleave, Combat Reflexes, Critical Focus, Greater Sunder, Greater Vital Strike, Improved Critical (claws, slam), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Sundering Strike, Toughness, Vital Strike, Weapon Focus (claw, slam)

Skills Acrobatics +40 (+44 jumping), Knowledge (geography) +42, Knowledge (nature) +42, Intimidate +38, Perception +41, Sense Motive +38, Stealth +35 (+43 thick vegetation), Survival +38, Swim +49; **Racial Modifiers** +8 Stealth in thick vegetation

Languages Sylvan

SQ animate

Ecology

Environment forest, jungle, marsh

Organization solitary

Treasure standard

Special Abilities

Animate (Su) As a standard action, a rotwood can create a body for itself from any Medium or larger mass of vegetation within 100 feet. Doing so causes 1 point of Charisma damage to the rotwood. The rotwood's abilities do not change, but all hit point damage is cured.

If the rotwood already has an animated body when it chooses to animate a new one, the effect is similar to that of teleportation (the rotwood's old body collapses and falls apart as the new one forms). A rotwood body that is destroyed or abandoned becomes dead and inert, and cannot be animated again. An abandoned possessed body is left unharmed.

Infect (Su) As a standard action, or automatically when an animated or possessed body is reduced to 0 or fewer hit points, a rotwood can transfer its essence into an inanimate plant (or object made of plant matter) within 100 feet. The plant or object may be of any size, and does not need to be fully composed of plant matter—a wooden spear, bark clothing, or a book are all possible targets for infection. An attended or magic item can make a DC 30 Will save to resist. The save DC is Charisma-based. If the rotwood fails to infect an object when reduced to 0 or fewer hit points, the rotwood is completely destroyed.

While infecting an object, a rotwood cannot move, and uses the object's physical attributes (such as hit points and hardness) instead of the rotwood's normal values. The rotwood's base saving throw bonuses are unchanged, but it does not have a Strength, Dexterity, or Constitution score. It can still use its possession, animate, and infect abilities normally. If infecting a magic item, the rotwood can activate that item's abilities as if it were an intelligent item. Intelligent items have their egos suppressed while a rotwood is present. Destroying an infected object kills the rotwood.

Possession (Su) As a standard action rotwood can abandon its body to possess a plant creature or a creature suffering from skinbark within 100 feet (Will DC 30 negates). The effect is similar to a *magic jar* spell, but no receptacle is involved and the rotwood can use its new body's extraordinary, supernatural, and spell-like abilities (if any). The rotwood retains access to its possession, withering aura, animate, and infect abilities. The save DC is Charisma-based.

Skinbark (Su) Disease—claw, *save* Fortitude DC 39, *onset* 4 rounds, *effect* 1d6 Dexterity drain and for every 2 points of Dexterity drain taken, the victim gains a +1 bonus to its natural armor bonus as its skin transforms into wood. The bonus is lost once the disease is cured; *cure* 2 consecutive saves. The save DC is Constitution-based.

Withering Aura (Su) Every round, each plant or plant creature within 30 feet of a rotwood suffers the effects of a *blight* spell (caster level 20th). The Fortitude

save DC is 30, and is Charisma-based. A rotwood can create or suppress its aura as a free action.

Rotwood is a magical disease that feeds on plants, warping them into destructive forms before infecting new host bodies. When an incidence of rotwood animates a body from a mass of vegetation, bark flies apart, vines slither, blades of grass writhe, and leaves burrow until a creature reminiscent of a wingless mantis is formed. Its front legs end in blades of bark, while the others end in heavy stumps. Streams of sap run down its face and over its neck, and a mossy carapace covers its back. Its smell is awful, like diseased wood, pus, and soil all mixed together. A rotwood body moves swiftly, but awkwardly, and constantly loses clumps of soil from its underbelly.

Rotwood strikes at the essence of vegetative life force, supernaturally spreading until it finds a large enough mass to animate. Rotwood may linger in a plant or object for centuries, waiting for more vegetation to grow or for a chance to stow away in the possessions of a traveler. It can only be permanently destroyed through quarantine; all plant matter around the rotwood must be destroyed before destroying the rotwood itself. Rotwood is crafty, however, and is adept at transferring its essence to unexpected places.

Although able to communicate, rotwood rarely does so. Its only desires are to feed and spread, and communication rarely benefits it. There have been instances when druids questioned imprisoned rotwood bodies, with variable success. When asked about their nature, rotwoods emphasize one thing: they consider themselves a single entity, split into many strains.

ON PORPHYRA

The pestilence known as Rotwood is a special servant of Mâl, Destroyer of Worlds, cultivated and strategically released and contained to further His unfathomable plans. Some ancient texts of the NewGod Wars suggest that even Mâl's forces find rotwood hard to control, and use it sparingly. It has been reported in Avandrool, the Jotun Forest, and the jungles of the Clockwork Lands and Californ.



RUINED, MANDRILLUS

The head of a mandrill tops this horrific admixture of primate and equine features giving this beast a feral, degenerate quality.

Mandrillus (CR 4; XP 1,200)

CN Medium aberration (ruined)

Init +2; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 18, touch 13, flat-footed 15
(+2 Dex, +1 dodge, +5 natural)

hp 37 (5d8+15)

Fort +4, **Ref** +3, **Will** +6

Defensive Abilities chimeric, madness (W-DC 12); **Immune** disease, poison, polymorph

Offense

Speed 30 ft., climb 30 ft.

Melee bite +7 (1d6+4), lashing tails +2 (1d4+2)

Ranged thrown object +5 (1d6+4)

Special Attacks lashing tails, repulsive display

Statistics

Str 18, **Dex** 15, **Con** 17, **Int** 8, **Wis** 14, **Cha** 13

Base Atk +3; **CMB** +7; **CMD** 19

Feats Dodge, Pack Attack, Throw Anything

Skills Acrobatics +12, Climb +16, Escape Artist +7, Intimidate +5, Perception +7; **Racial Modifiers** +2 Acrobatics, +4 Climb

Languages Common (can't speak)

Ecology

Environment forest, hills, jungle

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

Treasure incidental

Special Abilities

Chimeric (Su) The mutated cells of the mandrillus' body are highly adaptable, changing to protect it from harsh conditions. Once a mandrillus has taken energy damage, it gains energy resistance 5 against that energy type for 24 hours. A mandrillus may gain multiple resistances in this manner.

Lashing Tails (Ex) As a standard action or part of a full attack a mandrillus can attack a single target with its thin, whip-like tails. This grants the mandrillus 1d6 tail slap attacks against that target.

Madness (Su) Mandrillus are immune to all mind-affecting effects but if they are targeted by such an effect the caster must make a Will save or suffer the effects of *lesser confusion* (DC 12).

Repulsive Display (Ex) As a standard action a mandrillus may present his inflamed hind-quarters and thrashing



tails in an instinctual mating ritual. Any non-mandrillus creature within 30 feet is both repulsed and yet strangely fascinated by this display and is stunned for 1 round and then sickened for 1d4 rounds unless they can look away. A DC 13 Will save negates the effect. A mandrillus can perform this display once per day. The save DC is Charisma-based.

Mandrillus are an arcane amalgam of a male mandrill and a jackass. Even though all mandrillus appear to be male, they live in large groups called hordes, similar to normal mandrills. They are both highly aggressive and territorial leading them to attack almost any creature they find violating their territory. A single horde will claim an extremely large area as its territory and then live in a nomadic fashion roaming between various sites within the location. They will rarely spend the night in the same area twice in a row.

Rumors persist of mandrillus hordes stealing or capturing female horses, donkeys and other equine creatures for breeding purposes. Indeed it would provide an explanation of how an apparently all male population is able to reproduce. Given the chimeric nature of the mandrillus, unions with centaurs, hippogriffs, pegasi or other exotic equine creatures could easily produce mutant or hybrid offspring.

ON PORPHYRA

In the Hinterlands of Kesh, herds of mares are closely guarded against possible assault from mandrillus hordes. Some ranchers use mawgriffs to protect their herds.

RUINED, PRIMATUS

I made this half-pony, half-monkey monster to please you
But I get the feeling that you don't like it
What's with all the screaming?
You like monkeys, you like ponies
Maybe you don't like monsters so much
Maybe I used too many monkeys
Isn't it enough to know that I ruined a pony making a gift for you?

- from *Skullcrusher Mountain* by Jonathan Coulton
(Concept used with Permission)

Primatus (CR 6; XP 2,400)

CN Medium magical beast (ruined)
Init +6; **Senses** all-around vision, darkvision, low-light vision, scent; Perception +11
Aura screaming (30 ft., F-DC 16)

Defense

AC 18, touch 11, flat-footed 17
(+1 Dex, 7 natural)
hp 68 (8d10+24)
Fort +9, **Ref** +8, **Will** +2
Defensive Abilities ferocity, madness (W-DC 13), shared agony; **Immune** disease, poison, polymorph

Offense

Speed 40 ft.
Melee 2 hooves +9 (1d6+1), 4 claws +9 (1d4+1)

Statistics

Str 13, **Dex** 15, **Con** 16, **Int** 2, **Wis** 11, **Cha** 14
Base Atk +8; **CMB** +9; **CMD** 21 (25 vs. trip)
Feats Diehard, Endurance, Improved Initiative, Run
Skills Perception +11

Ecology

Environment hills, plains
Organization solitary, pair
Treasure none

Special Abilities

Screaming (Ex) The too many monkeys that make up the primatus are constantly screaming. All creatures within 30 ft. of the screaming monkeys must make a Fortitude save or be nauseated for one round.
Shared Agony (Su) Primatus exists in a constant state of agony (which is the cause for the screaming). That agony is easily shared with others. Any time a primatus is targered with an attack that allows a Fortitude save, the attacker is also subjected to the attack.

Primatus are unnatural creatures created by others for the purpose of spreading terror throughout the land.



Composed of seemingly innocous creatures, the primatus has been driven mad by the experimentation and attacks any other living thing it encounters. They attack without conscience and focus all of their attacks on the closest living creature until it is dead. They have been known to break off their attack if targeted with a spell, perhaps a hatred heldover from their initial creation.

Primatus also despise thier own appearance and will recoil from any reflection of their own monstrosity. The monkeys that have been amalgamated into its form never stop screaming so there is always some warning when a primatus has entered a new area.

ON PORPHYRA

No faction on the Patchwork Planet takes credit for the creation of the first ruined creature. Deists blame elementalists, elementalists blame deists, and primordial mystics wonder how more and more of these things keep popping up. According to some accounts, the first primatus seems to have appeared Pre-Calling in the Boroughs of Dunmark. This information is suspect, because so many descriptions of horrors in the Boroughs are often vague and related to the madness of the author who penned the description.

SEVERED WOMAN

This faerie creature smiles weakly as terrible cuts tear across her flesh only to heal a moment later.

Severed Woman (CR 5; XP 1,600)

CN Medium fey
Init +5; **Senses** low-light vision; Perception +9
Aura unnatural aura (60 ft.)

Defense

AC 16, touch 15, flat-footed 11
(+5 Dex, +1 natural)
hp 68 (8d6+32)
Fort +5, **Ref** +11, **Will** +4
DR 5/cold iron

Offense

Speed 30 ft.
Melee 2 claws +9 (1d4+1 plus bleed)
Special Attacks bleed (2d4)
Spell-Like Abilities (CL 5; concentration +7)
Constant—*speak with plants*
3/day—*charm person* (W-DC 13), *disguise self*, *inflict light wounds* (W-DC 13), *shatter* (F-DC 14)
2/day—*invisibility*
1/day—*poison* (F-DC 16)

Offense

Str 12, **Dex** 20, **Con** 17, **Int** 14, **Wis** 6, **Cha** 15
Base Atk +4; **CMB** +5; **CMD** 20
Feats Dodge, Mobility, Toughness, Weapon Finesse
Skills Climb +12, Knowledge (geography) +13, Knowledge (nature) +13, Perception +9, Stealth +16, Survival +9
Languages Elven, Sylvan, Treant
SQ monster empathy +10

Ecology

Environment forest, jungle
Organization solitary
Treasure standard

Special Abilities

Monster Empathy (Ex) A severed woman can improve the attitude of monsters. This ability functions just like a Diplomacy check made to improve the attitude of a person except the attempt to influence the attitude can be non-verbal. She cannot use this ability on animals or vermin as they find her scarred form unnatural nor can she influence mindless creatures. She suffers a -4 penalty when using this ability on evil creatures.

Due to an ancient curse from which there can never be a release, the body of a severed woman is constantly



torn and ripped, only to be healed moments later. The natural world that they were linked to now finds them repulsive and unnatural. Their perceptions dulled, their fey-like beauty diminished, it is difficult for them to relate to others and sense their intentions. Animals that once flocked to their side now shun them or meet them with outright aggression. A pariah among their own kind, severed women still provide aid to those in the forest and jungle who need it and who can offer her succor in the form of food, shelter, or stories of her former community. Any such meetings and aid are typically short-lived though, as their natural inclination is to sadness and remorse. In some ways, they could almost be kindred spirits with avoodim or forlarren who carry similar regret, remorse, and cursedness.

ON PORPHYRA

When the Elemental Lords first asserted their dominance over the world of Porphyra it was the fey of the Great Green that first fomented rebellion. Severed women stand as a reminder of the cost of rebellion. Permanently scarred, their beauty marred, these fey creatures are eternally savaged by sharp winds that repeatedly tear their flesh courtesy of the Wind of Jewels.

SIEGE BEAST

This misshapen monster looks like a freakish cross between a tortoise, a spider and a giraffe. Six massive multi-jointed legs support a body armoured in a hulking, spiked shell. A tail tipped in a massive sphere of bone is dragged along behind the creature, balancing its overlong neck and insectoid head. Its mandibles clack eagerly as its six eyes glitter.

Siege Beast (CR 15; XP 51,200)

N Gargantuan aberration
Init +0; **Senses** darkvision 60 ft.; Perception +25

Defense

AC 34, touch 6, flat-footed 34; **Underbelly AC** 20/6/20 (+28 natural, -4 size)
hp 275 (22d8+176)
Fort +16, **Ref** +9, **Will** +15
Special Defenses castle; **SR** 26
Vulnerable sonic; **Weakness** underbelly

Offense

Speed 30 ft.
Melee bite +27 (2d8+14), 4 stomps +27 (2d6+14 plus pin), tail swipe +22 (2d8+21; R-DC 25)
Space 20 ft.; **Reach** 20 ft.
Special Attacks pin, tail swipe

Statistics

Str 38, **Dex** 10, **Con** 25, **Int** 4, **Wis** 10, **Cha** 4
Base Atk +16; **CMB** +34 (+38 to pin); **CMD** 44 (52 vs. trip)
Feats Cleave, Great Cleave, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (bite, stomp, tail swipe)
Skills Acrobatics +0 (+8 balance), Perception +25; **Racial Modifiers** +8 Acrobatics to balance

Ecology

Environment hills, marsh, plains
Organization solitary
Treasure none

Special Abilities

Castle (Ex) Siege beasts usually carry a small wooden fortress, heavy ballista or other fortification or weapon on their backs. The relatively stable movement of the beast's six legs mean that archers or artillerists on board can fire their weapons without penalties caused by movement.
Pin (Ex) The siege beast's legs end in massive five-toed claws that dig deep into the ground and hold tight. Anyone stepped on by the beast may be pinned beneath it and crushed. If the beast hits with a stomp attack, it may immediately make a combat maneuver check on the target of the stomp. If the check is successful, the victim is pinned and takes 2d6 crushing damage each round until he escapes the pin or the beast moves. The beast may pin up to four people at once but once it pin someone it loses the use of that stomp attack.
Tail Swipe (Ex) The huge smashing ball at the end of the beast's tail ignores hardness when dealing damage to objects and it deals 1-1/2 times Strength damage. Additional anyone struck by the tail swipe must make a Reflex save (DC 25) or be knocked prone. The save DC is Strength-based.
Underbelly (Ex) The underbelly of the siege beast is less heavily armored than the rest of its body. Any creature within the siege beast's reach may make attacks against its underbelly armor class.

Siege beasts are products of sorcery. They were created solely for war, bred to batter down fortifications and carry troops into battle. The long neck can pluck soldiers off the battlements of a castle or walled city; steps built into the back of the siege beast's neck act like a ladder, allowing troops to dismount at up to eighty feet off the ground. The tail is used to smash open gates or break down walls. The six legs provide a remarkably stable platform for siege engines and a wide open space atop the beast's shell can be used as a mount for siege weapons, towers or troop howdahs.

The beasts were engineered to feed on a slurry of alchemical compounds and the corpses of fallen foes. They are capable of sustaining themselves on carrion (and those beasts that escaped their sorcerer masters and fled into the wild do so), but without the alchemical additions to their diet, the siege beasts tend to sicken and become irritable and intractable. As magical creations, they are sterile, sexless and immortal.

ON PORPHYRA

Siege beasts were created by the erkunae and used to help subjugate and enslave the parts of the world not claimed by the zendiqi and their elemental masters. Following the NewGod Wars, many of the siege beasts created by the erkunae have fallen into the hands of their enemies.



SILICARCHARADON

Perhaps it is an illusion, but there seems to be a large fin, like that of a great fish, knifing up through the deep desert sands- and it is clear as the finest pane of window glass.



Silicarcharadon (CR 3; XP 800)

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 19, touch 9 , flat-footed 19
(+10 natural, -1 size)
hp 30 (4d10+8)
Fort +6, **Ref** +4, **Will** +2
DR 5/bludgeoning; **Immune** fire; **Resist** acid 5
Vulnerable sonic

Offense

Speed 20 ft., swim 60 ft. (glass, sand)
Melee bite +7 (1d8+3 plus bleed)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bleed (1d4), merge with glass

Statistics

Str 16, **Dex** 10, **Con** 14, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +8; **CMD** 18 (cannot be tripped)
Feats Improved Initiative, Weapon Focus (bite)
Skills Perception +6, Stealth +9 (+13 in glass); **Racial Modifiers** +4 to Stealth (+8 in glass)
SQ no breath

Ecology

Environment desert
Organization solitary, school (2-7)
Treasure none

Special Abilities

Merge with Glass (Ex) A glass shark behaves in a silicate environment (glass, sand, obsidian) as though it were water. It is effectively invisible while in those environments, though if it has fed, it is visible in glass. Even a thick pane of window-glass is enough to support a glass shark.

A bizarre life form that lives in media of sand and glass, silicarcharadons, or, simply, glass sharks are often mistaken for constructs or perhaps an illusion, but their blood-drawing bites are all too real. It is believed that they can subsist on subtle impurities in glass, and perhaps on light itself, but their digestive systems are also capable of turning flesh and blood to their use, and they do so with alacrity. As they do not respire, glass sharks can even move about on a hard surface, in the air, but they are slow out of their element, and do so only when they can ensure the capture of prey. Though invisible in water, silicarcharadons are even more unwieldy, as their propulsion fins cannot gain purchase in a silty bottom, and they typically avoid water.

It is likely that there are subspecies of glass sharks, and presented here is a typical one. Smaller glass sharks would likely be unnoticed by sentient beings, eating insects and small impurities, but larger types, like the blacksand shark, are very dangerous.

Blacksand Shark (CR 4): This huge, sleek predator is rare indeed, only dwelling in large obsidian deposits, deep ash-fields and vast black-sand beaches. A blacksand shark is a giant glass shark.

ON PORPHYRA

Silicarcharadons are the primary 'animal' inhabitants of The Glass Sea, the Glass Sands, and other significant patches of NewGod War-created glass areas. The 'needle sharks' of the Glass Sands are a deadly subspecies found in the Ghadab.

Needle Shark (CR 5): These long, thin silicarcharadons are faster (swim +10 ft.) than their relatives, and are deadly bloodletters (1d8 bleed damage per bite). Needle sharks are advanced glass sharks.

SKYWHALE

She came out of the clouds, with a roar that rattled the fo'cstle, tendrils longer than I had ever seen! We readied the guns, whale-axes at the ready…

Skywhale (CR 17; XP 102,400)

N Colossal aberration

Init +1; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +2

Defense

AC 23, touch 1, flat-footed 22
(+1 Dex, +20 natural, -8 size)
hp 348 (24d8+240)
Fort +17, **Ref** +11, **Will** +16
Defensive Abilities cloud; **Resist** electricity 20; **SR** 28

Offense

Speed fly 30 ft. (poor), swim 30 ft.
Melee 8 tentacles +26 (2d8+16 plus grab), tail slap +24 (4d6+24 plus stun)
Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacles)
Special Attacks powerful blows (tail slap), shocking blast, stun (F-DC 28, 6d6 rounds), swallow whole (6d6 crushing damage plus 4d4 acid, AC 20, hp 32)

Statistics

Str 43, **Dex** 13, **Con** 28, **Int** 8, **Wis** 14, **Cha** 10
Base Atk +18; **CMB** +42 (+46 bull rush, grapple);
CMD 53 (can't be tripped)
Feats Alertness, Cleave, Endurance, Flyby Attack, Great Cleave, Greater Bull Rush, Improved Bull Rush, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Fly), Toughness
Skills Fly +22, Perception +29, Sense Motive +26, Swim +24
Languages Whalesong
SQ hold breath

Ecology

Environment aquatic, mountains
Organization solitary or pod (2-4)
Treasure none

Special Abilities

Cloud (Ex) Besides the giant maw, the belly of the sky whale is imbedded with gas vents that produce a continuous cloud that acts like *obscuring mist* to all creatures below the whale. Once per day, the skywhale can produce one of the following effects instead: *acid fog*, *cloudkill* (F-DC 15), *fog cloud*, or *stinking cloud* (F-DC 13). While using an alternate cloud, the skywhale loses the benefit of the *obscuring mist*. All effects that are spell-like are treated as being used by a 20th level caster.



Shocking Blast (Su) Once every three rounds as a standard action, a skywhale may generate blasts of electricity equivalent to *chain lightning* (R-DC 22). The save DC is Charisma-based.

Skywhales are enormous beasts, somewhat analogous to the cetaceans of common oceans, but not related, so far as any naturalist can tell. They are atmosphere-dwellers, living their whole lives floating in the sky, kept aloft by gases generated in their huge bodies. Even upon death, gases generated in a skywhale's body lifts it into the upper reaches of the atmosphere, perhaps to feed beings of the void. As such, a skywhale can hold its breath for up to 20 minutes to dive into a body of water, or into the airlessness of the upper void; this is done to avoid predators or parasites, though skywhales have ample armaments to deal with most threats. Some skywhales feed exclusively on large swarms of insects or flocks of small birds, where others feed on larger flying prey, caught and crushed in their tentacles. As powerful as these beasts are, they are hunted in some regions by organized humanoids, as the various body parts and substances can be very valuable; up to 20,000 gp for an intact adult.

ON PORPHYRA

Skywhales are found almost exclusively in the gravity-aberrant region known as The Reversed Lands, in eastern Tuthon. There they form even larger pods and feed on the vast insect swarms from the swamps below, often feasting on void swarms in the upper atmosphere. The intrepid skywhalers of Bugtown are world-famous for pursuing these vast creatures.

STINGING GRAPPLER

This cephalopod creature has 16 tentacles, plus bony armor plating and stingers. The top is dark grey or black, while the bottom is light gray.

Stinging Grappler (CR 11; XP 12,800)

NE Huge magical beast (aquatic)
Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +5

Defense

AC 24, touch 10, flat-footed 24
(+2 Dex, +14 natural, -2 size)
hp 147 (14d10+70)
Fort +14, **Ref** +11, **Will** +7
Defensive Abilities poisonous flesh; **Immune** poison; **SR** 22
Weakness aboleth-controlled

Offense

Speed swim 60 ft.
Melee 8 stingers +21 (1d4+9/19-20 plus poison), bite +21 (1d8+9)
Space 15 ft.; **Reach** 10 ft.
Special Attacks stingers, poison ink
Spell-Like Abilities (CL 14th; concentration +13)
1/day—*crushing despair* (W-DC 13), *mind fog* (W-DC 14)

Statistics

Str 28, **Dex** 15, **Con** 21, **Int** 6, **Wis** 14, **Cha** 8
Base Atk +14; **CMB** +25; **CMD** 37 (can't be tripped)
Feats Combat Reflexes, Improved Critical (stingers), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Stand Still
Skills Perception +5, Stealth +18, Swim +17; **Racial Modifiers** +4 to Stealth
Languages Aboleth

Ecology

Environment aquatic
Organization solitary
Treasure standard

Special Abilities

Aboleth-Controlled (Su) Stinging grapplers can be automatically controlled by any aboleth within 300 feet.
Stingers (Ex) This creature's tentacles end in sharp, jagged stingers used to tear the flesh of its opponents. These stingers also have a hollow tube in the center that injects poison into targets. A successful attack on a target also injects it with poison.

Stinger—injury; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex, 1d2 Wis; *cure* 1 save; the save DC is Constitution-based.



Poison Ink (Ex) Three times per day this creature may eject a cloud of poisonous ink. This requires a full action and fills all 5-foot squares adjacent to it with ink. It dissipates after five rounds.

Poison ink—contact; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d3 Con; *cure* 1 save; the save DC is Constitution-based.

Poisonous Flesh (Ex) The flesh and blood of the stinging grappler are inundated with poison. Any creature eating its flesh or succeeding in a bite attack against it is exposed to the poison.

Poison flesh—ingestion; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d2 Str, 1d2 Con; *cure* 2 saves; the save DC is Constitution-based.

A group of aboleth sorcerers seeking domination of the seas desired a powerful servant through which they could fight various aquatic races. Thus they created the stinging grappler, a creature that attacks sentient sea dwellers on sight. When these solitary creatures are encountered in groups, this is often a sign of an aboleth operating in the region. Because of this relationship, most races hunt down stinging grapplers when they are encountered.

The stinging grappler is a voracious meat eater, preferring the flesh of whales, dolphins, and other mammals. It is a picky and wasteful predator, consuming only a few bites from a single victim before leaving it behind in preference to fresh prey.

ON PORPHYRA

Stinging grapplers are common in the waters surrounding the Pinnacle Lands. Many maenad in their youth are taught to recognize the presence of stinging grappler's passage by its aboleth-tainted aura.

SYFT

This dog-sized creature combines the worst features of many species; bee, bat, ape- and eerily humanoid features.

Syft (CR 3; XP 800)

CE Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 15, touch 15, flat-footed 11
(+3 Dex, +1 dodge, +1 size)
hp 32 (5d10+5)
Fort +5, **Ref** +7, **Will** +1;
Immune poison

Offense

Speed 20 ft., fly 30 ft. (average)
Melee 2 claws +9 (1d3), stinger +7 (1d4 plus poison)

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 6, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +4; **CMD** 17
Feats Dodge, Multiattack, Weapon Finesse
Skills Fly +7, Sleight of Hand +5, Perception +5
Languages Goblin

Ecology

Environment forests, jungle, plains
Organization pariah (1), flock (4-16)
Treasure standard

Special Abilities

Poison (Ex) Sting—injury; *save* DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Wisdom; *cure* 1 save. The save DC is Constitution-based.



These nasty flying creatures are most definitely the result of magical experimentation, likely the combination of several predatory species with a strong infusion of humanoid intellect and intention, probably those of goblins. Though syft sometimes form wild flocks in areas not frequented by other creatures, they are usually bred in captivity for use by evil wizards and their minions, often as familiars. Their poison sting erodes a target's common sense, not physical abilities, so they are far more useful in specific uses against thinking targets, not simply hunting beasts. Syft are also quite avaricious, and compulsively steal and hoard things they come across, which can be useful for their masters, as long as it is not their goods that they are pilfering!

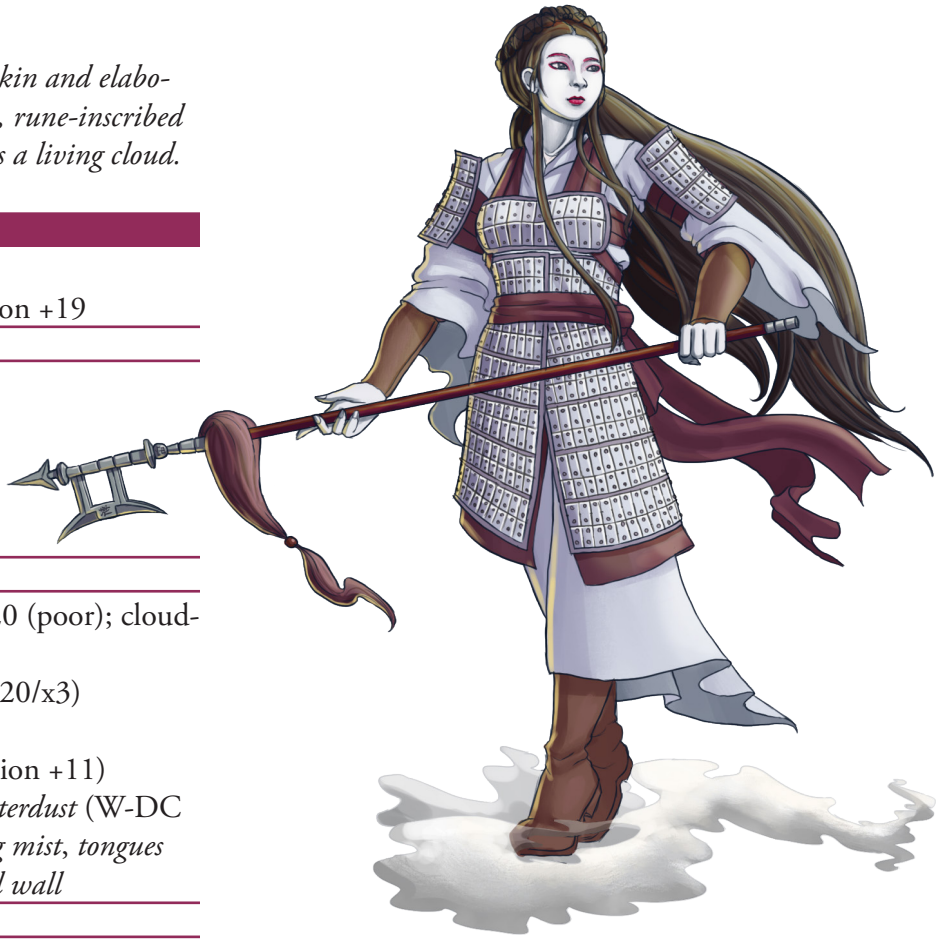
Syft enthusiastically serve chaotic evil spellcasters of 7th level or higher as familiars, provided they are allowed to steal things from time to time to keep up a personal hoard- even if it is of relatively worthless things.

ON PORPHYRA

Syft were bred long before The Calling in the Pyynian Coast region, a status symbol for wizards aligned to one or another faction, or in the courts of the Raja himself. They were of particular use during the NewGods War, to reduce the resistance of Elementalist troops and leaders before being attacked or magically subverted by Deist operatives, typically a wizard-priest of Shade or Vortain who possessed the syft as a familiar or directed them in battle. They are still common there, but can be found wherever evil wizards ply their trade; they have become pets of some of the more decadent Lords of the Empire of the Dead (though not of much use) and some parts of The Eternal Jungle of Californ (where they are becoming a serious menace).

TA-JEN

This tall, thin humanoid has grayish-blue skin and elaborately braided hair. It carries an enormous, rune-inscribed axe and wears flowing garments, like it was a living cloud.



Ta-jen (CR 9; XP 6,400)

LN Huge humanoid (giant)

Init +0; **Senses** low-light vision; Perception +19

Defense

AC 24, touch 8, flat-footed 24
(+5 armor, +11 natural, -2 size)

hp 133 (14d8+70)

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

Vulnerable earth

Offense

Speed 30 ft. (40 ft. without armor), fly 20 (poor); cloud-walk

Melee *+2 halberd* +19/+14 (3d8+14, 19-20/x3)

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

Spell-Like Abilities (CL 9th; concentration +11)

At-will—*clairaudience/clairvoyance*, *glitterdust* (W-DC 14), *greater scrying* (W-DC 16), *obscuring mist*, *tongues*

1/day—*see invisibility*, *true seeing*, *wind wall*

Statistics

Str 26, **Dex** 10, **Con** 20, **Int** 16, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +18; **CMD** 28

Feats Cleave, Improved Critical (halberd), Iron Will, Power Attack, Vital Strike, Weapon Focus (halberd)

Skills Craft (calligraphy) +20, Fly -8, Heal +19, Intimidate +19, Perception +19, Survival +19; **ACP** -4

Languages Auran, Aquan, Common, Giant, Samsaran

Ecology

Environment hills, mountains, plains

Organization solitary, family (2-5), clan (6-24)

Treasure NPC Gear (mwk lamellar, *+2 halbred*; other treasure)

Special Abilities

Cloudwalk (Ex) A ta-jen can walk (and run, jump, fight, et cetera), on the clouds as if they were solid ground. They can also grant this ability to any creature touched. It lasts for 12 hours or until the ta-jem touches them again to remove it.

Living amongst the clouds and serving their enigmatic masters in the sky, the ta-jen are as noble and orderly as most of their giant cousins on the ground are base and disorganized. Their attentions and concerns are with the air and the sky, and they typically make their homes in crude castles on inaccessible mountaintops, near their masters, whether they by cloud giants, silver or cloud dragons, noble djinn, or some more exotic air-based being. There are a few rogue ta-jen, who, like cloud giants, become cruel and demand tribute from travelers, or wander the land like masterless ronin samurai, fighting injustice and banditry wherever they can. Regardless of their intent or employment, ta-jen are sometimes called the "giants of truth" as they detest trickery and subterfuge, especially invisibility and illusion. They have a strong need to know the truth of things, though they care little for the accumulation of knowledge or gaudy treasures, save their trademark huge halberd-axes and intricate armor. They keep detailed records of their lives in their spare time, and prize these documents more than gold or magical treasure.

ON PORPHYRA

The first ta-jen were recruited from the lesser hiroe people by the Sterling Circle, a confederacy of reclusive silver dragons who seek to preserve the rule of benevolent law. Given magical powers and the ability to fly and live amongst the clouds, they patrol their designated territories, engage in diplomatic missions, and serve the Sterling Circle in all ways. Rogue ta-jen are held in particular contempt on Porphyra.

THRESHING ABOMINATION

This egg-shaped armored gastropod swoops out of the darkness…

Threshing Abomination (CR 12; XP 19,200)

CN Huge aberration

Init +1; **Senses** blindsight 200 ft., magnetic perception 200 ft., Perception +0

Defense

AC 29, touch 9, flat-footed 28
(+1 Dex, +20 natural, -2 size)
hp 161 (17d8+85)
Fort +10, **Ref** +6, **Will** +10
DR 10/adamantine; **Immune** blindness; **SR** 23

Offense

Speed 10 ft., fly 40 ft. (perfect)
Melee bite +18 (2d8+12/19-20)
Space 15 ft.; **Reach** 10 ft.
Special Attacks flailing fury

Statistics

Str 27, **Dex** 12, **Con** 21, **Int** 4, **Wis** 10, **Cha** 14
Base Atk +12; **CMB** +22 (+26 sunder); **CMD** 33 (37 sunder)
Feats Cleave, Critical Focus, Great Cleave, Greater Sunder, Improved Critical (bite), Improved Sunder, Power Attack, Sundering Strike, Weapon Focus (bite)
Skills Fly +5, Perception +20, Survival +4; **Racial Modifier** +4 Survival
Languages Undercommon

Ecology

Environment hills, plains, ruins, underground
Organization solitary or pair
Treasure standard (no coins, or metal)

Special Abilities

Flailing Fury (Ex) Once every 1d4 rounds as a full-round action, the threshing abomination open its metallic shell and send forth a barrage of rending tentacles. The tentacles attack all creatures within a 30 ft. radius. They have a +18 to attack and deal 2d12+8 points of damage plus 1d4 points of bleed damage. During this round, the threshing abomination has total cover against ranged attacks but its natural armor bonus is halved.
Magnetic Perception (Ex) The body of the threshing abomination is very sensitive to electromagnetic fields, it can discern the position and condition of every metal object within a 200 ft. radius.



Seen by many as engines of destruction, the strange gastropodic lifeform known as a threshing abomination is in actuality a voracious metallovore. Unfortunately for adventurers, threshers are pretty indiscriminant as to the source of metal and don't mind scraping the fleshy bits out of the metal they plan to consume. They are extremely adept at rending objects to pieces to make them easier to consume. And consume they must as the threshing abomination's metabolism runs hot, forcing them to consume their weight in metal a day just to be maintain themselves. Though threshing abominations can speak Undercommon, most of their conversation involve questions about metal locations, threats to hand over metals, and begging for metal.

ON PORPHYRA

Any newly hatched kripar will tell you that threshing abominations or "threshers" are one of the most dangerous, yet stupid hunters in the Underdeep. Savage and unpredictable they attack any creature smaller than themselves that they encounter, and sometimes non-creatures as one tale tells of a thresher that spent three days attacking a stone dwarven statue at the Eternal Crossroads.

TINKERKIN

This stocky humanoid works fastidiously at the work table. It has a broad nose, pointed ears, and the thick red hair of a giant.

Tinkerkin (CR 5; XP 1,600)

LE Medium humanoid (giant)

Init +3; **Senses** low-light vision, scent; Perception +1

Defense

AC 18, touch 13, flat-footed 15
(+2 armor, +3 Dex, +3 natural)

hp 57 (6d8+30)

Fort +10, **Ref** +5, **Will** +3

Weakness curse of creation

Offense

Speed 30 ft.

Melee 2 claws +6 (1d4+2), bite +6 (1d6+2) or morningstar +6 (1d8+3), bite +1 (1d6+1)

Spell-Like Abilities (CL 6th; concentration +7)

At-will—*comprehend languages*, *mending*

3/day—*minor creation*, *stone shape*, *wood shape*

1/week—*lesser geas* (W-DC 15)

Statistics

Str 15, **Dex** 16, **Con** 20, **Int** 18, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 19

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Master Craftsman (weapons)(B), Skill Focus (Craft [weapons])

Skills Craft (armor) +13, Craft (weapons) +18, Craft (jewelry) +13, Diplomacy +7, Spellcraft +13, Survival +10; **Racial Modifiers** Spellcraft is a class skill

Languages Elven, Giant, Ignan, Old Porphyran

Ecology

Environment urban

Organization solitary

Treasure NPC Gear (leather armor, morningstar, mwk crafting tools, other treasure)

Special Abilities

Curse of Creation (Su) Each day a tinkerkin must either work on a project to create a magic item or seek contract with another to create a magic item. Each day that a tinkerkin is not able to work on a magic item or find a contract they must make a Will save DC (10 + number of days without work) or fall into a blood rage when refused work or prevented from working by another. The work of a tinkerkin must always be for another and must always be paid work. Their curse prevent them from creating things for themselves or from performing charity.



Though tinkerkin are only as tall as humans they have a heavy build and tend to trudge about then they move. Despite their bulk, they tend to be quite nimble and create weapons, armor, and jewelry of great artistry. Tinkerkin are incredibly proud of their work, and incredibly hurt when their labors are unappreciated. If a patron who receives their contracted piece does not show adequate pleasure with their piece, the tinkerkin may subject them to a *lesser geas* for the insult given.

Some tinkerkin are said to be master craftsman. They tend to have higher Hit Dice as well as access to additional spell-like abilities such as *fabricate* and *limited wish* to further their skill at item creation. Some master craftsman create intelligent jewel golems, while other are able to create magical potions, scrolls, or rods.

ON PORPHYRA

Tinkerkin were created by the Elemental Lords from their giant followers to become artificers for the giant and zendiq forces on Porphyra. At the end of the New-Gods war they began to create items and armaments for anyone that would pay for their creations, though many of the landed races view them with suspicion.

TROLL, WEB

A fat humanoid creature hangs suspended in spider's web. It has bristly black hair all over its head, shoulders and back.

Troll, Web (CR 5; XP 1,600)

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

Defense

AC 19, touch 11, flat-footed 17
(+2 Dex, +8 natural, -1 size)

hp 59 (7d8+28); **regeneration** 5 (electricity)

Fort +6, **Ref** +7, **Will** +3

Immune poison

Offense

Speed 30 ft., climb 20 ft.

Melee 2 claws +8 (1d6+4), bite +8 (1d8+4)

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

Special Attacks web (+6 ranged, DC 21, 7 hp)

Statistics

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

Base Atk +5; **CMB** +10; **CMD** 24

Feats Improved Initiative, Skill Focus (Perception, Stealth)

Skills Climb +12, Perception +14, Stealth +6

Language Giant

SQ spider empathy +8

Ecology

Environment forest, jungle

Organization solitary or network (2-4) plus assorted spiders

Treasure standard

Special Abilities

Inflammable Strong Webs (Ex) A web troll's webs gain a +4 bonus to the DC to break or escape and cannot be burned.

Spider Empathy (Ex) This ability functions as a druid's wild empathy, save that a web troll can only use this ability on spiders. A web troll gains a +8 racial bonus on this check. Spiders are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing web troll to train spiders to perform tasks. Spider empathy treats spider swarms as if they were one creature possessing a single mind—a web troll can thus use this ability to influence and direct the actions of spider swarms with relative ease.

Ferocious and sly relatives of common trolls, web trolls are possible crossbreeds with the arachnoid creatures



called ettercaps. Living semi-symbiotically with spiders of many types, web trolls use them for food when pickings are slim, and do not tolerate lesser webs touching their own. Otherwise, medium and large spiders are their pets, minions, and cannon fodder, to use as they see fit, and spider swarms drive potential prey into the remarkably resilient webs that the web trolls spin themselves.

Web trolls make up for their physical shortcomings with higher intelligence and stronger personalities, fancying themselves king of their forest domains to the extent that they are able. They do not negotiate with "food", but if all of their spider minions are wiped out or chased away, they often feel quite naked without them, and as such can be cowed into letting prey escape.

ON PORPHYRA

Many are the dire creatures of the dense jungles of the Pyynian Coast, so much so that one wonders why they haven't spread to dominate other lands. But even the web troll, a mid-level predator in that noxious domain, fits into an ecosystem and is itself preyed upon by such things as green dragons, oozes, jungle giants and the like. When deliberately transplanted, web trolls can easily unbalance an ecosystem, even in a a dungeon, but tend to get skin diseases if the climate is too dry.

UNDERMIND

This serpentine creature is a thing out of nightmares, sickly blue in color with slug-pale, distortedly human-like features and slitted eyes glowing with avaricious intelligence.

Undermind (CR 15; XP 51,200)

LE Large aberration (psionic)

Init -1; **Senses** darkvision 60 ft.; Perception +28

Defense

AC 28, touch 8, flat-footed 28
(-1 Dex, +20 natural, -1 size)

hp 229 (22d8+130)

Fort +12, **Ref** +6, **Will** +16

Offense

Speed 20 ft.

Melee bite +19 (2d6+6)

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

Psi-Like Abilities (ML 15th; concentration +20)

At will—*mind control* (W-DC 23), *memory modification* (W-DC 22), *mind thrust* (W-DC 23), *remote viewing* (W-DC 19)

3/day—*mind switch* (W-DC 23)

1/day—*mind seed* (W-DC 13)

Statistics

Str 18, **Dex** 8, **Con** 20, **Int** 25, **Wis** 17, **Cha** 20

Base Atk +16; **CMB** +21; **CMD** 30 (can't be tripped)

Feats Aligned Attack, Autonomous, Combat Manifestation, Ghost Attack, Greater Psionic Fist, Inquisitor, Mind Over Body, Psionic Fist, Power Penetration, Psionic Body, Psionic Endowment

Skills Autohypnosis +32, Diplomacy +30, Knowledge (arcana) +32, Knowledge (dungeoneering) +32, Knowledge (history) +32, Knowledge (psionics) +36, Perception +28, Sense Motive +34, Stealth +20, Survival +28, Use Magic Device +30; **Racial Modifiers** all skills are class skills

Languages telepathy 200 ft.

Ecology

Environment underground

Organization solitary

Treasure standard



Underminds are patient lurkers in the dark holes of the world, building armies of mind-slaves to further their dreams of aberrant empire. Though it is difficult to study or converse with underminds in a non-confrontational manner, it is thought that they are engineered beings, used by creatures immune to mind-affecting effects as a living weapon to control others. Certainly the undermind do not have clear ideas of what the purpose of their "empire" of mind-slaves is, beyond that of accumulating more and more mind-slaves. Their personalities are greedy, megalomaniacal, and overconfident, though insecure in that they know that there is something "out there" that has dominance over them. Undermind greatly dislike evocation spellcasters and outsiders.

Underminds do not reproduce in any normal way, for they only do so when they have planted a *mind seed* in a sentient being of 15 character levels or more, and it has grown to fruition. Exploding from the husk of the creature is a 8-HD, Medium worm of bilious green, with no psionic powers. Each year it gains a hit dice and a power, from their at-will powers up, until it reaches full size. If an undermind is close to death, it will use its *mind switch* power to escape, and then force a *mind seed* into the host body.

ON PORPHYRA

Underminds are leftovers from the unsuccessful invasion of Porphyra by the cosmic entities sometimes called "The Great Old Ones" in 3500 Before Calling. Though few in number, undermind are genetically bound to serve the interests of their vanished masters, and attempt to engineer their return.

VOID SWARM

A net of twinkling lights floats out of the blackness, and one can almost hear a buzzing sound as it comes closer, drawn by vitality.

Void Swarm (CR 4; XP 1,200)

Diminutive outsider (swarm)

Init +3; **Senses** darkvision 60 ft., blindsense 120 ft.; Perception +11

DEFENSE

AC 21, touch 21, flat-footed 18
(+3 Dex, +4 natural, +4 size)

hp 52 (7d10+14)

Fort +9, **Ref** +7, **Will** +5

Defensive Abilities swarm traits; **Immune** void immunities, weapon damage **SR** 15

Weakness swarm traits, nickel (if applicable)

OFFENSE

Speed fly 60 ft. (good)

Melee swarm (2d8 plus dissolution and vampiric healing)

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

Special Attacks dissolution (W- DC 13), distraction (F-DC 15)

STATISTICS

Str 1, **Dex** 17, **Con** 14, **Int** —, **Wis** 16, **Cha** 13

Base Atk +7; **CMB** —; **CMD** —

Skills Fly +13, Perception +11, Stealth +15

ECOLOGY

Environment vacuum

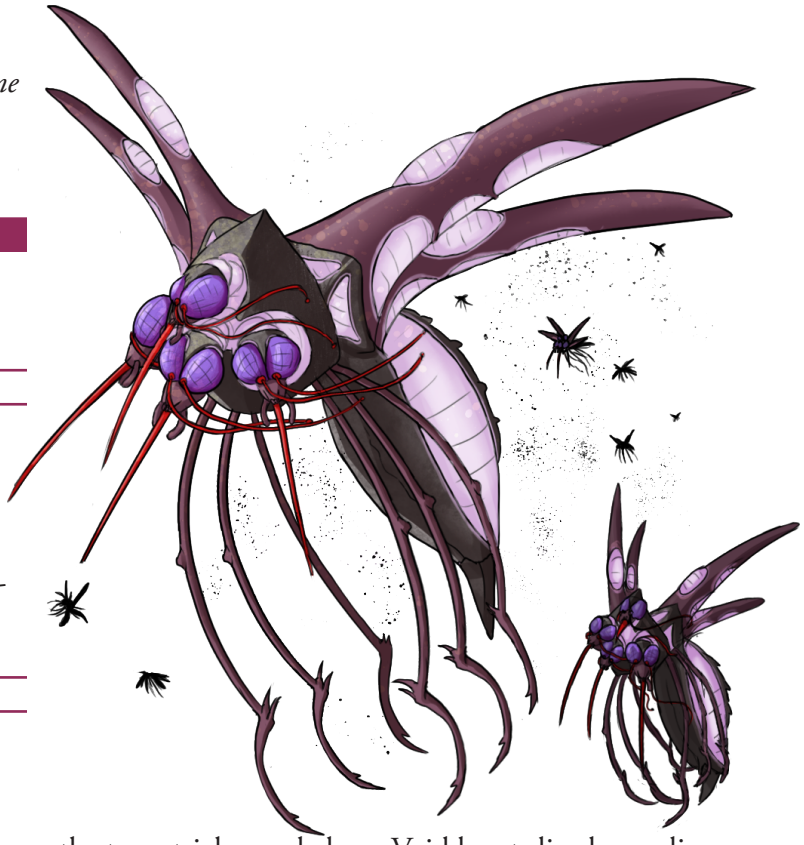
Organization solitary, pair, or alignment (3-6 swarms)

Treasure none

Special Abilities

Dissolution (Ex) The attacks of a void swarm erode the target's presence on the Material Plane, eventually making them incorporeal and without substance. The recipient must make a DC 13 Will save or lose 1 point of base AC (making their base AC 9) and 1 point of Constitution. Lost Constitution can be recovered normally, but base AC loss must be treated with a *restoration* spell for each point, as if it were a permanent negative energy level loss. The save DC is Wisdom-based.

Vampiric Healing (Ex) Any damage dealt by the swarm's attack grants temporary hit points equal to the damage it dealt. These temporary hit points disappear after 1 hour.



In the dark outer spaces of the universe, strange creatures move and live, mate and consume, largely unknown to the terrestrial races below. Void beasts live here, alien in thought and behavior, not caring for the warmth and comfort of atmosphere or even a surface to rest upon. Mirroring the surface world, there are creatures large and small in the void, and even the tiny members of the insect world have a parallel in the cold dark of the vacuum, forming the lowest level of the food chain, but dangerous nonetheless. These are the void swarms.

Void swarms are completely silent, depending upon their generated light to attract prey. Motivated by energy patterns, void swarms migrate through hard vacuum in wave-like patterns, reproducing when they are able to catch other corporeal beings and absorb their reality-substance. They are fed upon by some of their fellow void-beings, and by certain terrestrial creatures that know of their existence, such as skywhales and outer dragons.

ON PORPHYRA

Void swarms migrate between the gravity fields of Shankhil's Chair and Vaar's Eye, the two moons of Porphyra, moving with the extraterrestrial tides. Their migration patterns affect the movements of the pods of skywhales in The Reversed Lands of eastern Tuthon, and the work of the intrepid skywhalers of Bugtown. In rare instances a magical researcher enamored of the void will summon a void swarm to the surface, but they need to be maintained in a vacuum environment for all but the shortest periods of time.

VORPAL VOLE

This sleek rodent quickly strips the flesh off a cow, which doesn't bat an eye until it collapses.

Vorpal Vole (CR ¼; XP 100)

N Diminutive animal

Init +3; **Senses** low-light vision, scent; Perception +0

Defenses

AC 17, touch 17, flat-footed 14
(+3 Dex, +4 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +0

Offense

Speed 40 ft., burrow 10 ft.

Melee bite +0 (1 plus numbness)

Space 1 ft.; **Reach** 0 ft.

Special Attacks poison

Statistics

Str 2, **Dex** 17, **Con** 12, **Int** 2, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1; **CMD** 5 (9 vs. trip)

Feat Skill Focus (Acrobatics)

Skills Acrobatics +10 (+14 jumping), Stealth +15

Ecology

Environment plains

Organization pack (5-10) or swarm (10-50)

Treasure none

Special Abilities

Numbness (Ex) The bite of a vorpal vole bears a toxin that numbs their victims. Bitten creatures must make a DC 11 Fortitude save or become numb for 2d4 hours. While numb they suffer a -4 penalty to all Dex-based attack rolls, Reflex saves, and Dex-based skill checks. Additionally they gain the ferocity universal monster ability and the DM will now secretly track that creature's hit point total for the duration. This save DC is Constitution-based and this is considered a poison effect.



There can be little doubt that these rodents are not true voles as evidenced by their carnivorous appetites, however once the name was established it stuck regardless of the mounds of research and study to the contrary. Vorpal voles are voracious predators of the rolling plains. They hunt in packs and strip prey down to the bone as their bite carries a powerful anesthetic that prevents their prey from feeling injury. Vorpal voles have a difficulty being trained but occasionally some enterprising individual is able to convince urbanites that the voles make good pets. Alchemists and naturopaths often will pay for these rodents if they can be captured alive because the toxin the vorpal voles produce can be used to make a topical anesthetic or as liquid on consumed by barbarians and bloodragers before entering a lengthy campaign of carnage.

AS A FAMILIAR

Though risky to allies and foes alike some spellcasters have been known to take vorpal voles as their familiar. When taken on as a familiar they grant their masters a +3 bonus on Acrobatics checks.

ON PORPHYRA

The Hinterlands of Kesh can be a lawless and dangerous land. Those that try to eke out an existence through ranching are on constant guard against vorpal vole infestations. These voles have devoured whole herds of cattle while they numbly stood around to be eaten. Some farmers use an alchemical substance called vorpal doom to poison the rodents while other use makeshift guillotines to kill the vermin.

WALKING DISEASE

Though basically humanoid, this creature is composed of colonies of fungi, bacteria, and viruses transforming its pale, flaccid skin into a mottled landscape of enormous pustules, ulcerous sores, and asymmetrical tumors.

Walking Disease (CR 12; XP 19,200)

NE Medium undead

Init +1; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +23

Defenses

AC 27, touch 11, flat-footed 16
(+1 Dex, +16 natural)
hp 153 (18d10+54)
Fort +6, **Ref** +7, **Will** +8
DR 10/—; **Immune** undead traits; **SR** 23

Offense

Speed 30 ft.
Melee 2 slams +22 (1d8+4/19-20 plus grab plus necrosis)
Special Attacks create spawn, massive infection, wave of parasites

Statistics

Str 18, **Dex** 12, **Con** —, **Int** 10, **Wis** 14, **Cha** 15
Base Atk +18; **CMB** +22 (+26 grapple); **CMD** 33
Feats Bleeding Critical, Blind-Fight, Combat Reflexes, Critical Focus, Improved Critical (slam), Improved Vital Strike, Power Attack, Toughness, Vital Strike
Skills Intimidate +23, Perception +23, Stealth +22, Survival +23

Ecology

Environment underground
Organization solitary
Treasure standard

Special Abilities

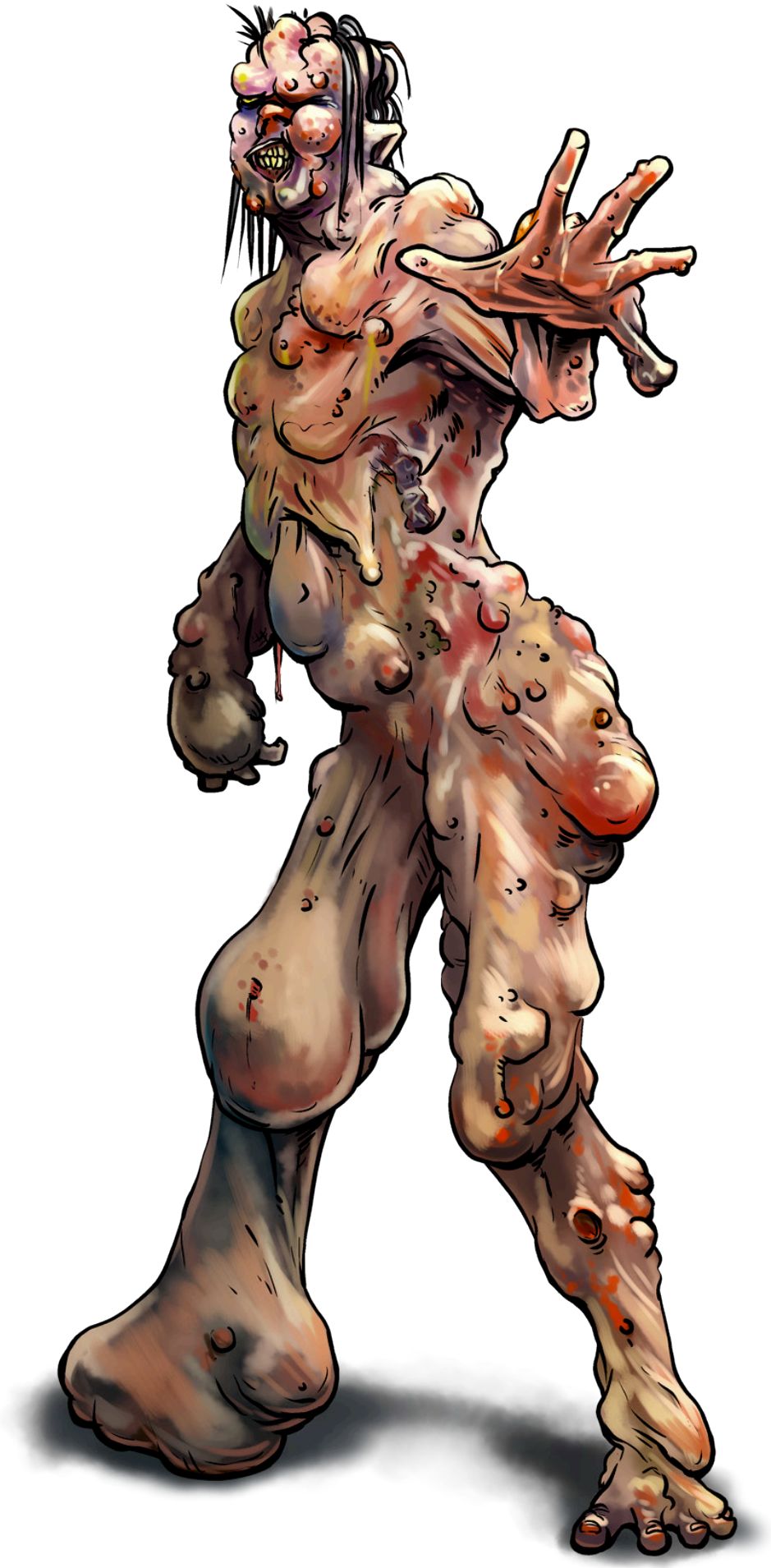
Create Spawn (Su) Humanoid creatures killed by a walking disease's massive infection rise as a new walking disease in 1d4 days.
Massive Infection (Su) With a successful grapple check, a walking disease instantaneously transmits millions of lethal pathogens to the victim. The creature must make a Fortitude save (DC 21), otherwise the virulent microorganisms cause 1d6 points of Constitution damage per round, and the creature is dazed as his body tries to fend off the invaders. Each round thereafter, the creature receives a new saving throw until he succeeds or dies, whichever comes first. The walking disease does not need to maintain a hold on its victim to continue dealing damage to it. Creatures succeeding at their initial or subsequent saving throw suffer 3d6 points of damage but stop taking Constitution damage, are no longer dazed, and acquire immunity to this attack form for 2d6 rounds. Because of this fact, the creature always tries to disengage from the grapple after employing this power. A *remove disease* or *heal* spell will immediately end the effect, without dealing damage to the creature. The save DC is Charisma-based.
Necrosis (Su) Disease—slam; *save* Fort DC 21; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 random ability damage; *cure* 3 consecutive saves. The save DC is Charisma-based.
Wave of Parasites (Su) Once per day, the walking disease unleashes a 20 ft. cone of microscopic parasitic organisms that burrow beneath the skin and assault the body's major organs. Victims within the cone receive a Reflex save (DC 21) to completely avoid the cone or the tiny parasites produce massive organ failure 1d4 rounds later unless the victim makes a Fortitude save (DC 21). Creatures suffering from organ failure die immediately, while those making their saving throw fend off the parasitic assault but still suffer 6d6 points of damage. A *remove disease* or *heal* spell will immediately end the effect.

No natural or artificial environment serves as a better incubator for disease than a sewer. Nearly all of these infectious agents remain simple, non-sentient organisms, but some inexplicably form a vast symbiotic community on a humanoid corpse that acquires a degree of intelligence, plaguing the subterranean world as the dreaded walking disease. Although seemingly created as a part of a natural evolution, sages unanimously agree that humanoid intervention undoubtedly plays a role in the birth of this horrific scourge.

Commensurate with the theories surrounding their origins, walking diseases typically infest sewers that are connected to the clandestine temple of an evil deity usually affiliated with death or disease.

ON PORPHYRA

Several of the New Gods have aspects of their portfolio that encourage the creation of walking diseases; Rajuk Amon-Gore has had the most created in His name, and many haunt the streets and sewers of Avandrool. Mâlite agents have been known to plant them in enemy territory, and oddly enough, Chiutan clerics have been known to keep fettered walking diseases in dark temples deep in the Reedlander swamps.



XASTRIAL

This "creature" appears similar to a massive stalagmite except for the faint outline of two arm like appendages along its side and the numerous flecks of metallic matter dotting the creature's body.

Xastrial (CR 14; XP 38,400)

LE Huge outsider (earth, native)
Init +2; **Senses** blindsight 120 ft., darkvision 60 ft., Perception +2
Aura gravitational pull (120 ft.; pull)

Defense

AC 29, touch 6, flat-footed 29
(-2 Dex, +23 natural, -2 size)
hp 200 (16d10+112)
Fort +13, **Ref** +10, **Will** +12
DR 10/magic; **Defensive Abilities** disrupt magic, improved gravity; **Immune** critical hits, mind-affecting effects non-lethal damage, paralysis, poison, polymorph, precision damage, stunning

Offense

Speed 0 ft.; molecular transference 120 ft.
Melee 2 slams +22 (6d6+6)
Ranged molecular projectile +14/+9/+5 (see below)
Space 15 ft.; **Reach** 10 ft.
Special Attacks pull (gravitational pull; 5 ft.)

Statistics

Str 26, **Dex** 6, **Con** 22, **Int** 15, **Wis** 15, **Cha** 6
Base Atk +16; **CMB** +32; **CMD** 40 (can't be tripped)
Feats Cleave, Great Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Toughness
Skills Appraise +21, Craft (alchemy) +21, Heal +21, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (planes) +21, Sense Motive +21, Stealth +15 (+23 underground); **Racial Modifiers** +8 Stealth while underground.
Languages telepathy 100 ft.

Ecology

Environment underground
Organization solitary, gang (2-4), squad (5-12)
Treasure standard

Special Abilities

Disrupt Magic (Ex) The creature's alien composition greatly disrupts any magical spell, spell-like effect, or supernatural ability directed at it or initiated in its immediate vicinity. There is a 50% chance that any spell, spell like effect, or supernatural ability directly targeted at the xastrial inexplicably fails. This is not a miss chance; therefore, even a *magic missile* proves ineffective half of the time. Any area of effect spell, spell like effect, or supernatural ability centered within a 20 ft. radius of the xastrial is redirected 2d10 feet away in a random direction. Any spell, spell like effect, or supernatural ability originating outside of the aforementioned radius functions normally, but the xastrial ignores its effects half of the time.



Gravitational Pull (Ex) Xastrials possess the unique ability to condense matter, creating an incredibly powerful gravitational force that pulls its intended targets toward it. The ability affects up to ten designated creatures or objects within 120 feet of the xastrial each round. The xastrial may suppress this ability as a free action.
Molecular Projectile (Ex) As an attack or full attack action, the creature fires small pieces of rapidly accelerating cosmic material at one creature or object. The projectiles deal piercing damage based upon the distance from the xastrial to its target. The attack bonus is Intelligence-based.

Distance	Damage
Less than 20 feet	2d6
21-60 feet	3d6
61-120 feet	4d6

Improved Gravity (Ex) Because of its immense weight, solid base, and ability to generate gravitational fields, the creature is treated as a Colossal creature for purposes of CMB checks and CMD and any other attack intended to knock it to the ground or physically move it from its current position. This ability remains in constant effect, regardless of whether the xastrial activates its gravitation pull ability.

Molecular Transference (Su) At will, the xastrial shifts its molecular composition allowing it to instantaneously reappear at another location within 120 feet of its previous position. Although not dependent upon sight, a clear line of effect must exist between the two points in space for the ability to work properly; otherwise, the power fails, leaving the xastrial in its original position. Unlike most supernatural abilities, molecular transference only necessitates a move action; therefore, the xastrial possesses the ability to move and still take a standard action during the same round. This movement does not draw attacks of opportunity.

Unbeknownst to the general populace, vast quantities of cosmic debris collide with the planet, normally burning up as they streak through the atmosphere at tremendous speeds. However, the formation of a dense atmosphere is a modern event. During vast epochs of prehistory, comets and meteors struck the surface with frequent regularity and shattered on impact. The overwhelming majority of space matter consisted of inorganic materials, but a small handful also contained primitive living organisms presumably transplanted from a distant world. A minute percentage of these primordial living beings survived the violent collision and the harsh climactic conditions. Over countless thousands of years, massive quantities of earth and stone buried the simplistic creatures deep beneath the surface where they slowly evolved into a sentient form of alien life. The arduous process eventually culminated in the bizarre and extremely rare creature known as the xastrial. Within the earth's deepest caverns, the reclusive race of interstellar conquerors awaits the ideal moment to subjugate the surface world.

Xastrials are actually comprised of living stone and metal imbued with sentience. Completely devoid of any recognizable internal organs or cellular structures, they require no food, water or other visible means of sustenance. Once stirred to action, the creature resembles a tall, thick cylindrical block of rock and metal sporting a pair of massive, oversized arms.

ON PORPHYRA

Xastrials are the result of long-term planning for conquest and domination by the virtually unknown extraterrestrial metabeing/Elemental Lord Najim, the Starfallen. For millennia before The Calling, Najim sent the seeds of xastrials through the cosmos, to prepare the way for Him, weakening or eliminating native defenses. There were already several xastrials formed before Najim was ambushed and imprisoned by Linium and Kamus during the NewGod Wars, and several were dormant within His starshard vehicle, which was stolen by Linium and became Beta, enclave of His Clockwork Lands, on the upper shores of the Steaming Isle. It is possible that degenerate Porphyran cults worship "native" xastrials, in remote caverns of the Underdeep.

THE CULT OF THE FALLING STAR

O yak rag nathak yaah!
Ramag naa, yak starakh chak!
Najimak chak! Relg chak!
O yak rag nathak yaah-egh!"
Oh, great servants (of) stone, sing!
Obey now, let (the) Star-stones come!
Lord Najim come! Prophets come!
Oh great servants (of) stone sing loudly!

-Cultic chant, translated from the Aklo-Terran

The Cult of the Falling Star is an offshoot from the already rare and infrequently encountered followers of Najim, the Starfallen, betrayed erstwhile Elemental Lord of earth, ambushed and defeated a millennia ago. Falling Star cultists are obsessed with objects and creatures that have their origins in the Material outer spaces; The Void. As such their dearest desire as cultists is to serve a xastrial, seen to be the epitome of their aspect of Najim's "Great Plan of Revenge". Membership requires that one have a weapon made of meteoric iron or nickel, and cultists are proficient in any weapon made of these substances. They speak the Aklo-Terran dialect, and typically possess the following Religion trait:

Gravitic Resistance (Cult of the Falling Star): You gain +2 to your Combat Maneuver Defense when resisting bull rush, drag, trip, and reposition maneuvers, but lose the bonus for 24 hours if one of those maneuvers is successful against you.

YAKSHA

Yakshas are passionate spirits traditionally of nature, the earth, and the treasures of both fecund life and glittering stone. With the advent of mortals and their wonderfully varied works, yakshas have become more and more enmeshed in their dealings, wishes, and follies. As the nature of existence has changed from the simplicity of the circle of life to the convoluted patterns of worship of gods and beings, so have the yakshas changed, to keep up with the fascinatingly fecund forms of thinking beings of all types.

Being originally spirits of nature, specifically, the element of earth, the further extension to their interest in material treasures and wealth is a natural one. This is sometimes interpreted as vapid greed on their part, often accurately, but the race of yakshas serve a vital service to the pantheons of The Great Beyond, recycling wealth donated to temples and sacrificed to deities by having their minions replace it in the earth or in hidden caches, waiting for intrepid worthies to find it and praise their directing powers. This is the prime duty of the overseeing kubera yakshas, who have the unenviable task of trying to direct the willful lesser races to do their assigned tasks, a daunting mission for passionate, chaotic creatures. They do not judge wealth's acquisition or use, only that it be displayed and enjoyed; hoarding hidden beauty is not the yaksha way. Yaksha employ the same principle to biological fertility, celebrating and encouraging growth, many offspring, and fecund health in all things, dark and light. Death is part of the circle as well, so long as it spurs the next generation and is not mourned inappropriately. Beauty is a great step towards this part of the cycle, in both sentient beings and more permanent structures, and yakshas have a great love of beautiful temples and buildings, perhaps a memory of their eons as spirits of stone. Good and evil is largely irrelevant to their missions and obsessions, which revolve more around fulfilling that yakshas personal destiny (within their assigned task) more than any moral direction.

The race of yakshas spend a lot of time on the Material Plane, dealing with their assigned tasks, and do so mostly to preserve the right to live on the Outer Planes, in the chaotic-neutrally aligned plane of Limbo, wellspring of chaos and entropy. The region they inhabit, ruled by the kubera (of perhaps even more powerful, secretive yakshas) is called Golden Alaka, a beautifully messy conglomeration of city, jungle, and fertile mountain. That it should keep cohesive existence in the domain of the Proteans flies in the face of the anti-reality crusade of those beings, but it is thought that the service that the yakshas perform for the rest of those in The Great Beyond forms some sort of pact that allows their residence to continue; Golden Alaka is often a safe haven for those lost in the wild chaos-stuff of that bizarre plane. The only outsider races that yakshas truly hate are the asura and divs, pursuers of oblivion; they do not care for inevitables, and the feeling is largely mutual.

ON PORPHYRA

Yakshas are former servants of the Elemental Lords, spirits of earth that were treasure-keepers and entertainers of the favored few. Chafing at this demeaning position, they fled to Limbo with much of The Four's wealth, and engaged in a secretive bargain to secure their residence and safety in Golden Alaka- and re-imagine their status and role as spreaders of wealth and fertility. A yaksha that dies on the Material Plane sometimes becomes a foul and dreaded bhuta, undead manipulator of animals; possibly a lingering curse from the betrayed Elemental Lords.

Yaksha subtype: Yakshas are chaotic neutral outsiders that embody wealth and fertility. They have the following traits unless otherwise noted.

- Yaksha can automatically sense gold within 30 ft. They can also *detect magic* as a constant spell-like ability.
- Yakshas possess damage reduction that is bypassed by cold iron weapons.
- Yakshas are immune to acid, disease, paralysis, petrification, and sleep effects.
- Yakshas are resist to fire 10 and electricity 10.
- Yakshas have truespeech, but also speak Common and Protean.

YAKSHA, DVARAPALA

This being is ten feet tall, gaudily armored and with bright green skin, large tusks and bulging eyes. It wields a large, overdecorated club and stands haughtily at attention.



Dvarapala (CR 8; XP 4,800)

CN Large outsider (chaotic, extraplanar, yaksha)

Init +7; **Senses** darkvision 60 ft., *detect magic*, goldsense, *see invisibility*; Perception +17

Defense

AC 23, touch 12, flat-footed 20
(+5 armor, +3 Dex, +6 natural, -1 size)

hp 95 (9d10+45)

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

DR 10/cold iron; **Immune** acid, disease, paralysis, petrification, *sleep*; **Resist** fire 10, electricity 10; **SR** 19

Offense

Speed 30 ft.

Melee *+1 heavy mace* +15/+10 (2d6+8)

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

Special Attacks breath weapon (30 ft. line, 6d6 acid damage; R-DC 17 for half; usable once every 1d4 rounds)

Spell-like Abilities (CL 10th; concentration +12)

Constant—*detect magic*, *see invisibility*

At will—*augury*, *cause fear* (W-DC 14), *remove fear*

3/day—*dispel magic*, *dimension door*

1/day—*contagion* (leprosy; F-DC 17), *remove disease*, *stoneskin*

Statistics

Str 20, **Dex** 16, **Con** 20, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +9; **CMB** +15; **CMD** 29

Feats Alertness[B], Cleave, Combat Reflexes, Improved Initiative[B], Power Attack, Spell Focus (necromancy), Weapon Focus (mace)

Skills Appraise +14, Bluff +14, Intimidate +16, Knowledge (nature) +14, Knowledge (planes) +14, Perception +17, Perform (any) +10, Sense Motive +17, Stealth +8, Survival +13

Languages Common, Protean; truespeech

SQ dedicated guardian

Ecology

Environment planes (Realms Beyond)

Organization solitary, pair, or group (4-12)

Treasure standard (*+1 heavy mace*, masterwork scale mail, other treasure)

Special Abilities

Dedicated Guardian (Ex) In the area in which the dvarapala is a guardian, (a palace, riverbank, valley, etc.) it treats that place as favored terrain, as the ranger class ability; this grants a +2 bonus to initiative checks, Perception, Stealth and Survival checks while it is in this area. This bonus is lost if the dvarapala moves out of the area designated.

Both mercenary and sacrificing, dedicated and self-serving, dvarapala yakshas are well-known for their skills in guarding important locations and treasures. Vain like all yakshas, they enjoy being supplicated to for aid from mortals, though they rarely give it, having a high opinion of themselves. Their tasks are usually given to them by a kubera yaksha, whose threats and promises typically keep them in line. The size of the area or task dictates how many dvarapalas are dispatched; a holy city or sacred river might have as many as a dozen of the garishly-armored guardians assigned to it.

Dvarapala who serve well and long can usually expect to be transformed into a yakshini yaksha and be rewarded for the years of restraint and duty. That being said, dvarapala are often directly supervised by yakshini, and treated like servants, too.

YAKSHA, KUBERA

This huge entity appears as a pot-bellied, yellow-skinned manlike being with small tusks and a neatly arranged beard. It relaxes on a sumptuous divan, surrounded by treasure, but leans on a wicked-looking club, nonetheless. An air of confidence surrounds it.

Kubera (CR 18; XP 153,600)

CN Huge outsider (chaotic, extraplanar, yaksha)
Init +9; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*, goldsense, Perception +33
Aura fertility (30 ft.)

Defense

AC 29, touch 15, flat-footed 24
(+5 Dex, +16 natural, -2 size)
hp 297 (22d10+176); **fast healing** 5
Fort +22, **Ref** +11, **Will** +21
DR 10/lawful and cold iron; **Immune** acid, disease, paralysis, petrification, sleep effects; **Resist** fire 10, electricity 10; **SR** 29

Offense

Speed 40 ft., fly 40 ft. (average)
Melee *+1 greatclub* +30/+25/+20/+15 (3d8+13) or 2 slams +28 (2d8+8 plus curse)
Space 15 ft., **Reach** 15 ft.
Special Attacks curse of delights, shower of coins
Spell-like Abilities (CL 17th; concentration +24)
Constant—*detect magic*, *feather fall*, *see invisibility*, *stone shape*
At will—*alter self*, *cure serious wounds*, *enlarge person* (F- DC 20), *invisibility*, enlarge/*reduce person* (F-DC 20), *scrying* (W-DC 22)
5/day—*animate objects*, *chaos hammer* (W-DC 21), *major creation*, *wall of thorns*
3/day—*dispel evil*, *dispel good*, *dispel law* (W-DC 22), *plane shift*, *wall of stone*
1/day—*gate*, *mass charm monster* (W–DC 25), *summon nature's ally IX*, *wish*

Statistics

Str 26, **Dex** 20, **Con** 24, **Int** 22, **Wis** 22, **Cha** 25
Base Atk +22; **CMB** +32; **CMD** 37
Feats Alertness[B], Awesome Blow, Cleave, Great Fortitude, Greater Grapple, Improved Unarmed Strike, Improved Bull Rush, Improved Grapple, Improved Initiative[B], Iron Will, Power Attack, Toughness, Weapon Focus (greatclub)
Skills Appraise +31, Bluff +32, Diplomacy +39, Fly +23, Intimidate +29, Knowledge (engineering, nature, planes, religion) +31, Perception +33, Perform (any) +29, Sense Motive +33
Languages Common, Abyssal, Celestial, Protean; truespeech; telepathy 100 ft.

Ecology

Environment planes (Realms Beyond)
Organization solitary or pair
Treasure double (*+1 greatclub*, *bag of holding type IV*, other treasure)

Special Abilities

Curse of Delights (Su) Slam–contact; *save* Will DC 25; *frequency* 1 day; *effect* 2 Int drain, gain 1 Cha.
Fertility Aura (Su) Manifestations of fecundity and growth, kubera radiate fertility in a 30 ft. radius, within which all living beings receive +1 to Fortitude saves, and all spells that do not deal hit point or ability score damage are treated as though modified by the Empower Spell metamagic feat. This aura can be suppressed or activated by the yakshini as a swift action.
Shower of Coins (Su) Three times per day as a standard action, a kubera can open its ever-present bag of gold and cause coins to rain down in a 10-foot high, 40-foot radius cylinder centered on the kubera, dealing 15d6 points of bludgeoning damage (Reflex DC 20 for half). This attack does not harm the kubera, and all those who take damage from the shower must make a DC 20 Will save or scoop up coins (2d20 per round) instead of taking an action (as if stunned) until the save is made. This is a mind-affecting effect. Both saves are Charisma-based.

Kubera are the taskmasters of the yakshas, given the job of redistributing the wealth of the Multiverse and assuring the proper fertility of whatever region of reality they see fit to observe. Though possessed of considerable martial might, kubera are more reluctant administrators than warriors, and count on their usefulness to the universe as protection. They are great hedonists, enjoying all that reality has to offer when they can get a moment to themselves, and a mortal that can bring a new experience to a kubera is likely to be well rewarded. Kubera possess a great deal of jumbled knowledge, gleaned from a myriad of negotiations with all manner of benign and fiendish outsiders, and some come to Golden Alaka or attend a rare visitation of a beautiful temple on the Material Plane to consult with a kubera.



YAKSHA, YAKHSHINI

This voluptuous creature has shiny, jet-black skin, with most of it on display. Her decorations are gaudy and expensive-looking, and though seemingly unarmed, the smirk on her face suggests that she not be trifled with.

Yakshini (CR 11; XP 12,800)

CN Medium outsider (chaotic, extraplanar, yaksha)
Init +9; **Senses** darkvision 60 ft., *detect magic*, goldsense; Perception +23
Aura fertility (30 ft.)

Defense

AC 25, touch 16, flat-footed 19
(+5 Dex, +1 Dodge, +9 natural)
hp 133 (14d10+56); **regeneration** 5 (lawful)
Fort +11, **Ref** +14, **Will** +14
DR 10/cold iron or lawful; **Immune** acid, disease, paralysis, petrification, sleep effects; **Resist** fire 10, electricity 10; **SR** 22

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee 2 slams +18 (1d8+4 plus 1d3 Wisdom drain), bite +14 (1d6+4 plus 1d6 bleed)
Special Attacks wisdom drain
Spell-like Abilities (CL 14th; concentration +20)
At will—*detect magic*, *charm animal* (W–DC 17), *speak with animals*
3/day—*summon nature's ally IV*, *tree shape*
1/day—*greater teleport* (self plus 50 lbs. of objects only), *summon* (level 4, 1d4 dvarapala, 45%, or 1 yakshini 20%)
Spells Known (CL 14th; concentration +20)
7th (3/day)—*joyful rapture*, *waves of ecstasy* (W-DC 23)
6th (6/day)—*geas/quest*, *mass suggestion* (W-DC 22)
5th (7/day)—*major creation*, *secret chest*, *telepathic bond*
4th (7/day)—*communal nondetection*, *dimension door*, *locate creature*, *stoneskin*
3rd (7/day)—*deep slumber* (W-DC 19), *dispel magic*, *minor dream*, *seek thoughts* (W- DC 19)
2nd (8/day)—*communal protection from law*, *commune with birds*, *glitterdust* (W-DC 18), *invisibility*, *unnatural lust* (W-DC 18)
1st (8/day)—*charm person* (W-DC 17), *disguise self*, *polypurpose panacea*, *see alignment*, *unseen servant*
0th (at will)—*arcane mark*, *bleed*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *message*, *read magic*, *prestidigitation*

Statistics

Str 18, **Dex** 20, **Con** 18, **Int** 16, **Wis** 18, **Cha** 22
Base Atk +14; **CMB** +18; **CMD** 33
Feats Alertness[B], Combat Reflexes, Dodge, Expanded Arcana, Great Fortitude, Iron Will, Improved Initiative[B], Skill Focus (Fly), Weapon Focus (bite)
Skills Appraise +20, Bluff +23, Fly +12, Knowledge (nature, planes) +20, Perception +23, Perform (any two) +23, Sense Motive +23, Spellcraft +20
Languages Common, Protean; truespeech; *speak with animals*

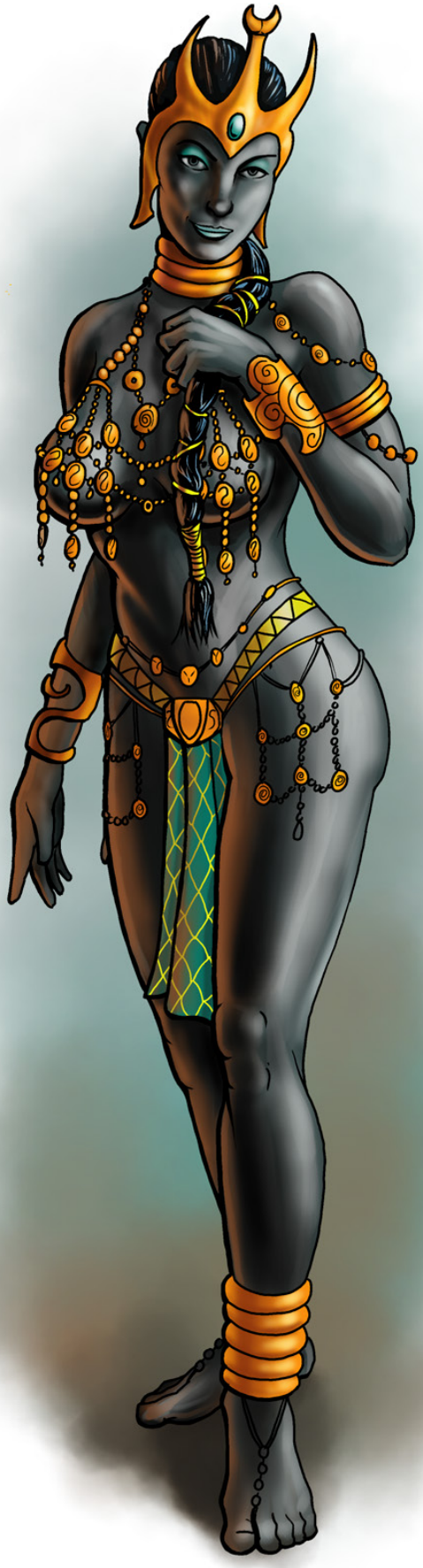
ECOLOGY

Environment planes (Realms Beyond)
Organization solitary, pair or circle (3-5)
Treasure double

SPECIAL ABILITIES

Fertility Aura (Su) Manifestations of fecundity and growth, yakshini radiate fertility in a 30 ft. radius, within which all living beings receive +1 to Fortitude saves, and all spells that do not deal hit point or ability score damage are treated as though modified by the Empower Spell metamagic feat. This aura can be suppressed or activated by the yakshini as a swift action.

Embodiments of fecundity and wealth, world-wandering yakshini seek to spread their passion about both, whether following personal goals of advice, influence and meddling, or on missions placed indolently upon them by their kubera masters. They take up and abandon causes with ease, though they always have a soft spot for animals, children, and shiny agglomerations of wealth. Though often appearing as exaggeratedly voluptuous women with shining black skin, shining eyes and valuable decorations, yakshini can sometimes appear as strong, handsome men- they prefer a female form to distance themselves from their years of grudging servitude as dvarapalas. Just as likely to be found advising wealthy lords on building vast, gaudy palaces and temples as wandering a beleaguered forest, the ire of a yakshini is a terrible thing to behold, and woe betide those that insult one, or harm any in her care.
In combat, yakshini rely on their vast magical powers, and usually have enlisted a group of admirers as bearers of their goods and impromptu protectors- though they need little protecting. If a yakshini physically attacks, the results are savage and swift, reducing victims to bleeding, drooling slaves. All yakshini have true names that are used when in Golden Alaka, but travel under flattering nicknames when on the Material plane.



YAKSHA, YAKKHA

This chubby little creature has shiny green skin, huge eyes, and upward-thrusting tusks; it is dressed in rather splendid clothes and ornaments of gold.



Yakkha (CR 2; XP 600)

CN Tiny outsider (chaotic, extraplanar, yaksha)
Init +7; **Senses** darkvision 60 ft., *detect magic*, goldsense, Perception +6

Defense

AC 16, touch 16, flat-footed 13
(+3 Dex, +1 Dodge, +2 size)
hp 19 (3d10+3)
Fort +2, **Ref** +6, **Will** +3
DR 5/cold iron; **Immune** acid, disease, paralysis, petrification, sleep; **Resist** fire 10, electricity 10

Offense

Speed 20 ft.
Melee mwk dagger +9 (1d2-1/19-20/x2) or bite +8 (1d4-1)
Ranged spit +8 touch (10 ft., *confusion* Will DC 12; 1 round)
Space 2 ½ ft; **Reach** 0 ft.
Spell-like Abilities (CL 6th; concentration +8)
Constant—*detect magic*
At will—*detect animals or plants*
3/day—*charm animal* (W-DC 13), *charm person* (W-DC 13), *cure light wounds*, *vanish*
1/week—*commune* (CL 12th, 6 questions)

Statistics

Str 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 14
Base Atk +3; **CMB** +0; **CMD** 13
Feats Dodge, Improved Initiative[B], Weapon Finesse
Skills Appraise +7, Bluff +8, Knowledge (nature) +7, Knowledge (planes) +7, Perception +6, Perform (any) +7, Sleight of Hand +9, Stealth +15
Languages Common, Protean; truespeech
SQ change self (a tiny animal as *beast shape II* and any Small humanoid; *alter self*)

Ecology

Environment planes (Realms Beyond)
Organization solitary, pair, or troupe (3-8)
Treasure double (masterwork dagger, other treasure)

Special Abilities

Confusion (Su) A creature struck by the spittle of a yakkha must make a DC 12 Will save or be confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Yakkhas are would-be yakshas, seeking to increase their wealth and their self-worth by serving higher yakha forms and encouraging mortals to greater acquisition and fertility. They enjoy the Material plane, often finding existence in Limbo too strenuous, unless they have the favor of an indulgent master. Yakkha love to meddle in small-town politics and relationships, but, as their mercurial personalities dictate, are just as often found attending magical forest groves or veins of ore in the mountains. Yakkhas wear their wealth, but are knowledgeable of the greed of mortals, using it to manipulate them as they choose. The causes of yakkhas are many and whimsical, but generally benign; a malefic yakkha usually finds itself robbed and destroyed by foul compatriots.

A spellcaster of 7th or higher level can gain a yakkha as a familiar of they have the Improved Familiar feat. A yakkha will expect to be paid well for its services, commensurate with its abilities, and likely seek to eventually obtain a rare piece of gaudy jewelry or magic to show off to its masters in Golden Alaka, and thus receive more status. Parting with any of its personal treasure would be extremely offensive to a yakkha, and would only take place in return for readily obtainable gain of twice its value when the loan is repaid.

YETIGGAR

The blizzard hides, and at the same time defines the outline of the monster standing amidst the snow. It appears as a hairy humanoid not unlike a big ape or yeti, but its white mane and body hair are incredibly wild and long.

Yetiggar (CR 12; XP 19,200)

CE Huge monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., low-light vision, snow vision; Perception +6

Defense

AC 28, touch 9, flat-footed 27
(+1 Dex, +19 natural, -2 size)

hp 172 (15d10+90)

Fort +11, **Ref** +10, **Will** +11

Immune cold

Vulnerable fire

Offense

Speed 40 ft.; snow stride

Melee 2 claws +23 (2d6+9/19-20 plus 1d6 cold), bite +23 (2d8+9/19-20 plus 1d6 cold)

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

Special Attack rend (2 claws, 2d6+13 plus 1d6 cold), walking blizzard

Statistics

Str 29, **Dex** 13, **Con** 23, **Int** 10, **Wis** 15, **Cha** 9

Base Atk +15; **CMB** +26; **CMD** 37

Feats Cleave, Cleaving Finish, Critical Focus, Improved Critical (bite, claw), Power Attack, Weapon Focus (bite, claw)

Skills Climb +27, Perception +6, Stealth +11, Survival +20, Swim +27; **Racial Modifiers** +4 Perception

Languages Giant

SQ snow stride

Ecology

Environment cold, hills, mountains

Organization solitary

Treasure standard

Special Abilities

Cold (Su) A yetiggar's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Snow Stride (Ex) A yetiggar never suffers any movement penalties or hindrances for walking on snow or ice, even if it comes from magical sources.

Snow Vision (Ex) A yetiggar learns to see perfectly well in snowy conditions. A yetiggar does not suffer any penalties to Perception checks while in snow.



Walking Blizzard (Su) Yetiggars create continuous heavy snow conditions in a 50-foot radius, centered on themselves. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does. Yetiggars may suppress this ability and often do so to hunt other creatures.

A yetiggar is a fearsome monster from polar climates with the supernatural control of winter and its weather. Few travelers have ever been able to report a semblance of its features since the creature always appears amidst a raging snowstorm. Yetiggars expect their enemies to get lost inside their blizzard before attacking. A yetiggar prefers to attack stealthily, taking the enemy by surprise. If this is not an option, the yetiggar attacks openly, expecting its cold generating abilities to help it on the job.

ON PORPHYRA

Yetiggar are most common in the mountains between Gulag Red and Gulag Black. Their reputation is so fearsome that supply caravans to the two prisons often turn around at the first sign of blizzard activity. Which, not surprising leaves the gulags extremely poorly stocked with food and other essential supplies. Still, because of the presence of yetiggars in the hills and mountains there are few prison breaks from the gulags.

APPENDIX 1: MONSTER CREATION

Monsters of Porphyra 2 provides all the information you need to use and quickly modify the monsters presented in this book. For information on creating new monsters, see http://porphyra.wikidot.com/monster-creation. 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.

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/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).

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

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).

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

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 Creature Types modifications, new Creature Subtypes, and Universal Monster Rules that are used in this supplement.

MONSTER TYPES AND SUBTYPES

Most of the monsters on Porphyra conform to the standard monster rules there are a few alternations and additions as shown below.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces. Intelligent undead were not seen on Porphyra until after The Calling. An undead creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. Many undead, however, are mindless and gain no skill points or feats. The following are class skills for undead: Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- 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).
- Lifesense 60 feet. Many possess darkvision as well.
- 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. Immune 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 if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regard-

less 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.
- Proficient with its natural weapons, 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. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Barzakh Subtype: Barzakh are an extraplanar, psionic race of slavers who once owned the qi'tar before their exodus to Porphyra. They have the following traits:

All barzakh share the following traits:
- All barzakh are monstrous humanoid with the extraplanar and psionic subtypes.
- Barzakh see in all directions at once. They cannot be flanked.
- All barzakh treat Autohypnosis, Knowledge (planes), and Knowledge (planes) as class skills.
- Barzakh can *detect psionics* as a constant psi-like ability. The manifester level for this ability is equal to their Hit Dice.
- A barzakh can focus some its stored magical energy into a crackling ray of electrical energy with a range of 120 ft as a ranged touch attack. The blast deals 1d8 points of electricity damage per 3 Hit Dice. Each 1d8 blast consumes 1 stored spell level (see Thaumivore).
- Barzakh manifest psionic powers as a psion of their challenge rating. They use Charisma as their manifesting ability score. Each caste of barzakh has access to a specific discipline as indicated in their individual write-ups.
- Arcane spells and psionic powers targeted at a barzakh are absorbed as if by a *rod of absorption*. A barzakh can absorb 20 spell levels in its body at any time. A random barzakh will have 5 spell levels already stored. A spell that cannot be fully absorbed affects them normally. As a full round action, a barzkh may absorb the magic stored within any magic or psionic item that is not an artifact. They absorb 1 spell level per caster level of the item. Consumable magic items like potions, scroll, and wands are destroyed. Permanent items are rendered inert for 1 day per its caster level.

Facada Subtype: Facada are chaotic evil, extraplanar entities that manifest as grim harelequins who play cruel games with the souls of mortal creatures. They have the following traits.

- Facada gain a deflection bonus to their Armor Class equal to their Charisma modifier.
- Facadas add their Charisma modifier to all saving throws.
- Facada possess damage reduction 10/lawful.
- Facada are immune to disease, mind-affecting effects, and poison.
- Facada possess resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10.
- **Fortune's Taunt (Su):** As a swift action, a facada mocks or challenges an intelligent, living creature, the target must succeed at a Will save (DC 10 + ½ the facada's HD + the facada's Cha modifier) or be affected as per a *suggestion* spell at caster level equal to the facada's Hit Dice, doing exactly what the facada wished by making its challenge or taunt.
- All facadas have the following spell-like abilities; some of them may have additional spell-like abilities as noted in each creature's entry. At will–*dimension door*, *dispel magic*, *disguise self*, *entropic shield*; 1/day–*spell turning*. Caster level equals the facada's Hit Dice.
- All facadas gain a +8 racial bonus to all Perform checks.
- All facadas speak Abyssal, Cardsign, Common, and Draconic.

Metal Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Metal (Known on Porphyra as Metallon). Creatures from this plane speak Ferran and gain a +4 bonus to Perception checks.

Metallon: A Realm Within tenuously connected to the Planes of Earth and Fire and bordering the Negative Energy Plane, Metallon is domi-

nated by sentient metallic life of all kinds. It is the source of power for the Metal subdomain of clerics, and it is thought that channel foci for Irreverents of Nemyth Vaar are forged here.

Robot Subtype: Robots are intelligent constructs. A construct cannot possess both the robot and the clockwork subtypes. All robots gain the following traits, unless noted otherwise.

- Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.
- Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.
- Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.
- Robots are crafted via complex methods hidden and well guarded in ruins or other technological bastions.
- A robot's weapons and defenses are fueled by its central energy core, and unless otherwise indicated, a robot's weapons and defenses have infinite ammunition and power.

Force Fields: A force field sheathes a robot in a thin layer of shimmering energy that grants a number of bonus hit points that varies according to the robot (typically 5 x the robot's CR). All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Weaponry: A robot that has a technological weapon (such as a laser rifle or chain gun) built into its body treats such weapons as natural attacks and not manufactured weapons attacks, and cannot make iterative attacks with these weapons. Integrated weaponry can still be targeted by effects that target manufactured weapons (such as magic weapon spells or sunder attempts), but as a general rule cannot be harvested for use outside of the robot's body once the robot is destroyed. A robot is always proficient with its integrated weapons. Integrated ranged weapons do not provoke attacks of opportunity when fired in melee combat.

Laser Weapons: These weapons emit beams of intensely focused light waves that resolve as touch attacks and deal fire damage. A laser can pass through force fields and force effects like a *wall of force* without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers do not provide cover from lasers (but unlike force barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Plasma Weapons: These weapons emit bursts of superheated, electrically charged gas known as plasma. A plasma weapon's attacks resolve as touch attacks. Half the damage dealt by plasma is fire damage, and half is electricity damage.

Psionic: The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other sources that have spell-like abilities labeled as "psionics."

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures, as well as granting access to psionic feats and the ability to gain and maintain psionic focus.

Ruined: This subtype is applied to any strange primate-equine amalgam creature that has been created within the twisted depths of the Skullcrusher Mountain. All ruined creatures possess the following traits:

- Immune to disease, poison, and polymorph
- Ruined creatures are immunity to all mind-affecting effects but if they are targeted by such an effect must make a Will save or suffer the effects of *lesser confusion* (DC 11 + ruined creature's Cha modifier).

Spontaneous Subtype: The spontaneous subtype is applied to constructs. These constructs possess a rudimentary intelligence and thus can gain feats and skills. They are created spontaneously from elemental spirits that were severed from their corporeal forms during the NewGod Wars.

Wood Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Wood (Known on Porphyra as Arboria).

> **Arboria:** A Realm Within tenuously connected to the Planes of Earth and Water and bordering the Positive Energy Plane, Arboria is dominated by plant life of all kinds, most of it sentient, though normal in appearance. It is the source of power for the Plant domain of clerics, and it is thought that some botanical deities reside there. Creatures from Arboia speak Arboreal.

Yaksha Subtype: Yakshas are chaotic neutral outsiders that embody wealth and fertility. They have the following traits unless otherwise noted.

- Yaksha can automatically sense gold within 30 ft. They can also *detect magic* as a constant spell-like ability.
- Yakshas possess damage reduction that is bypassed by cold iron weapons.
- Yakshas are immune to acid, disease, paralysis, petrification, and sleep effects.
- Yakshas have resistance to fire 10 and electricity 10.
- Yakshas have truespeech, but also speak Common and Protean.

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.

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. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; **Location:** Special Attacks or individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; **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.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, inflicting 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 make 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 crea-

ture usually does not need to make 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.

Capsize (Ex) A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative –10 penalty on its combat maneuver check.

Format: capsize; **Location:** special attacks.

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 cannot 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). Unless otherwise stated, it can remain in an alternate form indefinitely. 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 form 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 clerics or paladins. 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.

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 adamantine, alchemical silver, or cold-forged 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 inflicts 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 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.

Earth Glide (Ex) When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

Format: earth glide; **Location:** Speed.

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 (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.

Fast Swallow (Ex) The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

Format: fast swallow; **Location:** Special Attacks.

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.

Flight (Ex or Su) A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Format: fly 30 ft. (average); **Location:** Speed.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Format: freeze; **Location:** Special Qualities.

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). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. 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 make 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 make a saving throw against the gaze attack. The creature with the gaze attack, however, 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 make 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.

Goldsense (Su) A creature with goldsense always know of the presence of precious metals with 30 ft., much like the *detect evil* spell; the first round reveals the presence of more than a pound of precious metal (copper, gold, silver, platinum), the second the direction and location, and the third the amount and type of precious metal indicated.

Format: goldsense; **Location:** Senses

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 can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. 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 CMB 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.

Hardness (Ex) When a creature with hardness takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is subtracted from its hit points. A creature with hardness doesn't further reduce damage from energy attacks, ranged attacks, or other types of attacks as objects typically do. Adamantine weapons bypass hardness of 20 or less.

Format: hardness 10; **Location:** Defensive Abilities.

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:** Special Qualities.

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 (except for channel energy). 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. 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.

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: Natural Attacks by Size below some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as 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.

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: Natural Attacks by Size 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.

Negative Energy Affinity (Ex) The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Format: negative energy affinity; **Location:** Defensive Abilities

No Breath (Ex) The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Format: no breath; **Location:** Special Qualities.

Ooze Traits (Ex) Oozes are immune to critical hits, flanking, precision damage, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, stun, and visual effects.

Format: ooze traits; **Location:** Immune.

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

Table: Natural Attack by Size

Base Damage by Size*										Damage	Attack
Natural Attack	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.	Type	Type
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

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, 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 usually 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* F-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 rolls instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); **Location:** SQ.

Psi-Like Abilities (Sp) Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance. A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a concentration check to use a psi-like ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can be. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Cha modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. Changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

Format: At will—*chameleon*; **Location:** Psi-Like Abilities.

Psionics: The creature is able to manifest psionic powers like members of a psionic class. The creature counts as a member of that class for any effect or ability relating to manifesting powers as that class. For example, it can use power completion and power trigger items usable by that class or use psionic items that affect that class's manifesting. If the creature gains levels in that psionic class, these abilities stack (for example, an unbodied that gains 5 psion levels manifests power as a 9th-level psion). Some creatures may have unusual abilities unavailable to psionic characterts of that class (such access multiple power lists).

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the crea-

ture's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); **Location:** Special Attacks and individual 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 Attacks.

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.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; **Location:** Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Format: rock throwing (120 ft.); **Location:** Special Attacks (damage is listed in Ranged attack).

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-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; unless otherwise stated, a creature can only use a constant spell-like ability on itself. 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 make 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* (R-DC 13); **Location:** Spell-Like Abilities.

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 make 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.

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).

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Format: split (piercing and slashing, 10 hp); **Location:** Defensive Abilities.

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components.

Format: strangle; **Location:** Special Attacks.

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.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Format: sunlight powerlessness; **Location:** Weaknesses.

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 + 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 make 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 + 1-1/2 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 + 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.

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); **Location:** individual attacks.

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:** Special Qualities.

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.

Vulnerabilties (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:** Vulnerable.

Water Dependency (Ex) A creature with this special ability can survive out of water for 1 minute per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Format: water dependency; **Location:** SQ.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); **Location:** Special Attacks.

APPENDIX 4: FEATS

The following non-standard feats are used by creatures in this book.

CEREMONIAL FEATS

A ceremonial feat is one a character gains as the direct result of participating in a ritual of power. Most characters get a ceremonial feat for free at 1st level as part of their naming ceremony, a ritual usually held during a character's adolescence. At this ceremony the character learns her truename in a vision. Only characters with truenames can take ceremonial feats.

A character's truename is the name of her soul. Because it is the key to the lock of her innermost self, most people keep their truenames a secret from all but their closest comrades. Enemy spellcasters can use a character's truename in malicious fashion by casting spells against her. Friendly spellcasters can use them to cast beneficial spells more effectively. In fact, sometimes, without a truename, a spell cannot be cast at all. Or so say the truenamers.

A character can choose a ceremonial feat whenever she gains a new feat and meets all its prerequisites. However, gaining a ceremonial feat also carries associated costs in money and time. Ceremonial feats involve a daylong ritual that takes one week to prepare. Necessary supplies and ingredients cost a character 100 gp per level. None

of these costs apply to the ceremonial feat gained at 1st level—that ritual took place before the character entered play.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. All ceremonial feats are supernatural abilities.

ALTITUDE AFFINITY

You have hardened your body against the grueling rigors of surviving at high altitudes.

Prerequisites: Endurance.

Benefit: You are automatically acclimated at high altitudes. In addition, you gain a +2 competence bonus on all Survival checks made at altitudes of 5,000 feet or higher.

BRANDISH MAGICAL MIGHT (CEREMONIAL)

You wield you magical power like a blunt weapon

Prerequisites: Caster level 3rd, truename.

Benefit: A character may use her knowledge of magic and the power inherent within her to accomplish tasks with a caster level check, such as force open a sealed door (as per the hold portal spell) or counter a spell.

To counter a spell, the character must ready an action. When someone else casts a spell within sight, the character makes an opposed concentration check. If she succeeds, she counters the spell, ruining it, and the countered caster loses the spell slot. If the character fails the caster level check, resolve the spell normally. A character cannot counter a spell of a level higher than she can cast.

Once per day per two caster levels, the character can try to overcome a creature's spell resistance by making a caster power check rather than the normal caster level check.

FOCUSED HEALING (CEREMONIAL)

You gain the ability to use your powers of concentration for better healing.

Prerequisite: Wisdom 11, access to divine spells or spell-like abilities, truename.

Benefit: Once per day, the character can concentrate for a full minute and heal herself of up to 2 hit points of damage per character level. In order to succeed, she must make a concentration check with a Difficulty Class equal to 10 + the amount of damage to be healed. Thus, a 5th-level character with this feat can heal up to 10 points of damage, but the Difficulty Class is 20. If the character only needed to heal 8 hit points, she could choose to heal only 8 hit points and thus make the Difficulty Class 18.

FURIOUS BLOWS (COMBAT)

In the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are attacking with natural weapons, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Special: This feat can be used to meet the Furious Focus prerequisite of other feats.

RUGGED NORTHERNER

You live a hard life in a cold climate and gain some benefit from it.

Prerequisite: Con 13, Survival 1 rank.

Benefit: You treat extreme cold conditions as severe cold, and severe cold as cold weather conditions. You are not impacted at all by normal cold weather conditions. In addition, you do not become fatigued by frostbite or hypothermia.

OVERHAND LOB

Your great strength allows you to throw rocks or other objects with precision.

Prerequisites: Giant, base attack bonus +1

Benefit: You use your Strength bonus on ranged attack rolls with thrown weapons, instead of your Dexterity bonus.

POWER OF THE NAME (CEREMONIAL)

You gain the ability to use a person's truename against him.

Prerequisites: Intelligence 17, truename.

Benefit: If she knows a subject's truename, a character with this feat can force him to carry out some service or to refrain from some action or course of activity, as desired. The subject can make a Will saving throw to resist (DC 10 + half the character's level + her Charisma bonus). The subject must be able to understand the character. While she cannot compel a subject to kill himself or perform acts that would result in certain death, the character can compel almost any other activity. The subject must follow the given instructions until the task is completed, no matter how long it takes. If

the instructions involve some open-ended task that the subject cannot complete through his own actions, he remains compelled for a maximum of one day per the character's level. Note that a clever subject can subvert some instructions.

If something prevents the subject from obeying the instructions for a whole day, he takes 3d6 points of damage each day he does not attempt to follow them. Additionally, each day he must succeed at a Fortitude saving throw. A failure means he becomes sickened. A sickened subject moves at half his normal speed and suffers –4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. Starting on the second day, a sickened creature must succeed at a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects remain until the day after the subject attempts to resume the task.

This magical effect can be dispelled, and it ends if the character with the feat dies. A character can use this feat over a given subject only once, whether he makes the initial Will save or not. It is a full-round action to invoke the Power of the Name.

SENSE THE UNSEEN (CEREMONIAL)

Your intuition helps you find normally invisible things.
Prerequisite: Truename
Benefit: In melee, every time the character misses because of concealment, she can reroll the miss chance percentile roll once to see whether she actually hit.

In addition, an invisible attacker gets no bonus to attack a character with this feat in melee. That is, the character doesn't lose her Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

Finally, the character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduce the character's speed to three-quarters of normal, instead of one-half.

STOMP

You can brutally trample smaller creatures underfoot.
Prerequisite: Improved Overrun or Trample, size Large or larger
Benefit: When you knock a smaller sized creature prone using an overrun combat maneuver, you may make a free slam attack against the creature as an immediate action.

WING DAY

Wing exercise is important to help maintain flexibility.
Prerequisite: Must have a fly speed.
Benefit: Your fly speed's maneuverability improves by one step. It may not improve past perfect maneuverability.
Special: You may take this feat multiple times. Each time you do it improves your manueverability by one step.

APPENDIX 5: MONSTER COHORTS

The Leadership feat 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.

Monster	Level
Obake	4
Crowolf	5
Orsk	5
Tatterdemalion	5
Tinkerkin	6
Irrinja	8
Ruined, Mandrillus	8
Kei-ehri	9
Bonechewer	10
Koshin Serpent	10

APPENDIX 6: ANIMAL COMPANIONS

The following list indexes all the 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 on the Porphyra wiki.

Animal Companions	Page
Bhorloth	33
Great Desert Pangolin	153
Jousting Ostrich	152
Quillback Crocodile	44

APPENDIX 7: FAMILIARS

The following list indexes all the additional familiars found in this book along with the page numbers on which they can be located. The rules for choosing and leveling a familiar can be found on the Porphyra wiki.

Familiars	Level
Crystal serpent	5th
Pinnacle snapdragon	4th
Syft	6th
Vorpal Vole	2nd
Yakkha	7th

APPENDIX 8: MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: aqrabuamelu, bloat island, deep harvester, devourer worm, dreadspire, emph, ethereal assassin, mandrillus, primatus, siege beast, skywhale, threshing abomination, undermind
Animal: bhorloth, great desert pangolin, jousting ostrich, quillback crocodille
(aquatic): bloat island, deep harvester, dreadspire, ice giant, hypermitotic shark-eating crab, morgathrell, stinging grappler, vorpal vole
(augmented humanoid): corpulent sea captain
(azata): ix
(barzakh): astral ambassador, astral overlord, astral slavemaster
(chaotic): am-ren, amalgessi protean, club facada, coin facada, cup facada, dvarapala yaksha, Gu'Dabana the Choker, ix, jester facada, karygessos protean, kubera yaksha, leuserris protean, porphyrite demon, soulherder demon, sword facada, The Howling Void, yakhshini yaksha, yakka yaksha
(cold): ice giant, ice worm, yetiggar
Construct: alchemist's hound, barangulaak, bee golem, cuprum golem, godflesh golem, hanging golem, mark I multipurpose golem, pelt golem, squiggler golem, tarry golem, termite golem, wasp golem
(clockwork): alchemist's hound,
(daemon): auraldaemon
(demon): Gu'Dabana the Choker, porphyrite demon, soulherder demon, tatterdemalion demon
(devil): carceratos devil, carnifex devil, castitarix devil, Kram-Hotep
(dhosari): dhosari
Dragon: bonechewer, lung dragon, maakantu, mantigorgamira, pinnacle snapdragon
(earth): amalgam, crystal serpent, itnala, lung dragon, phix, quartz elder, xastrial
(elemental): amalgam, death elemental, ice stalker, metal elemental, porphyrite demon, quartz elder, wood elemental
(evil): am-ren, auraldaemon, carceratos devil, carnifex devil, castitarix devil, chained death, club facada, coin facada, cup facada, foulwater hag, Gu'Dabana the Choker, jester facada, Kram-Hotep, pergensia, porphyrite demon, putrescent flow, soulherder demon, sword facada, tatterdemalion demon
(extraplanar): am-ren, amalgessi protean, astral ambassador, astral overlord, astral slavemaster, astral paladin, auraldaemon, carceratos devil, carnifex devil, castitarix devil, chained death, club facada, coin facada, cup facada, death elemental, dvarapala yaksha, ethereal assassin, jester facada, karygessos protean, kubera yaksha, leuserris protean, metal elemental, Gu'Dabana the Choker, Kram-Hotep, ix, porphyrite demon, quartz elder, soulherder demon, sword facada, wood elemental, xastrial, yakhshini yaksha, yakka yaksha
(facada): club facada, coin facada, cup facada, jester facada, sword facada
Fey: itnala, menehune, mistji, severed woman
(fire): magmadactyl
(giant): bronze giant, hiroe, ice giant, khasep-sas, ta-jen, tinkerkin, The Howling Void, web troll
(goblinoid): legion
(good): angel jelly, astral paladin, ix
(halfling): corpulent sea captain
(human): qutrub
Humanoid: bronze giant, hiroe, ice giant, khasep-sas, nange, qutrub, ta-jen, tinkerkin, The

Howling Void
(incorporeal): arborgeist, assassin spirit, astral paladin, emph, ghost of the hunt, kuchisake-onna, mistji, nang tani, web troll
(lawful): carceratos devil, carnifex devil, castitarix devil, Kram-Hotep
Magical Beast: archaic one, arnach cave scorpion, arnach cave fisher, crowolf, crystal mountain weaver, crystal serpent, culkma, eri, hypermitotic shark-eating crab, kei-ehri, koshin serpent, magmadactyl, morgathrell, narwhale, orsk, silicarcharadon, stinging grappler, syft
(metal): metal elemental
Monstrous humanoid: alley hag, anguineum ophiduan, astral ambassador, astral overlord, astral slavemaster, chorion hag, dhosari, foulwater hag, hominis ophiduan, irrinja, kripar, legion, obake, semiferum ophiduan, yetiggar
(nange): nange
(native): amalgam, amortortok, avoodim, guardian elk, guardian smilodon, ice stalker, pergensia, phix, tatterdemalion demon
Ooze: angel jelly, blackwater slough, corpulent sea captain, hypermitotic gelatinous cube, putrescent flow
Outsider: am-ren, amalgam, amalgessi protean, amortortok, astral paladin, avoodim, auraldaemon, carcertos devil, carnifex devil, castitarix devil, club facada, coin facada, cup facada, death elemental, dvarapala yaksha, Gu'Dabana the Choker, guardian elk, guardian smilodon, ice stalker, ix, jester facada, karygessos protean, kubera yaksha, leuserris protean, metal elemental, pergensia, phix, porphyrite demon, quartz elder, soulherder demon, sword facada, tatterdemalion demon, wood elemental, void swarm, xastrial, yakhshini yaksha, yakka yaksha
Plant: absinthian hardwood, braershoot, rotwood
(protean): amalgessi protean, karygessos protean, leuserris protean
(psionic): astral ambassador, astral overlord, astral slavemaster, kei-ehri, quartz elder, undermind
(robot): mark I multipurpose golem
(ruined): mandrillus, primatus
(shapechanger): amalgessi protean, hominis ophiduian, irrinja, karygessos protean, leuserris protean, qutrub
(spontaneous): hanging golem, pelt golem
(swarm): void swarm
Undead: arborgeist, assassin spirit, bonesmen, burning one, defidi, ghost of the hunt, gritmen, kuchisake-onna, musclemen, qutrub, malison, nang tani, walking disease
Vermin: centioch, ice worm
(water): foulwater hag
(wood): wood elemental
(yaksha): dvarapala yaksha, kubera yaksha, yakhshini yaksha, yakka yaksha

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 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.

CR 1/4: vorpal vole
CR 1/2: avoodim, braershoot, dhosari, kripar, nange, pinnacle snapdragon
CR 1: arnach cave scorpion, bonesmen, crystal serpent, culkma, defidi, guardian elk, itnala, small death elemental, small metal elemental, small wood elemental
CR 2: astral ambassador, ghost of the hunt, gritmen, jousting ostrich, musclemen, obake, quillback crocodile, yakka yaksha
CR 3: alchemist's hound, alley hag, am-ren, arnach cave fisher, assassin spirit, crowolf, medium death elemental, medium metal elemental, medium wood elemental, orsk, semiferum ophiduan, silicarcharadon, squiggler golem, syft, tatterdemalion demon
CR 4: auraldaemon, bhorloth, great desert pangolin, hypermitotic gelatinous cube, mark I multipurpose golem, mandrillus, menehune, nang tani, qutrub, tarry golem, void swarm
CR 5: hominis ophiduan, ice stalker, irrinja, kuchisake-onna, large death elemental, large metal elemental, large wood elemental, magmadactyl, severed woman, tinkerkin, web troll
CR 6: chorion hag, ethereal assassin, kei-ehri, primatus

CR 7: amortortok, anguineum ophiduan, bonechewer, centrioch, club facada, coin facada, cup facada, huge death elemental, huge metal elemental, huge wood elemental, sword facada
CR 8: amalgessi protean, angel jelly, astral slavemaster, astral paladin, bronze giant, chained death, dvarapala yaksha, emph, hiroe, hypermitotic shark-eating crab, pelt golem, quartz elder, young lung dragon
CR 9: corpulent sea captain, greater death elemental, greater metal elemental, greater wood elemental, guardian smilodon, koshin serpent, ta-jen
CR 10: absinthian hardwood, aqrabuamelu, cuprum golem, ice giant, legion, pergensia, putrescent flow, The Howling Void, wasp golem
CR 11: bee golem, carceratos devil, elder death elemental, elder metal elemental, elder wood elemental, eri, hanging golem, ice worm, leuserris protean, stinging grappler, yakhshini yaksha
CR 12: adult lung dragon, astral overlord, castitarix devil, dreadspire, foulwater hag, ix, maakantu, termite golem, threshing abomination, walking disease, yetiggar
CR 13: porphyrite demon, malison
CR 14: arborgeist, carnifex devil, deep harvester, jester facada, morgathrell, narwhale, xastrial
CR 15: blackwater slough, crystal mountain weaver, Kram-Hotep, siege beast, undermind
CR 16: amalgam, barangulaak, godflesh golem, karygessos protean, mantigorgamira
CR 17: burning one, skywhale
CR 18: archaic one, kubera yaksha, phix
CR 19: ancient lung dragon, Gu'Dabana the Choker, khasep-sas
CR 20: mistji, soulherder demon
CR 25: bloat island, rotwood
CR 30: devourer worm

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: alchemist's hound, angel jelly, avoodim, bee golem, bonesmen, dhosari, godflesh golem, gritmen, hanging golem, kuchisake-onna, mark I multipurpose golem, musclemen, obake, nange, pelt golem, squiggler golem, tarry golem, termite golem, wasp golem
Aquatic: bloat island, bronze giant, corpulent sea captain, deep harvester, dreadspire, hypermitotic shark-eating crab, ice giant, quillback crocodile, morgathrell, narwhale, orsk, skywhale, stinging grappler
Cold: amalgam, amortortok, guardian elk, ice giant, ice stalker, ice worm, mistji, orsk, yetiggar
Desert: am-ren, amalgam, bronze giant, burning one, crystal serpent, culkma, great desert pangolin, irrinja, jousting ostrich, koshin serpent, magmadactyl, mistji, pergensia, phix, qutrub, silicarcharadon
Forest: absinthian hardwood, arborgeist, braershoot, crowolf, defidi, eri, ghost of the hunt, guardian smilodon, hiroe, kei-ehri, legion, maakantu, mandrillus, mistji, pergensia, pinnacle snapdragon, rotwood, severed woman, syft, web troll
Hills: amalgam, bhorloth, crowolf, eri, ghost of the hunt, hiroe, legion, mandrillus, mantigorgamira, mistji, phix, primatus, siege beast, ta-jen, threshing abomination, yetiggar
Jungle: absinthian hardwood, arborgeist, anguineum ophiduan, ghost of the hunt, hominis ophiduan, kei-ehri, maakantu, mandrillus, menehune, nang tani, rotwood, semiferum ophiduan, severed woman, syft, web troll
Marsh: archaic one, blackwater slough, braershoot, defidi, bronze giant, foulwater hag, guardian smilodon, mistji, quillback crocodille, rotwood, siege beast
Mountains: amalgam, crystal mountain weaver,

Gu'Dabana the Choker, lung dragon, eri, ice stalker, jousting ostrich, legion, magmadactyl, mantigorgamira, mistji, pinnacle snapdragon, quartz elder, skywhale, ta-jen, yetiggar

Plains: bhorloth, bronze giant, crowolf, eri, ghost of the hunt, guardian elk, guardian smilodon, jousting ostrich, legion, magmadactyl, malison, mantigorgamira, mistji, pergensia, pinnacle snapdragon, primatus, siege beast, syft, ta-jen, threshing abomination, vorpal vole

Planes (Realms Between): astral ambassador, astral overlord, astral slavemaster, astral paladin, ethereal assassin, porphyrite demon

Planes (Realms Beyond): amalgessi protean, auraldaemon, carceratos devil, carnifex devil, castitarix devil, chained death, club facada, coin facada, cup facada, dvarapala yaksha, ix, jester facada, karygessos protean, Kram-Hotep, kubera yaksha, leuserris protean, porphyrite demon, putrescent flow, soulherder demon, sword facada, The Howling Void, yakhshini yaksha, yakka yaksha

Planes (Realms Within): death elemental, metal elemental, porphyrite demon, wood elemental

Ruins: absinthian hardwood, bronze giant, cuprum golem, devourer worm, khasep-sas, legion, malison, mantigorgamira, threshing abomination

Underground: anguineum ophiduan, aqrabuamelu, arnach cave scorpion, arnach cave fisher, barangulaak, blackwater slough, bonechewer, centioch, chorion hag, devourer worm, hominis ophiduan, hypermitotic gelatinous cube, itnala, khasep-sas, kripar, legion, putrescent flow, quartz elder, semiferum ophiduan, tatterdemalion demon, threshing abomination, undermind, walking disease, xastrial

Urban: absinthian hardwood, alley hag, assassin spirit, cuprum golem, emph, malison, pergensia, qutrub, tatterdemalion demon, tinkerkin void swarm

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.

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 *Porphyra wiki*.

ANY ROLE

avoodim, dhosari, kripar, nange

COMBAT ROLE

am-ren, amalgam, anguineum ophiduan, astral paladin, bonesmen, bhorloth, bonechewer, bronze giant, burning one, castitarix, centioch, chained death, chaos giant, crystal serpent, death elemental, deep harvester, devourer worm, dreadspire, dvarapala yaksha, hiroe, ice giant, ice stalker, ice worm, koshin serpent, Kram-Hotep, kuchisake-onna, legion, magmadactyl, malison, mandrillus, mantigorgamira, mark I multipurpose golem, metal elemental, morgathrell, orsk, porphyrite demon, pinnacle dragon, primatus, quillback crocodile, rotwood, semiferum ophiduan, siege beast, skywhale, stinging grappler, syft, ta-jen, threshing abomination, tatterdemalion demon, web troll, wood elemental, yetiggar

NO ROLE

alchemist's hound, baranglaak, bee golem, braershoot, cuprum golem, defidi, godflesh golem, great desert pangolin, gritmen, hanging golem, jousting ostrich, musclemen, pelt golem, putrescent flow, squiggler golem, tarry golem, termite golem, wasp golem, void swarm, vorpol vole, walking disease

PSIONIC ROLE

astral ambassador, astral overlord, astral slavemaster, keiehri, quartz elder, undermind

SKILL ROLE

amortortok, assassin spirit, crowolf, crystal mountain weaver, culkma, emph, ethereal assassin, irrinja, qutrub, silicarcharadon

SPECIAL ROLE

amalgessi protean, angel jelly, arborgeist, archaic one, bloat island, carceratos devil, club facada, coin facada, cup facada, ghost of the hunt, jester facada, karygessos protean, leuserris protean, khapsep-sas, maakantu, nang tani, sword facada, obake, phix, tinkerkin, xastrial, yakka yaksha

SPELL ROLE

absinthian hardwood, alley hag, aqrabuamela, auraldae-

mon, blackwater slough, carnifex devil, chorion hag, eri, Gu'Dabana the choker, hominis ophiduan, itnala, ix azata, kubera yaksha, lung dragon, Menehune, mistji, narwhale, pergensia, severed woman, yakhshini yaksha

APPENDIX 12: SPELLS

The following 3PP spells appear in the statblocks present in this book.

ACCELERATED DECOMPOSITION

School transmutation
Level antipaladin 2, druid 2, witch 2, wizard 2
Casting Time 1 standard action
Components V, S, M (a live, short-lived insect)
Range touch; see text
Targets non-living objects within a 5-ft./level-radius burst
Duration Instantaneous; see text
Saving Throw Fortitude negates (object)
Spell Resistance No

You touch the ground and send a wave of magical energy through it causing leather, wood, rope, and other similar objects of worked but natural origin to rapidly decompose. Non-magical, unattended items made from natural materials decay immediately and are rendered into swamp sludge and slime. Magical items are unaffected by this spell. Attended, non-magical items take damage only if the individual fails its save with a natural 1.

If the terrain you touch could be considered a swamp, it affects both magical items and attended items upon a failed save.

BLINDING MIST

School conjuration (creation) [acid]
Level antipaladin 1, cleric 2, druid 2, magus 2, summoner 1, witch 2, wizard 2
Casting Time 1 standard action
Components V, S
Range 20 ft.
Effect cloud spreads in 20-ft. radius from you, 20 ft. high
Duration 1 min./level (D)
Saving Throw Fortitude negates
Spell Resistance Yes

Everyone within the vapors created by blinding mist who fails a save is blinded by the mildly caustic mists damaging their eyes. The blindness is such that the targets see nothing but fog before them, as though the fog had become so thick as to completely obscure all vision. (As a result, the targets might not even realize that they've been blinded.) Anyone whose eyes remain closed while exposed to the mists is immune to the blindness caused by this spell. Those who save are treated as if they were in the effect of an *obscuring mist* spell.

FOREST'S CURSE

School transmutation (polymorph)
Level druid 6
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one creature touched
Duration permanent
Saving Throw Fortitude negates; **Spell Resistance** yes

With a successful melee touch attack, the caster can transform any living creature into a tree (as if the creature were affected by a *tree shape* spell). The creature can make a Fortitude save to avoid the effect. If the save fails, the creature instantly sprouts roots that dig into the ground, preventing it from moving. The creature is considered entangled, and continues sprouting roots, branches, and leaves for 1d4 rounds. At the end of this period, the creature is fully transformed into a tree.

The creature loses its extraordinary, supernatural, and spell-like abilities, and loses any ability to cast spells. It cannot willingly change back, and remains in the form of a tree until the magic is removed by a successful dispel magic or similar spell. Creatures immune to polymorphing are immune to nature's curse, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

PUTRID VAPORS

School conjuration (creation)
Level cleric 2, druid 2, witch 2, wizard 2
Casting Time 1 standard action
Components V, S, M (bit of garden ooze)
Range close (25 ft. + 5 ft./2 levels)
Area 20 ft.-radius spread
Duration 1 round/level
Saving Throw Fortitude negates
Spell Resistance Yes

You conjure an invisible cloud of foul-smelling fumes.

Living creatures in the area are overwhelmed by the smell and are initially staggered for 1 round. In addition, if they fail their saving throw, they are sickened for the remainder of the spell.

If the cloud you conjure is in terrain with both heavy plant growth and excessive moisture, such as a jungle or swamp, the DC of the saving throw is increased by +2, and the duration of the effect for anyone failing the save is increased by 1d3 rounds.

Plants and creatures with the stench special ability are immune to this spell.

TRANSFORM GODFLESH

School transmutation
Level alchemist 6, sorcerer/wizard 6
Components V, S, M (adamantine dust worth 500 gp)
Casting Time 1 hour
Range touch
Target 1 lb. of godflesh/level
Duration Instantaneous
Saving Throw none
Spell Resistance No

You transform an amount of godflesh into a super-hard, sparkling metal identical in all ways to adamantine. Thus it has a hardness of 20 and 40 hit points per inch of thickness. This spell confers no special ability to work the super-hard metal, but whatever means exist to work adamantine prove effective on this new transformed godflesh metal as well.

If cast upon a godflesh golem by a caster of at least 16th level, this spell improves the construct's natural Armor Class bonus by + 4, but it lasts for only one hour per level. This spell has no effect if cast upon a god.

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