

# BATTLE ZOO BESTIARY



Stephen Glicker, Patrick Renie, and Mark Seifter

**ROLL FOR  
COMBAT** 

**PATHFINDER**  
COMPATIBLE

**RPG  
Superstar!  
WINNERS**

# BATTLE ZOO BESTIARY



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**ON THE COVER**

The monster mage Zara and the vestige hunter Kruger battle alongside their friends to survive an arena full of battlezoo beasts, including a venomous snakeshead, a dundrath gorgor, parasite husks, and a titanic shale behemoth. Illustrated by Sebastian Rodriguez.



**ON THE COLLECTOR'S EDITION COVER**

The monster mage Zara and the vestige hunter Kruger take a much-needed rest before they begin the process of refining and imbuing their newly gained monster parts. Illustrated by Ameer Makhloufi.

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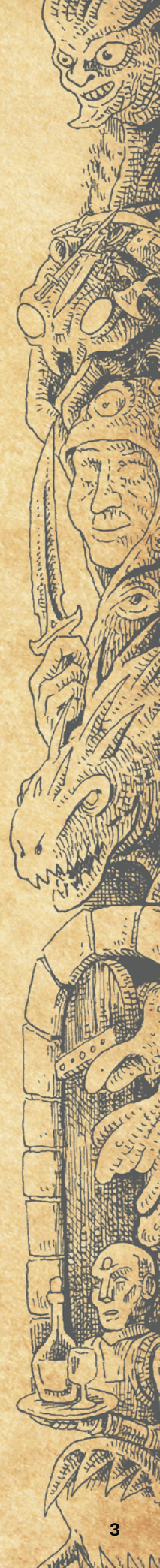
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# INTRODUCTION



*The frost drake came in close with startling speed, but this wasn't my first hunt. The troll claw vestige fastened to my sword began to quiver as the blade leapt at the drake's throat. The drake had good instincts. It took a shallow cut and backed up warily. Just as I expected. I brought up my shield, and the dragon head vestige I built into the shield's boss exhaled an inferno. The drake could do nothing but watch as its doom washed over it in waves of crimson and orange.*

—Kruger, Vestige Hunter



I always enjoyed participating in Paizo's annual RPG Superstar contests. Seeing Pathfinder Second Edition fans from around the world contending for the chance to have their name published in an official sourcebook—it's just a wonderful thing. So, like many fans, I was crushed when in 2016 the contest was canceled for the indefinite future.

However, I never fully gave up hope. Time and again at Paizo events, someone in the audience would invariably ask, "When are you going to bring back the contest?" In late 2019, with the Roll For Combat podcast well established, I finally decided it was time to approach Paizo and pitch my idea: What if I ran the contest instead? After a few quick meetings, they gave me the green light, and RPG Superstar 2020 was born!

Originally the contest was going to be something small—perhaps a dozen or so winning entries compiled into a modest softcover. Maybe it came about in marketing talks, or maybe we wanted to give the opportunity for as many winning entries as possible. Whatever the case, I eventually got it in my head that the book should be a hardcover and contain a wide variety of monsters. Before I knew it, the book had grown from a slim volume into a full-fledged tome with well over 100 winning monster entries.

My fun little side-project had become a behemoth, seemingly overnight. This beast, it seemed, was already out of control. Maybe that's why I went ahead and doubled-down on my mad gambit—I decided I wanted to make the book even bigger.

I'd been brewing an idea for quite some time, you see: a rules subsystem that allowed player characters to utilize monster parts—demonic horns, spooky eyeballs, poison-tipped claws, you name it—to craft new equipment. The monsters themselves would become the treasure, in other words, and you could use their body parts to kit out your character in custom-made gear. This book, already chock-full of terrible new monsters rife for slaying, I decided, was the perfect opportunity to develop and publish this system.

Naturally, a new subsystem wouldn't be complete without new archetypes (the monster mage and vestige hunter), so players could integrate monster-hunting and crafting directly into their character build, along with some new backgrounds and monster items to add to your game.

Thankfully, this is where I decided to stop (at least, for this book!). But it was already so much. How would I survive my own hubris? Fortunately, I wasn't alone.

I hired some amazing souls—Paizo creatives who had decades of development and design experience between them—to help me wade through the herculean effort of publishing such a massive RPG supplement. Developer Patrick Renie helped each monster in this book put its best foot, tentacle, or hoof forward, and Designer Mark Seifter carefully carved out and balanced the Monster Parts system so that it meshed seamlessly with the rest of the Pathfinder Second Edition rules system.

Of course, none of this would have been possible if not for the incredible talent of hundreds of fans who submitted monsters and voted on the winners, plus the seven professional judges who weighed in with their expert opinions.

While my kids insist that my doodles looked amazing, I think the dozens of awesome artists who worked on this book not only did the creatures more justice than I ever could have, but brought these monsters to terrifying life in ways none of us could've imagined.

Finally, I owe an incredible debt of gratitude—as well as many sleepless nights—to Erik Mona and the other great minds at Paizo, who gave me the permission, encouragement, and inspiration to undertake this book in the first place.

After almost a year, my little idea of bringing back a fun contest and a small handful of winners has turned into, well, this book! The *Battlezoo Bestiary* includes over a hundred fan- and judge-selected monsters written by dozens of authors, a comprehensive rules subsystem that lets you create gear from any monster within the game, plus a few more surprises.

I know that the winners are excited to see their monsters in print, and I hope you get as much enjoyment from these monsters and the Monster Parts system as we had creating them!

—Stephen Glicker





## READING CREATURE STATISTICS

Each creature's rules appear in a stat block, with a structure similar to those of feats, spells, and magic items. Because creatures have more abilities than those game elements, however, their statistics include more entries, many of which have special formatting.

A creature's traits line sometimes begins with a rarity; if the creature's rarity is common, no rarity is listed. The next entry is its alignment, which is given as a one- or two-letter abbreviation (CG for chaotic good, N for neutral, LE for lawful evil, and so on); these abbreviations are listed comprehensively on page 167. Next is the creature's size (Tiny, Small, Medium, Large, Huge, or Gargantuan). Any other traits are then listed alphabetically. The traits appearing in this book, including some traits from the *Pathfinder Second Edition Core Rulebook*, can be found in Creature Traits.

Actions and activities the creature can use have the appropriate icons next to those abilities' names noting how many actions they require. A creature always has the requisite proficiency ranks or other abilities required to use what's listed in its stat block. For instance, a spellcasting creature can perform the Cast a Spell activity, and a creature is never untrained with any of its items.

Some abilities are abbreviated in stat blocks and described in full in the Ability Glossary on pages 164–166.

### CREATURE NAME LEVEL

RARITY TRAIT ALIGNMENT ABBREVIATION SIZE OTHER TRAITS

**Perception** The creature's Perception modifier is listed here, followed by any special senses.

**Languages** The languages for a typical creature of that kind are listed here, followed by any special communication abilities. If a creature lacks this entry, it can't communicate with or understand another creature through language.

**Skills** The creature is trained or better in these skills. For untrained skills, use the corresponding ability modifier.

**Ability Modifiers** The creature's ability modifiers are listed here.

**Items** Any significant gear the creature carries is listed here.

**Interaction Abilities** Special abilities that affect how a creature perceives and interacts with the world are listed here.

**AC**, followed by any special bonuses to AC; **Saving Throws** A special bonus to a specific save appears in parentheses after that save's bonus. Any special bonuses to all three saving throws against particular types of effects are listed after the three saves.

**HP**, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities; Weaknesses; Resistances** Any immunities, weaknesses, or resistances the creature has are listed here.

**Automatic Abilities** The creature's auras, any abilities that automatically affect its defenses, and the like are listed here.

**Reactive Abilities** Free actions or reactions that are usually triggered when it's not the creature's turn are listed here.

**Speed**, followed by any other Speeds or movement abilities.

**Melee** ♦ (traits; some weapon traits, such as deadly, include their calculations for convenience) The name of the weapon or unarmed attack the creature uses for a melee Strike, followed by the attack modifier and traits in parentheses. If a creature has any abilities or

gear that would affect its attack modifier, such as a weapon with a +1 *weapon potency* rune, those calculations are already included, **Damage** amount and damage type, plus any additional effects (this entry is **Effect** if the Strike doesn't deal damage).

**Ranged** ♦ As **Melee**, but also lists range or range increment with traits, **Damage as Melee**.

**Spells** The entry starts with the magical tradition and whether the spells are prepared or spontaneous, followed by the DC (and attack modifier if any spells require spell attack rolls). Spells are listed by level, followed by cantrips. A spell prepared multiple times lists the number of times in parentheses—for example, "(×2)." Spontaneous spells list the number of spell slots after the spell level.

**Innate Spells** These are listed like other spells, but can also include constant, at-will, and focus spells. If the creature has a focus spell as an innate spell, it works like other innate spells with listed uses, rather than costing Focus Points. Spells that can be used an unlimited number of times list "(at will)" after the spell's name. Constant spells appear at the end, separated by level. Rules for constant and at-will spells appear on page 164 in the Ability Glossary.

**Focus Spells** If a creature has focus spells, this entry lists the spells' level, the Focus Points in the creature's focus pool, the DC, and those spells.

**Rituals** Any rituals the creature can cast appear here.

**Offensive or Proactive Abilities** Any actions, activities, or abilities that automatically affect the creature's offense, as well as free actions or reactions that are usually triggered on the creature's turn, appear here in alphabetical order.

## ADJUSTING CREATURES

Sometimes you might need to customize a creature based on the needs of your story as it unfolds. This section guides you through some basic strategies you can use to adjust creatures. It includes quick adjustments you can make to a creature to alter its level. You might also need to adjust a creature's languages or gear, or know its proficiency ranks in skills or Perception.

### COMBAT POWER

The creatures presented in this book have appropriate statistics for their levels. In many cases, you can make relatively minor adjustments, called elite and weak adjustments, to their statistics to make them function 1 level higher or lower than presented in their original form.

Elite and weak adjustments work best with creatures that focus on physical combat. These adjustments overstate the normal numerical gains the creature would make from increasing its level to make up for the lack of new special abilities. As such, when applied multiple times to the same creature, these adjustments cause its statistics to become less accurate for the creature's level. These adjustments have a greater effect on the power level of low-level creatures; applying elite adjustments to a level –1 creature makes it closer to 1st level, and applying weak adjustments to a 1st-level creature gives you one whose level is closer to –1.

Creatures that cast spells or rely on noncombat abilities typically need specific adjustments to those spells or abilities as well.

## ELITE ADJUSTMENTS

Sometimes you'll want a creature that's just a bit more powerful so that you can present a challenge that would otherwise be trivial, or show that one enemy is stronger. To do this quickly and easily, apply the elite adjustments to its statistics as follows:

- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

## WEAK ADJUSTMENTS

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging, or show that one enemy is weaker. To do this quickly and easily, apply the weak adjustments to its statistics as follows.

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level.

Starting Level	HP Increase
1-2	-10
3-5	-15
6-20	-20
21+	-30

## LANGUAGES

The languages listed in a creature's entry represent the languages a typical creature of that type knows. However, you might want to vary these based on the specific creature. For instance, if a creature is interested in speaking with or understanding the people in its region, it would most likely know the language those people speak. This language is most often Common, but you can give it a more appropriate language depending on where the creature lives.

Beings from other planes are unlikely to know any languages from the Material Plane unless they frequently travel there. If such a creature knows a mortal language, then that creature likely is interested in communicating with mortals. This language is most often Common,

though keep in mind that such a creature should speak Common only if it specifically travels to or studies your campaign's world and region above others.

The languages can be found in the Languages section of the *Pathfinder Second Edition Core Rulebook* and in the Languages section of this book (page 169).

## GEAR

Some creatures rely on gear, like armor and weapons. You might need statistics for such a creature that doesn't have its gear. For example, a creature could be Disarmed, it might be ambushed while it's out of its armor, or one of its worn magic items could be disabled with *dispel magic*. In most cases, you can simply improvise, but if you want to be more exacting, use these guidelines for weapons and armor.

If a creature loses its weapon, it might draw another weapon or use an unarmed attack. If it uses a Strike it doesn't have listed in its stat block, find a Strike entry for the creature that most closely matches the substitute, reduce the attack modifier by 2, and use the damage dice for the new Strike. If the creature needs to make an unarmed attack and doesn't have one listed in its stat block, it uses the statistics for a fist. If the creature loses a weapon with a *weapon potency* rune, you usually should reduce the attack modifier by 2 plus the bonus granted by the weapon's *potency rune* for the new weapon. For example, if the creature is Disarmed of its *+1 longsword*, then you would reduce the attack modifier by 3 instead of 2 for the new Strike.

If a creature doesn't have its armor, find the armor in its Items entry and reduce the creature's AC by that armor's item bonus. If the armor has a potency rune, increase the reduction as appropriate; for example, if the creature has a suit of *+2 scale mail* in its statistics, and the characters catch the creature without its armor, you would reduce the creature's AC by 5 instead of 3. If the armor has a resilient rune, reduce the creature's saves based on the rune's type (1 for *resilient*, 2 for *greater resilient*, or 3 for *major resilient*).

## SKILLS, PERCEPTION, AND PROFICIENCY

In some situations, such as when a creature is trying to Disable a PC's snare, you need to know the creature's proficiency rank. Creatures are trained in the skills listed in their stat blocks. Because monsters aren't created using the same rules as PCs, they are untrained in skills that aren't listed. A creature usually has expert proficiency in its listed skills around 5th level, master proficiency around 9th level, and legendary proficiency around 17th level. A creature might need a certain proficiency rank in Perception to detect certain things. Many creatures have expert proficiency in Perception, and improve to master proficiency around 7th level and legendary proficiency around 13th level.

At your discretion, creatures with world-class aptitude for a particular skill or in Perception, such as a doppelganger with Deception, might have a higher rank.



# AFNEITH

BY ANDREW P. STURTEVANT

## "DOMESTICATED" AFNEITHS

Afneiths have long spread beyond the pharaonic mausoleums in which they were initially confined. Desert travelers who overcome their initial fright might hope to befriend the wandering beast; afneiths are supposedly loyal friends once their trust is earned with food and affection. Skeptics claim that afneiths nearly always appear aloof to others' needs and seem primarily motivated by food and play. Conversely, afneith supporters point out that many humanoid are motivated by these same things.

Afneiths are nocturnal eight-legged felines native to arid southern deserts. Their large bodies strike a distinctive silhouette on moonlit nights: serrated claws, wide jaws, and oversized ears combine to form the image of a natural-born killer. Though these powerful predators were not born—they were made.

The first afneith was created by a cabal of desert-dwelling druids who served a cat-adoring pharaoh. When the pharaoh died, her will stipulated that her tomb not be guarded by constructs or soldiers but by a feline beast of her own peculiar specifications. The druids worked tirelessly to create such a beast, enlisting royal clerics and wizards to aid their quest. In the end, they created a beast so fearsome that they were only too glad to lock it away in their pharaoh's tomb. As a safeguard in case the beast should escape, the spellcasters ensured that the afneith had an easily exploitable weakness to the belladonna herb—a weakness that they tried to keep secret but which has inevitably become common knowledge to sarcophagus-robbing treasure hunters.

Afneiths physically differ from their typical cat relatives in several ways. Their massive pointed ears act like funnels for sound, allowing them to pinpoint even the stealthiest tomb robbers. With their flexible skeletal structure and slack flesh, afneiths have little trouble slinking through tight corridors and alcoves to reposition and get the edge in an encounter. Finally, they possess an advanced intellect that allows them to override some of their feline instincts and invent complex strategies.

## AFNEITH

## CREATURE 8

N LARGE BEAST

**Perception** +17; darkvision, echolocation (precise) 60 feet, scent (imprecise) 30 feet

**Languages** Common (can't speak any language)

**Skills** Acrobatics +18, Athletics +16, Intimidation +17, Society +10, Stealth +18, Survival +15

**Str** +4, **Dex** +6, **Con** +4, **Int** -2, **Wis** +3, **Cha** +5

**AC** 26; **Fort** +16, **Ref** +20, **Will** +13

**HP** 140

**Belladonna Distraction** A creature can spend an Interact action to present a dose of belladonna to an afneith within 5 feet. The creature must make a DC 25 Survival check to wiggle the belladonna enticingly.

**Critical Success** The afneith snatches the belladonna and immediately ingests it, automatically failing its saving throw against the poison. Instead of the belladonna's listed effects, the afneith is confused and sickened 1 for 1 minute. The afneith cannot be distracted again by belladonna for 1 hour.

**Success** As critical success, but the afneith can make a Fortitude saving throw against the belladonna. The afneith takes a -5 penalty to its save.

**Failure** The afneith is unimpressed and does not react.

**Critical Failure** The afneith can spend a reaction to make a jaws Strike against the creature.

**Speed** 40 feet, climb 40 feet

**Melee** ♦ jaws +18, **Damage** 2d10+10 piercing

**Melee** ♦ claw +18 (agile, finesse), **Damage** 2d6+8 slashing plus Improved Grab

**Four-Clawed Maul** ♦♦ The afneith makes four claw Strikes, each with a -2 penalty, against a creature it has grabbed. These Strikes count toward the afneith's multiple attack penalty, but the penalty doesn't increase until after all of these attacks.

**Lithe** The afneith can fit through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed.

**Pounce** ♦ The afneith Strides and makes a Strike at the end of that movement. If the afneith began this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** The afneith deals 1d6 extra precision damage to flat-footed creatures.

# ARCARAYUT

BY JAMES ABENDROTH



As far as an arcarayut is concerned, what goes up must also come down. Charged with protecting and enforcing the laws of gravity, arcarayuts are the bane of those who depend too much on magical flight, levitation, or even just magical protections from long falls. Thankfully for most abjurers and transmuters, arcarayuts focus their efforts only on the multiverse's most flagrant or powerful abusers of such gravity-defying powers, such as proteans who warp the laws of gravity across an entire plane or arcanists who levitate entire nations.

An arcarayut looks like a fist-sized filigreed diamond. Two marbles—one jet black, one bone white—float around the diamond and are vital to the creature's gravitational balance.

While ruthless in punishing those that defy gravity magically, arcarayuts are fascinated by creatures that can glide and fly through physical means. When not pursuing quarry, they can often be found watching birds and other winged creatures soar for hours on end.

Arcarayuts are more inclined to pursue knowledge than most inevitables. They engage in numerous practical experiments and mundane studies regarding the effects of gravity on items of various sizes, shapes, and materials. Because they are constantly coming up with new experiments, most arcarayuts keep a wide variety of trinkets and baubles in their small gravity fields. An arcarayut has enough control over its gravitational field that it can use items in its debris field as weapons at close range and strike targets farther away with pulses of concentrated gravity.

## ARCARAYUT

## CREATURE 10

LN SMALL AEON INEVITABLE MONITOR

**Perception** +20; darkvision, *true seeing*

**Languages** Celestial, Infernal, Utopian; truespeech

**Skills** Acrobatics +23, Arcana +22, Athletics +19, Utopia Lore +22, Religion +20, Stealth +21

**Str** +5, **Dex** +7, **Con** +4, **Int** +6, **Wis** +4, **Cha** +2

**Truespeech** An arcarayut can speak with and understand any creature with a language.

**AC** 30; **Fort** +18, **Ref** +23, **Will** +18; +1 status to all saves vs. magic

**HP** 175, regeneration 10 (deactivated by chaotic);

**Immunities** death effects, disease, emotion, poison, unconscious; **Weaknesses** chaotic 10

### Attack of Opportunity

**Gravity Field** (aura) 30 feet. Creatures in the aura are encumbered.

The first time a creature begins its turn or enters the aura, it can attempt a DC 26 Fortitude save; on a success, the creature is unaffected and is immune to that arcarayut's gravity field aura for 24 hours.

**System Collapse** (divine, evocation) **Trigger** The arcarayut is reduced to 0 HP; **Effect** The arcarayut releases a burst of warped gravitational magic. The arcarayut casts *reverse gravity* centered on itself.

**Speed** fly 60 feet

**Melee** ♦ debris +23 (agile, lawful, magical), **Damage** 2d6+11 bludgeoning plus 1d6 lawful

**Ranged** ♦ gravity arc +23 (lawful, magical, range increment 60 feet), **Damage** 2d10+11 force plus 1d6 lawful

**Divine Innate Spells** DC 29, attack +21; **5th** *telekinetic haul*; **4th** *dispel magic*, *freedom of movement*, *paralyze* (×2), *ray of enfeeblement*; **2nd** *invisibility* (at will; self only); **Constant (6th)** *true seeing*

**Rituals** DC 29; *geas* (3rd)

**Bring to Earth** ♦♦ (divine) The arcarayut exerts its will all around it, dispelling powers that flaunt the natural order of gravity. The arcarayut attempts a single counteract check (+25 modifier) and compares the result against each spell and effect within 100 feet that grants a fly Speed, allows levitation, or slows falls.

## VALUABLE INEVITABLE

When an arcarayut is destroyed, its diamond center turns gray and dull and falls lifelessly to the ground. This crystal can be dissolved in protean blood to create 1d6 doses of *greater oil of weightlessness* or a single dose of *oil of repulsion*. This fact, in addition to the countless treasures that often float around arcarayuts, makes these inevitables valuable targets for plane-hopping treasure hunters.



# ARDEODAEMON (FIRE DAEMON)

BY CHRIS L. KIMBALL

## FIERY COUSINS

It is telling that the ardeodaemon is a relatively common and lowly daemon, whereas its infernal kin, the puragaus, is one of the most powerful devils in Hell. This speaks to the fundamental differences in their origins: A single blaze can claim the lives of many evil mortals who then become ardeodaemons. Conversely, a single arsonist destined to become a puragaus can claim a thousand lives with just one well-placed flame.

All daemons seek to make the world less than it is, but none are more keenly focused than ardeodaemons. Believed to be formed from the corrupted souls of those who died in horrific fires, these so-called ash eaters seek opportunities and places where their flames can cause tragic and irreplaceable damage. Fields ready for the harvest, crowded tenement buildings, and busy libraries are favored targets for an ardeodaemon's arson. If left to their own devices, ardeodaemons scout out their targets for days before acting, finding the best ways to maximize the consequences of a single spark or a concentrated blaze. When not pursuing arson for arson's sake, ardeodaemons seek out stronger creatures with fire abilities whom they can serve, though always with the hopes of steering their masters toward their own destructive goals.

Ardeodaemons avoid confrontation if possible, preferring to set fires with their burning resin, stoke the flames long enough that doom is assured, then watch the conflagration from afar. However, an ardeodaemon always finds the will to fiercely attack anyone attempting to douse or suffocate their fires.

## ARDEODAEMON

CREATURE 4

NE SMALL DAEMON FIEND

**Perception** +14; darkvision

**Languages** Common, Daemonic; telepathy 100 feet

**Skills** Acrobatics +13, Athletics +11, Religion +7, Stealth +13, Survival +12

**Str** +3, **Dex** +5, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3

**AC** 20; **Fort** +14, **Ref** +13, **Will** +12

**HP** 60; **Immunities** death effects; **Weaknesses** good 7; **Resistances** fire 7

**Speed** 25 feet

**Melee** ♦ claw +13 (agile, evil, finesse, magical), **Damage** 2d4+4 slashing plus 1d6 evil and ash fever

**Divine Innate Spells** DC 18, attack +10; **3rd** *locate*; **2nd** *knock*; **1st** *detect alignment* (at will; good only), *lock* (×2); **Cantrips (2nd)** *detect magic*, *produce flame*

**Ash Fever** (curse, divine) Ashy residue from the ardeodaemon's claws infect creatures and objects, making them more susceptible to burning. A creature damaged by the ardeodaemon's claw Strike must succeed at a DC 20 Fortitude save. Objects that take damage from ardeodaemon's claws automatically fails its save and suffers the effects of a failure for the full duration.

**Success** The creature is unaffected.

**Failure** The creature gains fire weakness 4. This lasts for 1 minute or until a creature makes a successful DC 20 Medicine check to clean the wound, whichever comes first.

**Critical Failure** As failure, but fire weakness 8.

**Burning Resin** ♦♦ (divine, evocation, fire) The ardeodaemon vomits out a glob of burning resin, covering a single 5-foot square within 30 feet. The glob creates a fire in the square that spreads to any adjacent squares containing flammable material. If it runs out of fuel, the fire burns out in 3 rounds.

Any creature that starts its turn or attempts to move through the fire must attempt a DC 20 Reflex save or take 4d6 fire damage and 2 persistent fire damage. The ardeodaemon can't use Burning Resin again for 1d4 rounds.

**Flame Jump** ♦♦ (conjunction, divine, fire, teleportation) To an ardeodaemon, all fires are connected; **Requirements** The ardeodaemon is adjacent to a Small or larger fire; **Effect** The ardeodaemon leaps into the flames and emerges unscathed in an unoccupied space next to that fire or any other Small or larger fire within 100 feet.

# ASTRINGENT ARMOR

BY ISAAC KERRY



Suits of astringent armor are dangerous animated constructs found in abandoned dungeons, cursed fortresses, and the strongholds of powerful spellcasters. Wherever they're found, these mindless abominations protect their master's treasures faithfully and often unflinchingly.

In its purest form, astringent armor resembles a simple empty suit of plate mail or other armor common to the region. More often than not, though, adventurers stumble upon an astringent armor after it has already claimed at least one victim. Horrifyingly, though they are mindless, suits of astringent armor seem to prefer walking around with their latest victim still crushed inside—at least until they find a fresher body to enshroud and destroy. In such cases, the astringent armor is mistaken for an armor-clad zombie or other undead, a mistake that has put many would-be thieves in an early grave. Closer inspection, however, reveals that the encased body is horribly crushed and mangled, and bits of bone and flesh stick out sickeningly through the joints in the armor's plates.

In combat, suits of astringent armor single-mindedly grab their victims, then attempt to reassemble themselves around their prey. Once attached, the armor begins shrinking, slowly crushing the unfortunate body trapped within.

## VARIED ORIGINS

Suits of astringent armor most commonly come about via arcane rituals, similar to those used to animate other mundane objects. Sometimes though, they manifest in other ways—such as from a curse placed on an armor-wearing warrior who

betrayed the wrong witch, a fiend who possessed a suit of armor but subsequently lost its identity, or simply from raw evil energy seeping into armor from the Negative Energy Plane. In all of these cases, such suits of astringent armor possess just a bit more intellect than most of their kind, as well as a spark of genuine wickedness.

## ASTRINGENT ARMOR

## CREATURE 4

**N** **MEDIUM** **CONSTRUCT** **MINDLESS**

**Perception** +16; darkvision

**Skills** Athletics +19, Stealth +17

**Str** +5, **Dex** +3, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

**AC** 27, (24 when broken); construct armor; **Fort** +20, **Ref** +15, **Will** +12

**HP** 115; **Hardness** 10; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, astringent armor has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once astringent armor is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, it loses its Hardness, and its Armor Class is reduced to 24.

**Speed** 20 feet, 10 feet if attached to a conscious creature

**Melee** ♦ fist +19, **Damage** 2d8+9 bludgeoning plus Improved Grab

**Attach** ♦♦ **Requirements** The astringent armor's construct armor is intact and the astringent armor is grabbing a creature; **Effect** The astringent armor attaches itself to the grabbed creature, squeezing its victim into the suit violently and dealing 2d8+9 bludgeoning damage. The creature must attempt a DC 25 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The grab ends and the astringent armor attaches itself to the creature. The creature takes half damage.

**Failure** As success, but the creature takes full damage.

**Critical Failure** As failure, but the creature takes double damage. While the astringent armor is attached to a creature, it inhabits the same space as the creature and moves whenever the creature moves. The creature becomes clumsy 2 and takes a -10-foot circumstance penalty to Speed. The creature can free itself from the armor by succeeding at a DC 25 Acrobatics, Athletics, or Thievery check to Escape, in which case the armor moves to an adjacent empty space.

**Constrict** ♦ 2d6+4 bludgeoning, DC 23. The astringent armor can also Constrict a creature to which it is attached, in which case the DC is 25.



# BLOOD MOUSE

BY LUCAS SERVIDEO

## PRESTIGIOUS PET

In certain high society circles, people have tried to domesticate blood mice to serve as pets. To avoid having their blood sucked, some keepers remove their blood mouse's proboscis, in which case the rodent must be hand-fed.

This nuisance animal is usually found in tightly packed urban areas, though larger specimens have been spotted in wild plains and forests. So named for their predilection for drinking blood through their snout-like proboscises, blood mice also sport strong back legs made for jumping and a long tail with a ball of fur on the end. Tiny glands in the fur ball emit pheromones that the blood mouse can use to dull prey's defenses or distract predators. Either way, the blood mouse's only true means of self-defense is its needle-like proboscis, which it uses to fight with as well as feed.

A single blood mouse is hardly a threat to most larger animals, but it is not uncommon to encounter blood mice in packs of three to five. While not typically aggressive, blood mice defend their dens and offspring ferociously. A short gestation period and high metabolism means that unprotected feeding grounds might become overrun with blood mice in a matter of days. Solitary blood mice usually do not attack larger creatures, preferring smaller prizes such as bugs, small birds, or voles.

## BLOOD MOUSE

## CREATURE 1

N TINY ANIMAL

**Perception** +8; darkvision

**Skills** Acrobatics +6, Stealth +8, Survival +3

**Str** -2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +0, **Cha** +2

**AC** 16; **Fort** +3, **Ref** +6, **Will** +3

**HP** 16

**Soothing Aroma** (aura, olfactory) 10 feet. The blood mouse is surrounded by an aromatic cloud that emanates from a gland in its tail. The pleasant aroma smells different to each creature, and it fascinates prey and predators alike. A creature that begins its turn in the aura must make a DC 15 Will save.

**Success** The creature is unaffected.

**Failure** The creature is fascinated by the blood mouse until the beginning of its next turn. During this time, the creature cannot Stride and cannot attack the blood mouse.

**Critical Failure** As failure, but the condition doesn't end automatically. The creature can attempt a new save at the end of each of its turns. On a success, the fascinated condition ends.

**Speed** 30 feet

**Melee** ♦ proboscis +4 (finesse), **Damage** 1d4+2 piercing plus attach

**Leaping Strike** ♦♦ The blood mouse uses its strong hind legs to propel itself at its prey and attack. The blood mouse makes a proboscis Strike against a creature up to 10 feet away. On a hit, the Strike deals 2d4+4 piercing damage and the blood mouse attaches to the creature.

**Attach** When a blood mouse hits a target larger than itself, its proboscis attaches it to that creature. This is similar to

Grabbing the creature, but the blood mouse moves with that creature rather than holding it in place. The blood mouse is flat-footed while attached. If the blood mouse is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1d4 bleed damage. Escaping the attach or removing the blood mouse in other ways doesn't cause bleed damage.

**Blood Drain** ♦ **Requirements** The blood mouse is attached to a creature. **Effect** The blood mouse uses its proboscis to drain blood from the creature it's attached to. This deals 1d4 damage, and the blood mouse gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a blood mouse is drained 1 until it receives healing (of any kind or amount).

# BUTCHER BOOTH



BY RODNEY SLOAN

A butcher booth is a deadly ambush predator that mimics the appearance of small, grim buildings such as dilapidated cottages, carnival ghost houses, or blood-soaked butcher's shops. In this disguised form, the butcher booth lures prey into its gigantic mouth—the front door—then turns its victims into undead husks for later consumption. Because of their primordial digestive systems, butcher booths can digest only rotten flesh, using its mimic ability to amass a small army of zombies to both protect and sustain them.

## BUTCHER BOOTH

## CREATURE 12

UNCOMMON CE GARGANTUAN ABERRATION

**Perception** +22; greater darkvision, fearsense (precise) 60 feet

**Languages** Aklo, Common; telepathy 100 feet

**Skills** Athletics +26, Deception +25, Stealth +20

**Str** +8, **Dex** +4, **Con** +7, **Int** +4, **Wis** +4, **Cha** +7

**Fearsense** (divination, mental, occult) The butcher booth is aware of all frightened creatures within the listed range.

**Sound Imitation** The butcher booth can mimic any sound it has heard, such as the scraping of knives or a merchant's incessant hawking, by succeeding at a Deception check to Lie. The butcher booth has a +4 circumstance bonus to this check.

**AC** 30, all-around vision; **Fort** +25, **Ref** +18, **Will** +22

**HP** 270

**Frightful Presence** (aura, emotion, enchantment, fear, mental, occult) 15 feet, DC 29

**Snap Shut** **Trigger** A creature moves into the butcher booth's space; **Effect** The butcher booth snaps its mouth shut. It makes a jaws Strike against the triggering creature.

**Speed** 15 feet, fly 40 feet

**Melee** **◆** jaws +26, **Damage** 3d10+14 bludgeoning plus Improved Grab

**Occult Innate Spells** DC 30; **6th** *charm, illusory scene*; **5th** *false vision, hallucinatory terrain*; **Cantrips (6th)** *detect magic, ghost sound*

**Consume** **◆◆◆** The butcher booth makes a jaws Strike against each creature in its space. Its multiple attack penalty doesn't increase until after it has made all its attacks.

**Create Husk** **◆◆** (incapacitation, mental, necromancy, occult) **Frequency** once per round; **Requirements** A corpse is in the butcher booth's space; **Effect** The butcher booth rapidly digests a body inside itself to reanimate the corpse, which becomes a mindless undead such as a skeleton or zombie that rises after 1 round. The undead's level is equal to the creature's original level -5 (minimum -1). The creature is under the butcher booth's control, and it does everything possible to defend the butcher booth.

**Fast Swallow** **Trigger** The butcher booth Grabs a creature; **Effect** The butcher booth uses Swallow Whole.

**Mimic Structure** **◆◆◆** (concentrate, polymorph) The butcher booth assumes the shape of any Large, Huge, or Gargantuan object. This changes the butcher booth's texture, overall size, coloration, and visual appearance on the exterior and interior of the butcher booth. It has an automatic result of 39 on Deception checks and DCs to pass as the object that it's mimicking. Other creatures can enter the butcher booth's space through any entrances that make up its appearance.

**Swallow Whole** **◆** (attack) Huge, 3d6+8 bludgeoning, Rupture 23

## INCONSPICUOUS CONSTRUCTIONS

Butcher booths thrive in either large metropolises or along remote roads, but rarely ever wander into small or medium settlements. Whereas a pop-up seafood stand in a dense marketplace might not attract much attention, and few weary travelers would question a conveniently located roadside inn, a butcher booth that opens shop in a tight-knit village or insular town has all but signed a lease for its own destruction.

## CURIOUS LOCOMOTION

A butcher booth's true form resembles a fleshy dome with a massive mouth of sharp fangs and many tiny red eyes dotting the flesh above its upper lip. Ten long, articulated bony spines sprout from the top of this dome, with a translucent, jelly-like membrane spanning the distance between them and forming a larger transparent dome. The butcher booth can alter the consistency of this membrane, allowing its prey to move through it or turn it rigid to allow the butcher booth to fly.





# CHAMBER OOZE

BY OVID "O.J." PINCKERT

## ALLIES OF CONVENIENCE

Though mindless, chamber oozes sometimes exhibit uncanny deference to certain other dungeon denizens, most notably mimics. The ooze allows the mimic to dwell within its space, then the two fight in tandem to create a perilous encounter for treasure hunters. Of course, sometimes a chamber ooze might get carried away and consume its weakened mimic friend as well. The smartest mimic partners make sure to have a clear path to the room's exit at all times.

Chamber oozes are viscous, algae-like creatures that coat the walls and fixtures of entire dungeon rooms, then engulf living creatures who wander into the seemingly mundane chamber.

To accomplish their namesake feat, chamber oozes fill themselves with air and expand dramatically, stretching to the point that their orange color is discernible only as a wet sheen or moldy film over the dungeon's surfaces. Most adventurers take unpleasant grime as a given in the sodden crypts and ruins they frequent and so pay no heed to rooms that appear to be dripping with rank mildew. Such precariousness has led to many spelunkers' demise as they simply walk unknowingly into a chamber ooze's stretched-out stomach. The ooze then snaps in on itself, smashing its victims with ooze-wrapped furniture before engulfing its unsuspecting prey.

To ensure prey wanders into its trap, a chamber ooze must perfectly align its two orifices with the room's most likely points of entry, such as a doorway, a trapdoor, or a chute in the ceiling. However, because they cannot see or use logic in any real sense, chamber oozes sometimes slightly (or totally) miscalculate the entryways. In this way, a chamber ooze might spoil its own ruse by positioning its mouths around obviously obstructed openings like false doors or collapsed tunnels. At other times, a chamber ooze can inadvertently reveal the existence of hidden doorways or the true nature of illusory walls, such as by leaving a suspiciously door-shaped gap in the orange fungus that otherwise coats a room's walls.

## CHAMBER OOZE

CREATURE 5

**N** **LARGE** **MINDLESS** **OOZE**

**Perception** +9; motion sense 60 feet, no vision

**Skills** Athletics +14

**Str** +5, **Dex** -4, **Con** +6, **Int** -5, **Wis** +2, **Cha** -5

**Motion Sense** A chamber ooze can sense nearby motion through vibration and air movement.

**AC** 13; **Fort** +15, **Ref** +5, **Will** +7

**HP** 100; **Immunities** acid, critical hits, mental, precision, unconscious, visual  
**Snap Shut** **↻ Trigger** A creature enters an area where the chamber ooze is Integrated; **Effect** The chamber ooze relaxes its grip and violently snaps inward on its prey. Each creature in the area where the chamber ooze was Integrated takes 5d8 bludgeoning damage (basic DC 23 Reflex save). The chamber ooze returns to its usual Large size, occupying a 10-foot-by-10-foot space of its choice within the area where it was just Integrated. If any creatures are in that 10-foot-by-10-foot area, the chamber ooze Engulfs them.

**Speed** 15 feet

**Melee** **◆** pseudopod +14, **Damage** 2d6 acid plus paralysis

**Integrate** (concentrate) The chamber ooze balloons outward to coat every square inch of the walls, fixtures, and furniture of a room measuring up to 40 feet by 40 feet. This takes 1 minute. The ooze can create one or two openings for creatures to enter the room, such as through a door. While Integrated, the chamber ooze has an automatic result of 28 on Stealth checks and DCs to remain undetected.

**Engulf** **◆◆** DC 21, 3d6 acid, Escape DC 21, Rupture 10. A creature Engulfed by the chamber ooze must also attempt a saving throw against paralysis. If the chamber ooze began its turn integrated with the room, it can Engulf up to 4 Medium creatures at once.

**Paralysis** (incapacitation) A creature Engulfed by the chamber ooze or hit by its pseudopod attack is paralyzed unless it succeeds at a DC 21 Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.

**Weak Acid** A chamber ooze's acid damages only organic material—not metal, stone, or other inorganic substances.

# CLOAKED GOUGER



BY CHRIS HARRELL

Cloaked gougers are shadowy fey hunters who hunt down creatures and steal their precious eyes to add to their collection. A gouger wears its collection of stolen trophies on its person in the form of a macabre cloak made from its victims' flattened and stitched eyeballs. Since cloaked gougers have no eyes themselves—that part of their face is only featureless flesh—they rely on their cloaks to navigate the world and perform their foul deeds.

Cloaked gougers travel far and wide looking for creatures with extraordinary eyes. Monsters with supernatural gazes, people who have seen incredible things, or beings with particularly beautiful eyes should fear the attention of a cloaked gouger. Once a gouger selects a target, it sets up an ambush and surprises its prey, paralyzing it with toxins so it can remove its prize. Gougers use alchemical elixirs to preserve the eyeballs of their victims and enhance the most desirable features of their organs.

Though they rarely do so, cloaked gougers can reattach creatures' eyes as easily as they can remove them. Though undeniably wicked, gougers are said to be reasonable creatures, and on occasion, they can be convinced to heal their own victims or the victim of another gouger, but the price is always steep, and it is never guaranteed that a victim's new eyes will be the same as the ones that were stolen.

## GOUGER CLOAK

A gouger cloak makes an impressive prize for any adventurer, but it is simply a spectacular cloak as its innate magic dies with the gouger. However, skilled crafters of magic items can tap into the cloak's inherent magic and turn a gouger cloak into the much-prized *cloak of eyes* (see page 162).

## PRIZED EYES

Despite their vulnerability to gaze attacks, gougers prize the eyes of creatures such as basilisks above all others. A gouger that can claim such trophies earns incredible respect from other gougers. Even more valuable are the eyes of the medusa, a creature both feared and respected by cloaked gougers. Adventurers who can attain such eyes gain a powerful edge in bargaining with gougers.

## CLOAKED GOUGER

## CREATURE 6

NE MEDIUM FEY

**Perception** +16; darkvision (with cloak), lifesense (imprecise) 60 feet; no vision without cloak

**Languages** Common, Sylvan

**Skills** Acrobatics +15, Athletics +15, Intimidation +13, Medicine +14, Occultism +14, Stealth +13

**Str** +5, **Dex** +3, **Con** +4, **Int** +4, **Wis** +2, **Cha** +3

**Items** +1 dagger, gouger cloak

**AC** 23, all-around vision; **Fort** +16, **Ref** +15, **Will** +12; -2 status vs. gaze attacks

**HP** 95; **Weaknesses** cold iron 5

**Dazzling Aura** (aura, occult, visual) 30 feet. A creature that starts its turn in the area must attempt a DC 22 Fortitude save. On a failure, the creature is dazzled for 1d4 rounds by the entrancing, unblinking eyes on the gouger's cloak. Regardless of the result of this save, the creature is immune to this cloaked gouger's dazzling aura for 24 hours.

**Unblinking** A cloaked gouger takes a -2 status penalty to saving throws against gaze attacks. It can never use the Avert Gaze action.

**Speed** 25 feet

**Melee** ♦ claw +17, **Damage** 2d4+7 slashing plus gouger toxin

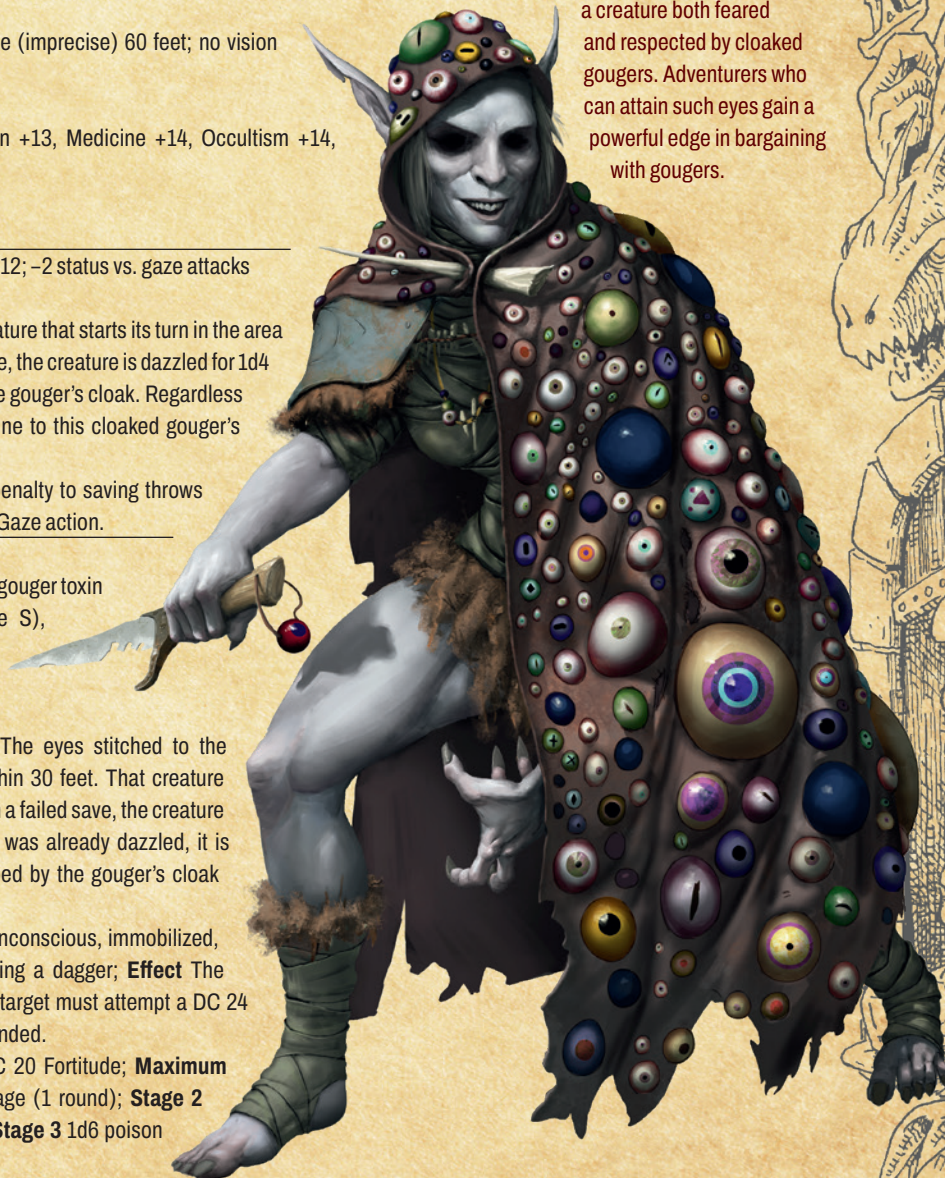
**Melee** ♦ dagger +15 (agile, finesse, versatile S), **Damage** 1d6+7 piercing

**Melee** ♦ cloak +15 (nonlethal, reach 10 feet), **Damage** 2d6+7 bludgeoning plus Grab

**Cloak's Gaze** ♦ (concentrate, occult, visual) The eyes stitched to the gouger's cloak fix their gaze on a creature within 30 feet. That creature must attempt a DC 24 Fortitude saving throw. On a failed save, the creature becomes dazzled for 1 minute; if the creature was already dazzled, it is blinded for 1 minute instead. A creature grabbed by the gouger's cloak takes a -2 circumstance penalty to the save.

**Gouge Eyes** ♦♦♦ **Requirements** The target is unconscious, immobilized, or paralyzed and the cloaked gouger is wielding a dagger; **Effect** The cloaked gouger cuts out the target's eyes. The target must attempt a DC 24 Fortitude save. On a failure, it is permanently blinded.

**Gouger Toxin** (injury, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and stunned 1 (1 round); **Stage 3** 1d6 poison damage and paralyzed (1 round)



# CONSTRUCTED COMPANION

BY KYLE FENWICK

## A DISH BEST SERVED COLD

Though primarily tasked with keeping order around a busy inn or bar, a mechanical maître d' is also responsible for the safety of its guests. If its clientele are threatened, a mechanical maître d' can wield cutlery normally reserved for food preparation to deadly effect. In even more dire cases, the

construct can vent fetid gases from food waste stored in its body, nauseating enemies long enough for clients to get to safety.



The mechanical maître d' is one member of a family of constructs that could be playfully described as synthetic servants, constructed companions, or artificial allies. All these constructs are designed by extremely skilled engineers, artificers, and spellcasters from a variety of disciplines for the purpose of entertaining, serving, and protecting their living masters and associates. Though each of these creatures has its own special abilities, associated creatures, and typical demesne, the mechanical maître d', automatic acolyte, and bespoke bodyguard all share the same basic feature of being highly complex—some might even say “intelligent”—non-living creatures made of metal and wood.

## MECHANICAL MAÎTRE D'

Part host, part squire, the mechanical maître d' is most often seen at the head of the house in luxurious restaurants or behind the bar at swanky drinking establishments. Wherever it resides, the maître d' dazzles and delights all who meet it, and it serves its master unerringly and with panache.

A mechanical maître d' is most often constructed in its creator's likeness, but a bit larger and with a stout torso designed to hold full dishes of food and glasses of wine and water. Seasoning herbs are kept in each individual finger, and the maître d' can extend its legs and arms to better reach eager patrons.

### MECHANICAL MAÎTRE D'

CREATURE 6

**N** **MEDIUM** **CONSTRUCT**

**Perception** +15; **darkvision**

**Languages** Common, Dwarven, Elven, Goblin, Halfling, Sylvan

**Skills** Acrobatics +16, Stealth +16

**Str** +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** -5

**AC** 24; **Fort** +17, **Ref** +14, **Will** +12

**HP** 80; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 5 (except adamantite)

**Speed** 25 feet

**Melee** ♦ carving knife +17 (agile, reach 15 feet), **Damage** 2d4+7 slashing

**Noxious Gases** ♦♦ (conjuration, poison) **Frequency** once per hour; **Effect** The mechanical maître d' vents a cloud of putrid gas from its food waste compartment in a 20-foot burst centered on itself. A creature that starts its turn in the cloud must succeed at a DC 25 Fortitude save or become sickened 1 (sickened 2 on a critical failure). This cloud dissipates after 1 minute or once exposed to strong winds (such as from a *gust of wind* spell).

**Part of the Architecture** ♦ (concentrate) **Requirements** The mechanical maître d' is in an urban environment; **Effect** Thanks to some trick of construction or magic, the mechanical maître d' blends in seamlessly with urban environments. Until the next time it acts, the mechanical maître d' appears to be a nondescript bust, pillar, or other part of the environment. It has an automatic result of 25 on Deception checks and DCs to pass as a part of the architecture.

**Prepare and Serve** ♦♦ (arcane, transmutation) The mechanical maître d' retrieves a serving of magic-infused food and drink from its torso compartment, then extends its arm to give the dish to a creature within 15 feet. A creature can Interact with this food to consume it. When it does so, the creature gains one of the following effects, which is chosen by the mechanical maître d' at the time of using Prepare and Serve.

- The eater regains 4d8 Hit Points.
- The eater gains a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.
- The eater can carry an additional 3 Bulk before becoming Encumbered, and its maximum carrying limit is increased by 6 Bulk.
- The eater gains a +10-foot status bonus to Speed.

Except for regaining Hit Points, each effect lasts for 1 hour. Once it has eaten a dish, a creature is immune to the mechanical maître d's magical food for 1 hour. A mechanical maître d' can store up to 12 servings of food and drink at a time. The mechanical maître d's torso compartment automatically casts *enhance victuals* on any food placed inside.

# CONSTRUCTED COMPANION



## AUTOMATIC ACOLYTE

These constructed companions are designed to play an active role in magical research and experimentation. Around the lab, an automatic acolyte is a priceless assistant capable of casting nearly any basic spell from a magic item such as a scroll or wand. Though it cannot cast spells by itself, an automatic acolyte can be a veteran evoker, an expert diviner, a powerful enchanter, or any other type of master spellcaster—its limitations are dictated only by its load-out of magical apparatuses.

Though automatic acolytes fit well in certain churches where technology is part of the orthodoxy, these lanky constructs often wear large, heavy vestments to disguise their synthetic nature, if only to avoid putting off congregants.

### AUTOMATIC ACOLYTE

### CREATURE 8

**N** **MEDIUM** **CONSTRUCT**

**Perception** +18; darkvision

**Languages** Celestial, Common, Infernal

**Skills** Acrobatics +17, Arcana +14, Religion +20

**Str** +4, **Dex** +5, **Con** +3, **Int** +0, **Wis** +6, **Cha** -5

**Magical Assistance** The automatic acolyte is designed to assist with magical research, including the activation of magical items. For the purpose of casting spells from a wand, scroll, or staff, the automatic acolyte has both an arcane and divine spell list. For the purpose of casting spells from a staff, the automatic acolyte can cast common spells up to 4th level.

**AC** 26; **Fort** +13, **Ref** +15, **Will** +18

**HP** 110; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 8 (except adamantine)

**Speed** 25 feet

**Melee** ♦ fist +19 (agile, finesse, reach 15 feet), **Damage** 2d6+8 bludgeoning

**Armed with Magic** Each of the automatic acolyte's fists is etched with a *spell storing* rune, which cannot be swapped or removed. Each spell stored in the automatic acolyte's *spell storing* runes reduces the number of spells it can maintain with *Project* and *Serve* by one.

**Divinity Beam** ♦♦ (divine, negative, positive) Depending on the deity served by its master, an automatic acolyte is imbued with a font of either positive or negative energy, chosen at the time of the automatic acolyte's creation. The automatic acolyte connects its arms at the wrist and sends a wave of holy or unholy energy coursing through its open palms, dealing 7d8 negative or positive damage. The automatic acolyte can shape this energy into either a 15-foot cone or a 30-foot line. The automatic acolyte can't use *Divinity Beam* again for 1d4 rounds.

**Project and Serve** ♦ (concentrate) The automatic acolyte Sustains a Spell on its ally's behalf, causing glowing runes to manifest across its body. The automatic acolyte must be within 100 feet of its ally to use this ability. As long as the automatic acolyte uses *Project* and *Serve* each round on its turn, the spell is sustained without any effort required from the original caster. The automatic acolyte can *Project* and *Serve* up to two spells per turn. If either spell is disrupted, each spell the automatic acolyte is sustaining ends.



BY KYLE FENWICK

### SENTIENCE VS. CONSCIOUSNESS

Constructed companions are masters of conversation, organization, and entertainment, and they are often regarded as some of the most intellectual voices in the room. It is all the more impressive, then, to remember that these constructs were not created with the mind nor the soul of a sentient creature. Rather, their faculties are entirely the result of intricate programming and advanced algorithms instilled in them by their creators. Considering all this, one must ask: Does an automatic acolyte and its mechanical kin

have a mind? If so, is it a living being? If not, then how does one explain its humanoid-like behavior? Consensus on these befuddling questions has eluded scholars, arcanists, and theologians for years.

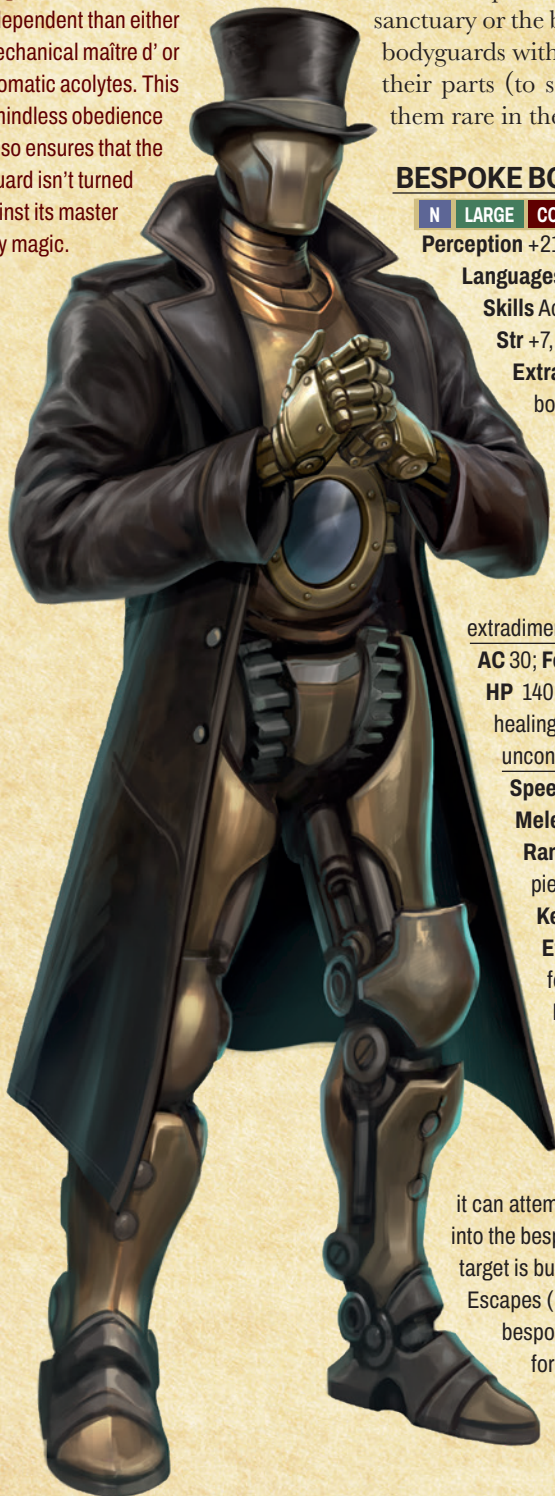
# CONSTRUCTED COMPANION

BY KYLE FENWICK

## MUSCLE OVER MIND

Compared to most constructed companions, the bespoke bodyguard is built of decidedly more solid materials, giving it a heftier frame and more raw weight behind its attacks.

Furthermore, a bespoke bodyguard is programmed to perform far simpler tasks, meaning it is far less innovative or independent than either mechanical maître d' or automatic acolytes. This mindless obedience also ensures that the bodyguard isn't turned against its master by magic.



## BESPOKE BODYGUARD

If a mechanical maître d's purpose is to provide entertainment and day-to-day assistance, then a bespoke bodyguard's purpose is to provide muscle and storage. Bespoke bodyguards follow their masters outside of the home and lend a helping hand whenever the need arises. A bespoke bodyguard's tasks include not just physical labor but also mortal protection. The mere sight of this iron-clad escort is often enough to deter would-be muggers and highway bandits. When intimidation isn't enough, the bodyguard has a number of practical abilities to protect its liege from danger.

A bespoke bodyguard's torso features two extradimensional spaces. One of these spaces typically holds its master's luggage and useful items for traveling. The other space is left empty in case the bodyguard's master must seek quick sanctuary or the bodyguard needs to temporarily restrain an assailant. Bespoke bodyguards with more than two cavities are known, though the sheer cost of their parts (to say nothing of the complexity of their construction) makes them rare in the extreme.

### BESPOKE BODYGUARD

CREATURE 10

**N** **LARGE** **CONSTRUCT** **MINDLESS**

**Perception** +21; **darkvision**

**Languages** Common (can't speak any language)

**Skills** Acrobatics +22, Athletics +23, Intimidation +15

**Str** +7, **Dex** +6, **Con** +5, **Int** -5, **Wis** +3, **Cha** -5

**Extradimensional Porter** (arcane, conjuration, extradimensional) The bespoke bodyguard is an exceedingly efficient pack mule as well as an able brute and even jailer in case it must defend its master from assailants. Each bespoke bodyguard is constructed with a pair of extradimensional cavities built into its torso. Each cavity is equivalent to a *bag of holding (type II)*, with a capacity of 50 Bulk. The bodyguard can fit any Medium or smaller item or creature into one of its extradimensional cavities as long as its capacity isn't exceeded. If a bespoke bodyguard is destroyed, the contents of its extradimensional cavities are disgorged into adjacent free spaces.

**AC** 30; **Fort** +19, **Ref** +22, **Will** +17

**HP** 140; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)

**Speed** 30 feet

**Melee** ♦ fist +23 (reach 15 feet, shove), **Damage** 2d12+13 bludgeoning

**Ranged** ♦ blade launcher +22 (range increment 30 feet), **Damage** 2d10+8 piercing

**Keep Away** ♦♦ **Requirements** The bespoke bodyguard is adjacent to an ally; **Effect** The bespoke bodyguard forcefully but harmlessly pushes away up to four enemies within 10 feet of its ally. Each targeted enemy must succeed at a DC 29 Fortitude save or be Pushed 5 feet away from the bespoke bodyguard's ally. On a critically failed save, the pushed creature also falls prone.

**Protect and Preserve** ♦♦ (incapacitation, manipulate) **Requirements** The bespoke bodyguard has a Medium or smaller creature grabbed and has an empty extradimensional cavity; **Effect** The bespoke bodyguard crams the creature into its unoccupied cavity. If the creature is unwilling, it can attempt a DC 29 Fortitude save. On a success, the creature avoids being stuffed into the bespoke bodyguard (on a critical success, the grab ends). On a failed save, the target is bundled into the bodyguard's extradimensional cavity for 2d4 rounds or until it Escapes (DC 29). Afterward, the creature is ejected into the nearest free space to the bespoke bodyguard. A willing creature can forego this save and remain in the cavity for up to 8 rounds, after which it is automatically ejected.

The bespoke bodyguard's extradimensional cavities are spacious and conducive to life, with plenty of air to breathe.

# COQUECIGRUE

BY NATHAN BERG



Found only in the depths of the most primordial forests, the coquecigrue is a bizarre creature that twists the minds of those who see or hear it. The forest for miles around a coquecigrue's lair is littered with the bodies of the creature's previous victims, many of whom went violently insane after their fateful encounter with this strange avian monster.

The coquecigrue is as bizarre to describe as it is to behold. It is said to have the head and legs of a twisted, fiendish rooster; a long, serpentine neck; and a bloated body covered in feathers that constantly and impossibly change colors. The monster's weakness is plain: Its green heart glows visibly from beneath its translucent breast, and those who know to strike this vital organ can deal massive damage. It is from this heart that the coquecigrue's most terrifying powers come from, including a soft, distorted tone that the coquecigrue can turn into a madness-inducing warble as it likes.

So far, no one has been able to slay a coquecigrue and return to civilization with its body. Even the number of these creatures is up for debate, since no two have been sighted together. Few reasonable people believe the outlandish reports of those who claim to have encountered even just one coquecigrue.

## BIZARRE ORIGINS

The original coquecigrue was supposedly a child of one of the Great Old Ones, which became warped and twisted as it emerged on the Material Plane through a *prismatic wall*. Few believe this nonsensical origin story, though those who have faced a coquecigrue and lived to tell the tale aren't so quick to discount it.

## COQUECIGRUE

## CREATURE 8

RARE N SMALL ABERRATION

**Perception** +14; darkvision

**Skills** Acrobatics +17, Athletics +18

**Str** +4, **Dex** +5, **Con** +4, **Int** -4, **Wis** +2, **Cha** +6

**AC** 27; **Fort** +16, **Ref** +17, **Will** +14; +1 status to all saves vs. magic

**HP** 120; **Immunities** enchantment; **Weaknesses** precision 10

**Omnicolor Aura** (aura, enchantment, primal, visual) 20 feet. A coquecigrue is utterly befuddling to behold. A creature that begins its turn within the area must attempt a DC 24 Will Save.

**Critical Success** The creature is unaffected and is immune to Omnicolor Aura for 24 hours.

**Success** The creature is unaffected.

**Failure** The target is stupefied 1 until the end of their next turn.

**Critical Failure** The target is stupefied 2 until the end of their next turn.

**Speed** 30 feet

**Melee** ♦ beak +18 (fatal d10), **Damage** 2d8+8 piercing

**Mind-Bending Warble** ♦♦ (auditory, enchantment, incapacitation, mental, primal) The coquecigrue emits a mind-splitting warble, shredding the sanity of any creatures in a 30-foot burst and causing them to lose their grasp on reality. Each creature in the area must make a DC 26 Will saving throw. The coquecigrue can't use Mind-Bending Warble again for 1d4 rounds.

**Critical Success** The creature is unaffected and is immune to Mind-Bending Warble for 24 hours.

**Success** The creature takes 3d8 mental damage.

**Failure** The creature takes 6d8 mental damage and is confused for 1 round.

**Critical Failure** The creature takes 12d8 mental damage and is confused for 1 minute. A creature that critically fails its save while already confused is driven insane, becoming permanently confused. Only a 6th-level or higher *restoration* spell can remove this condition.

**Prismatic Spittle** ♦ (acid, attack, cold, electricity, evocation, fire, primal, sonic) The coquecigrue hawks a ball of prismatic spittle at a creature within 30 feet. The coquecigrue makes a ranged Strike with a +19 bonus; on a hit, the target takes 2d12+12 damage. Roll 1d6 to randomly determine the type of damage dealt: On a 1-5, the damage is acid, cold, electricity, fire, or sonic, respectively. On a 6, the coquecigrue coughs ineffectually, dealing no damage.



# COROMN (CROWN DEVIL)

BY ADIL ARIF

## DEVIL OF MANY FORMS

Crown devils can inhabit virtually any type of headdress or formal headwear that denotes a status of royalty or authority. Some coromns have even been known to inhabit other royal garments such as royal rings, mantles, or scepters.

Coromns, also known as crown devils, rarely busy themselves with the machinations of Hell. Instead, these duplicitous fiends spend the majority of their time spreading corruption and dissent in the lands of mortals. Though in their natural form they are not as physically imposing or intimidating as many of their infernal kin, coromns wield the power to destroy entire nations thanks to their silver tongues. Their true power is not physical, but the ability to manipulate the malleable minds and easily bent morals of their mortal targets.

A coromn achieves its foul agenda by appearing as a beautiful crown, diadem, or other royal finery before an unsuspecting ruler. Upon donning the fiendish finery, this powerful sovereign—who may well have been a just and beneficent governor—becomes a puppet dictator subject to the crown devil's every whim. A crown devil's whispers can turn even the kindest of kings into hellish tyrants.

Perched atop the head of a brainwashed king, empress, or warlord, the full extent of a coromn's depredations is limited only by its own ambitions and the potential power of its pawn's post. Under a crown devil's command, a ruler might alter the destiny of an entire dynasty, country, or continent.

## COROMN

CREATURE 6

LE MEDIUM DEVIL FIEND

**Perception** +17; greater darkvision

**Languages** Celestial, Common, Infernal; telepathy 100 feet, *tongues*

**Skills** Arcana +13, Deception +16, Diplomacy +16, Intimidation +16, Religion +15, Society +14

**Str** +2, **Dex** +4, **Con** +2, **Int** +3, **Wis** +4, **Cha** +5

**By Royal Decree** (divine) While possessing a crown, the crown devil and its crown are immune to any magical effects that would remove the crown or otherwise sever the physical connection between the crown and the humanoid wearing it.

**Items** +1 *longsword*

**AC** 21; **Fort** +11, **Ref** +15, **Will** +17; +1 status to all saves vs. magic

**HP** 75; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

**Speed** 25 feet

**Melee**  $\blacklozenge$  *longsword* +14 (evil, magical, versatile P), **Damage** 1d8+3 slashing plus 1d6 evil

**Melee**  $\blacklozenge$  claw +13 (agile, evil, magical), **Damage** 2d4+3 slashing plus 1d6 evil

**Divine Innate Spells** DC 24; **6th** *dominate*; **5th** *dimension door*, *mind probe* (at will); **4th** *confusion*, *dimension door* (at will), *discern lies*, *suggestion*; **3rd** *crisis of faith*, *mind reading*; **2nd** *blur*, *dispel magic*; **1st** *bane*, *command* (at will); **Constant (5th)** *tongues*

**Accursed Coronation** (divine, manipulate, transmutation) The coromn chooses a crown it can see of wearable condition and possesses it. While possessing a crown, the coromn is invisible, intangible, and resides within the material of the object itself. Any humanoid that wears or holds the crown hears the devil's telepathic whispers and suggestions. Upon first touching the crown, a creature must attempt a DC 24 Will save.

**Critical Success** The creature resists the crown's suggestions and realizes it is being influenced by the crown.

**Success** The creature resists the crown's suggestions, but it isn't aware that it is being influenced by the crown.

**Failure** The creature dons the crown, succumbs to its influence, and does as it says. Each subsequent day a creature is in contact with the possessed crown, the wearer must make another Will save; the save's DC increases by 1 for each consecutive day the creature has touched the crown (to a maximum DC 34 after 10 days).

The coromn acts on its own initiative, giving orders and suggestions to the wearer of the crown as a free action. It cannot Strike while possessing a crown, but it can use its other spells and abilities. If the crown is destroyed, the coromn appears in the nearest empty space.

**Delegate**  $\blacklozenge\blacklozenge\blacklozenge$  (divine, enchantment, linguistic) The crown devil commands minions to do its bidding. The crown devil targets up to two allies within 60 feet. The allies can immediately perform up to a total of 3 actions (either one ally gains 2 actions and the other gains 1, or one ally gains all 3 actions), even if they have already acted this turn. These actions must be either Strike or Stride.

# CORPSESEWN COLOSSUS

BY MITCHELL GERMAN

A corpsesewn colossus is a nightmarish machine of flesh and steel, animated from the bones and flesh of untold masses and powered by a nightmarish engine of iron and steel. The horrific construct's body is sutured skin and twitching limbs that terminate in an enormous maw filled with clanking metal teeth, while two massive arms pull the behemoth along. While it may initially seem animated by necromantic powers or undead magic, the corpsesewn colossus is actually powered by a massive, rumbling, smog-spewing machine attached to the back of its worm-like body.

Though their missions vary by the crafter, corpsesewn colossi tend not to have a much greater purpose than to scour the land in search of ever more bodies to consume in order to fuel their own hellish engine. In this way, they are perpetual murder machines: powered by death only so that they may inflict yet more death. Despite this, corpsesewn colossi are sometimes tasked with searching mass burial grounds or fields of war for specific corpses, such as notable commanders or heroes. When so commanded, a colossus will dutifully shovel this body into a special compartment in order to bring it back, as whole as possible, to its master.

## CORPSESEWN COLOSSUS

## CREATURE 12

UNCOMMON NE HUGE CONSTRUCT MINDLESS

**Perception** +20; darkvision

**Skills** Acrobatics +22, Athletics +26

**Str** +8, **Dex** +4, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

**AC** 31; **Fort** +26, **Ref** +24, **Will** +18

**HP** 270; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** fire 10

**Malfunctioning Furnace** When thoroughly damaged, the furnace mounted on the corpsesewn colossus's back releases waves of deadly, toxic smoke. When a corpsesewn colossus is reduced to fewer than 100 Hit Points, the smoking furnace mounted to its torso begins to backfire, gradually destroying the colossus and everything around it. Each round at the beginning of the corpsesewn colossus's turn, the furnace explodes, dealing 4d6 fire and 4d6 poison damage to each creature in a 10-foot burst, including the colossus (DC 30 basic Reflex save). This lasts until the next time the corpsesewn colossus is magically repaired.

**Speed** 40 feet, climb 30 feet

**Melee** ♦ maw +26 (reach 15 feet),

**Damage** 3d8+16 piercing plus Improved Grab

**Melee** ♦ fist +26 (agile, reach 10 feet),

**Damage** 3d6+16 bludgeoning

**Blaze a Trail** ♦♦ The corpsesewn colossus Strides up to its Speed. It can make up to three fist Strikes at any point during its movement. Its multiple attack penalty increases after each Strike, as normal.

**Spew Smog** ♦♦ (arcane, evocation, poison)

The corpsesewn colossus vomits forth a wave of noxious, toxic smog that deals 13d6 poison damage in a 30-foot cone (DC 32 basic Fortitude save). Creatures that fail their save are sickened 1 (or sickened 2 on a critical failure). The corpsesewn colossus can't Spew Smog again for 1d4 rounds.

**Swallow Whole** ♦ (attack) Large, 3d6+6 bludgeoning, Rupture 22. If the corpsesewn colossus has at least one creature swallowed whole at the beginning of its turn, the corpsesewn colossus heals 20 HP.

## CRAFTED UNDER A BANNER OF CRUELTY

Corpsesewn colossi are typically created by deranged alchemists and wizards, and often only by those innovators who have already mastered the art of smaller such monstrosities like flesh golems and skinstitches. Still, it takes a special mind to craft (or to even concoct in the first place) this particular brand of horror. Perhaps, then, it only makes sense that corpsesewn colossi are more common in war-torn nations, where scruples tend to be as scant as corpses are prevalent.





# CREUSADAEMON (FEVER DAEMON)

BY JAMES ABENDROTH

## NUISANCE TO ALL

When encountered in a group, creusadaemons often consort with other daemons whose dominion causes or overlaps with high fevers and sickly symptoms, such as leukodaemons and piscodaemons. However, creusadaemons are highly unpredictable, bouncing from foe to foe and even inadvertently curing diseased adversaries, and so many other daemons view their flealike kin as the nuisance that they are.

Creusadaemons are the daemonic incarnation of death by fever. Manifesting as humanoid fleas with reptilian mouths and eyes, these daemons boast amazing leaping abilities thanks to their long, powerful legs. Their four arms end in slender humanoid hands, which work frenetically on whatever fiendish task the creusadaemon has been tasked with. Like fleas, a creusadaemon's limbs and backs are covered in long, hard, needle-like bristles; unlike fleas, these monsters can pluck and fire their bristles like bolts from their infernal crossbows.

These vile daemons love nothing so much as watching a mortal's body turn on itself as it desperately tries to root out whatever disease, illness, or malady has struck it. To creusadaemons, a victim's burning fever, chilling shakes, and phlegmatic cough combine to create a beautiful symphony of agony. To other daemons, however, a creusadaemon's meddling is sometimes more of a detriment than a boon; the same magical fever that a creusadaemon induces in a mortal can, in fact, ultimately purge the victim of the disease inflicted on it by some other daemon. No matter to the creusadaemon—so long as there is a chance of the person dying of a fever, this monstrous flea cares little about anything else.

## CREUSADAEMON

CREATURE 7

NE MEDIUM DAEMON FIEND

**Perception** +15; darkvision, feversense (imprecise) 60 feet

**Languages** Common, Daemonic; telepathy 100 feet

**Skills** Acrobatics +19, Athletics +14 (+22 to Leap), Intimidation +15, Medicine +15, Religion +15, Stealth +13

**Str** +5, **Dex** +6, **Con** +5, **Int** +4, **Wis** +2, **Cha** +4

**Feversense** A creusadaemon senses any creature with a disease within the listed range.

**Items** +1 crossbow

**AC** 24; **Fort** +18, **Ref** +17, **Will** +11; +1 status to all saves vs. magic

**HP** 110; **Immunities** death effects, disease; **Weaknesses** good 10

**Speed** 30 feet

**Melee** ♦ jaws +16 (evil, magical), **Damage** 2d6+7 piercing plus 1d6 evil and daemon fever

**Ranged** ♦ crossbow +18 (disease, evil, magical, range increment 120 feet, reload 1), **Damage** 2d8+7 piercing plus 1d6 evil and daemon fever

**Divine Innate Spells** DC 23; **4th dimension door** (at will); **3rd dispel magic** (×2); **1st detect alignment** (at will, good only)

**Barbed Bolts** A creusadaemon can fire its own barbs as bolts from its crossbow. These barbs deal more damage than typical crossbow bolts and also inflict evil damage and daemon fever. Only creusadaemons can use their barbs in this way.

**Crossbow Volley** ♦ (attack) The creusadaemon reloads its crossbow and makes a crossbow Strike.

**Daemon Fever** (disease) The creusadaemon can telepathically communicate with the afflicted creature at any distance on the same plane;

**Saving Throw** DC 24 Fortitude; **Stage 1** carrier (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** enfeebled 2 (1 day);

**Stage 5** enfeebled 3 (1 week); **Stage 6** dead

**Inflame Fever** ♦ (concentrate, divine, necromancy) **Frequency**

once per round; **Effect** The creusadaemon stokes a fever in the mind of a creature within 30 feet. The target must succeed at a DC 24 Fortitude save or immediately contract Daemon Fever. Regardless of the result of its save, the creature gains a +2 status bonus on its next saving throw against a disease effect.

**Springing Leap** ♦♦ (move) Using its powerful hind legs, the creusadaemon takes a tremendous leap. The creusadaemon jumps in a straight line a distance up to twice its Speed, reaching a maximum in-air height equal to its Speed.

# DREDGENAUT

BY RIGBY BENDELE



The first dredgenaut was supposed to be the last. It was made, so the legend goes, by a desperate community whose corrupt leadership had long denied its people justice for some ancient crime. The scavengers of the community collected scrap metal and trinkets of better times, then fused everything to create a construct that would uncover ample evidence of the ancient crime and force the leaders to acknowledge their atrocities. Yet, the leaders managed to steal the dredgenaut and use the powerful construct to track down its creators. The screams of these talented inventors could be heard for miles around. And so it was that the secrets of creating dredgenauts were revealed to all.

A dredgenaut is a powerful construct made of scrap metal and fueled by arcane toxic runoff. Powerful nations and private companies use dredgenauts to trawl for criminal evidence—either their enemies' or their own—in battlefields and ruined cities. To collect evidence, the dredgenaut picks up noteworthy items or creatures and drops them into the aperture on its face, “swallowing” them for later deposit. For reasons not entirely understood, dredgenauts are particularly prone to collecting supernatural or psychically resonant evidence that, when destroyed, can have dramatic aging effects on nearby living creatures.

## DESPERATE MEASURES

Though its primary objective is to gather evidence, sometimes a dredgenaut must temporarily forego this mission in order to ensure its own safety. By reconfiguring various internal gears and tubes, the dredgenaut can funnel collected evidence from its storage compartments into its engine core, causing the engine to overheat as magic items, trapped spirits, and other occult phenomena break down in the construct's body. The dredgenaut can then release this excess energy either via a “chrono beam” from its face or by venting the energy from its body in a sudden burst.

## DREDGENAUT

## CREATURE 14

UNCOMMON N HUGE CONSTRUCT MINDLESS

**Perception** +24; greater darkvision, *true seeing*

**Skills** Athletics +30

**Str** +8, **Dex** +4, **Con** +6, **Int** -5, **Wis** +0, **Cha** -1

**AC** 35; **Fort** +28, **Ref** +22, **Will** +18

**HP** 230; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 15 (except adamantine)

**Speed** 30 feet, burrow 45 feet

**Melee** ♦ claw +28 (reach 15 feet), **Damage** 3d8+16 slashing plus Improved Grab

**Melee** ♦ foot +28, **Damage** 3d12+16 bludgeoning

**Ranged** ♦ chrono beam +26 (magical, range increment 120 feet), **Damage** 3d6+14 mental plus temporal trauma

**Arcane Innate Spells** DC 31; **7th** *retroognition*; **6th** *vibrant pattern*; **5th** *locate*, *prying eye*; **Constant (6th)** *true seeing*

**Calamity Vent** ♦♦ (arcane, evocation, fire, mental, time) The dredgenaut rapidly burns off some of the damning supernatural evidence stored in its body, then releases the fiery, time-infused energy from vents all over its body. Each creature in a 30-foot burst takes 6d8 fire and 6d8 mental damage (DC 34 basic Reflex save). Affected creatures instantly age 1 year per 2 mental damage taken.

**Inexorable March** ♦ The dredgenaut Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can attempt to bar the way by succeeding at a DC 38 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise, it is damaged as if hit by the dredgenaut's foot.

**Swallow Whole** ♦ (attack) Large, 3d8+8 bludgeoning, Rupture 25. The dredgenaut can use Swallow Whole on any creature grabbed in its claws.

**Temporal Trauma** (arcane, time) When condensed, burned as fuel, and vented, evidence collected by a dredgenaut washes over living creatures as a wave of psychic trauma and disruption to the flow of time itself. Any creature damaged by a dredgenaut's chrono beam Strike instantly ages 1 year per 2 mental damage taken (for example, a creature that takes 20 mental damage ages 10 years).

**Trample** ♦♦♦ Large or smaller, foot, DC 36



# DUNDRATH

BY DAVE BREITMAIER

## TRUNK PIERCINGS

Dundraths do practice one form of “art,” though it is unappreciated to all but the dundraths themselves. From the age it can hold a sharp stick, a dundrath will painfully pierce its trunk by jabbing a frozen wooden stake into its thick hide. As it grows older, a dundrath practices this self-piercing with increasingly larger stakes and, eventually, whole logs. The ritual is equal parts practicality (log-laden trunks make powerful swinging weapons and even shields) and vanity, for the dundraths with the biggest or most elaborate piercings also often command the most respect.

Dundraths are thickset humanoids who resemble woolly mammoths except for their burly arms and hands and keen yellow eyes. In the icy wildernesses and tundra plains where they roam, dundraths wear no leathers or clothing—only their thick, wiry coats insulate them from the bitterest elements. All the same, their razor-sharp tusks and pierced trunks strike an imposing image, and few northern wanderers willfully engage with even a solitary dundrath hunter.

Dundraths have little love for art, culture, or even companionship. A dundrath’s primary motivation is simple: find and devour a warm-blooded meal. More than mere hunger, this ravenous drive compels dundraths to attack mercilessly and indiscriminately, even when up against creatures significantly larger or stronger than themselves. Perhaps because of their insatiable lust for food, dundraths almost invariably delight in the hunt, and many take grotesque pleasure in the pain and anguish they inflict on living creatures. However, a dundrath doesn’t belabor the point after it has successfully disabled its prey; most dundraths slaughter their victims quickly and efficiently.

Dundraths prefer to hunt alone in order to savor the choicest cuts of meat for themselves. Particularly social dundraths or a dundrath parent might take back some meager scraps for the group. Other than this practice of sharing leftovers, dundrath society is surprisingly unsophisticated, especially considering the creatures’ superficial resemblances to humans and elephants—two especially social creatures.

## DUNDRATH GORGER

CREATURE 6

UNCOMMON CE LARGE DUNDRATH HUMANOID

**Perception** +13; darkvision, scent (imprecise) 1 mile, snow vision

**Languages** Dundrath, Jotun

**Skills** Athletics +16, Intimidation +14, Survival +15

**Str** +6, **Dex** +3, **Con** +5, **Int** -2, **Wis** +3, **Cha** +2

**Snow Vision** Snow doesn’t impair a dundrath’s vision; it ignores concealment from snowfall.

**Items** +1 club, javelins (3)

**AC** 21 (23 with shield raised); **Fort** +17, **Ref** +12, **Will** +13

**HP** 120; **Resistances** cold 5

**Attack of Opportunity** ↻ Tusk only.

**Shield Block** ↻

**Trunk Shield** A dundrath’s trunk is pierced with large logs, enabling the dundrath to use the trunk as a shield (Hardness 3, HP 20). A dundrath can still attack and Grab with its trunk, but not while it is benefiting from the Raise a Shield action.

**Speed** 30 feet

**Melee** ✦ club +17 (magical, reach 10 feet), **Damage** 1d8+9 bludgeoning

**Melee** ✦ trunk +17 (reach 10 feet, sweep), **Damage** 2d6+9 bludgeoning plus Grab

**Melee** ✦ tusk +17, **Damage** 2d8+9 piercing plus impaling tusk

**Ranged** ✦ club +15 (magical, thrown 10 feet), **Damage** 1d8+9 bludgeoning

**Ranged** ✦ javelin +15 (thrown 30 feet), **Damage** 1d6+9 piercing

**Impaling Tusk** When the dundrath rolls a critical hit with its tusk Strike against a Medium or smaller creature, it impales that creature, which becomes stuck to the tusk. The stuck creature moves with the dundrath and takes 1d6 persistent bleed damage until it either Escapes or someone uses Force Open to break the tusk (either is DC 24).

**Swallow Whole** ✦  
(attack) Medium, 3d6+5 bludgeoning, Rupture 17



BY DERRICK FERRY

Eekos are squat living bushes that grow around a primordial golden beehive from the fey realm. Many mistake the plant matter itself for the eeko, but the honeycomb “heart” and its constituent bees are the real animating force of this benevolent fey.

Eekos prefer to live in forest groves and sun-dappled woodlands, where they mingle with other fey and occasionally help guide wayward travelers and animals, only attacking if they or their home are threatened. To eekos, nature is sacred, and most see themselves as stewards of the natural cycles of birth and death, feast and famine, renewal and decay. Most eekos are brave in a fight, sometimes recklessly so, and see adventure around every trunk.

Although they harbor no love for humans or other creatures that often despoil wilderness in the name of “civilization,” eekos do enjoy the company of druids, especially vagabonds with stories of far-off places and unusual animals. Eekos cannot speak, but they love the sounds that voices can make, and they’re happy to offer aid in exchange for stories and songs—even bad ones. Arboreals tend to be too plodding or methodical to maintain an eeko’s attention, though the two creatures gladly work together to defend their shared homes from invaders.

## EKO HEARTS

The golden heart of an eeko is no mere honeycomb—it is the essence of life itself. A destroyed eeko’s heart provides enough nourishment to feed 30 Medium creatures for a day (or 15 Medium creatures for 2 days, and so forth). After 1 week, the heart dissolves and turns into just a handful of nonmagical pollen.

## EKO

## CREATURE 6

CG SMALL FEY PLANT

**Perception** +17; low-light vision

**Languages** Common, Sylvan; can’t speak (uses sign language only)

**Skills** Acrobatics +14, Medicine +15, Nature +17, Stealth +14, Survival +15

**Str** +2, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +3

**AC** 23; **Fort** +17, **Ref** +14, **Will** +15

**HP** 120; **Immunities** swarm mind; **Weaknesses** axe vulnerability 5, cold iron 5, fire 5; **Resistances** bludgeoning 5, piercing 5

**Axe Vulnerability** The eeko takes 5 additional damage from axes.

**Speed** 25 feet

**Melee** ♦ branch +16 (agile, finesse), **Damage** 2d6+6 slashing

**Primal Innate Spells** DC 25; **3rd** *earthbind* (×2), *neutralize poison*, *vomit swarm*; **2nd** *entangle* (×2), *tree shape*;

**Cantrips (3rd)** *dancing lights*, *detect magic*, *stabilize*, *tanglefoot*

**Branch Casting** The eeko doesn’t need to fulfill the verbal spell components of its innate primal spells, allowing it to cast its spells silently.

**Swarming Stings** ♦ **Requirements** The swarm from the eeko’s

Unleash Hive ability is active; **Effect** Each enemy in the eeko’s swarm’s space takes 2d8 piercing damage (DC 25 basic Reflex save) and is exposed to eeko bee venom.

A successful save negates the poison exposure.

**Eeko Bee Venom** (poison); **Saving Throw** Fortitude DC 25; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 2d6 poison and enfeebled 2 (2 rounds)

**Unleash Hive** ♦♦ (conjunction, primal) **Frequency** once per minute; **Effect** The eeko releases a flurry of biting bees from its heart, creating a Huge swarm centered on the eeko. The swarm stays centered on the eeko and moves with the eeko. The swarm remains active for 1 minute or until the eeko takes at least 20 fire damage in the same round from a single attack or effect, whichever comes first. As long as the swarm is active, the eeko gains the following:

- all-around vision
- concealment
- fast healing 3
- Swarming Stings



# EXCUBITOR (CHAPERONE DEVIL)

BY LAU BANNENBERG

## FIENDISH PARTNERS

A *phistophilus* (also called a contract devil; see the *Pathfinder Second Edition Bestiary*) can assign an excubitor to protect a mortal as part of the contract signed by that mortal.

Excubitors cannot create new contracts themselves. The mortal beneficiary of this contract is known as the “principal.”

Devils have a reputation for being diabolical masterminds, but not all of them live up to that reputation. Excubitors, also known as chaperone devils, are forged from the souls of mortals who aided and abetted the evils of others rather than committing their own atrocities. In Hell, despite their formidable power, excubitors rank quite low in the diabolic hierarchy as they rarely achieve any triumphs which they can truly call their own.

The reward for a devil who in life was “just following orders” is an eternity of following the orders of mortals. Chaperone devils specialize in protecting Hell’s most important mortal assets—villains, criminal masterminds, and satanic warlords whose capacity for scheming overshadows their physical acumen. Excubitors are contracted to protect these important individuals from would-be law officers, knights, and other do-gooders. More than one would-be hero has nearly confronted a heinous villain only to first fall to that villain’s “secretary”—a fiendish excubitor bodyguard, with fists like iron and an almost bottomless pit of a stomach.

## EXCUBITOR

CREATURE 8

LE MEDIUM DEVIL FIEND

**Perception** +18; greater darkvision

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet

**Skills** Athletics +18, Deception +17, Intimidation +17, Medicine +14, Religion +16, Society +14

**Str** +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +2, **Cha** +3

**Guarding the Principal** (abjuration, divine) An excubitor can magically shield its principal (see sidebar) from the worst attacks. As long as the excubitor is within 30 feet of its principal, the principal uses the excubitor’s level to determine how well the principal resists incapacitation effects.

**AC** 27; **Fort** +19, **Ref** +14, **Will** +14; +1 status to all saves vs. magic

**HP** 135; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical (except silver) 10, poison 10

### Attack of Opportunity ↷

**Speed** 25 feet

**Melee** ✦ fist +20 (agile), **Damage** 2d6+8 bludgeoning plus 1d6 evil

**Melee** ✦ jaws +20, **Damage** 2d8+8 piercing plus 1d6 evil plus Grab

**Divine Innate Spells** DC 23; **5th dimension door**; **4th dimension door** (at will), *fireball*, *lightning bolt*, *private sanctum*; **Constant (4th) shield other** (on principal only)

**Rituals** DC 23; *infernal pact*

**Change Shape** ✦ (concentrate, divine, polymorph, transmutation)

When an excubitor is contracted to protect a principal, the contract specifies a specific alternate form for the chaperone devil. The excubitor can change shape to assume this specific shape, which is usually a Small or Medium humanoid. This doesn’t alter any of the devil’s statistics. If killed, the excubitor reverts to its true form.

**Exit Strategy** ✦✦ (conjunction, divine, teleportation) **Requirements**

The excubitor is adjacent to its principal and has no creatures Swallowed Whole; **Effect** The excubitor casts *dimension door*, affecting both itself and its principal. Afterward, both creatures are stunned 3 and are immune to *dimension door* for 1 hour.

**Regurgitate** ✦✦ The excubitor expels the contents of its stomach, including creatures Swallowed Whole.

**Swallow Evidence** ✦ (attack) The excubitor grotesquely distends its jaws and, impossibly, swallows a creature as big as itself, transporting the swallowed creature into an extradimensional stomach. The excubitor Swallows Whole a Medium or smaller creature (4d6 poison plus 2d6 evil, Rupture 15). The devil can forgo dealing this damage and can breathe in air so swallowed creatures don’t suffocate. The excubitor’s stomach can hold up to three Medium creatures. While the devil has any surviving creatures in its stomach it cannot use *dimension door* effects.

# EYESORE

BY DAVID ADAMS



Sometimes referred to as “basilisk’s bane,” the eyesore is a musty green-blue lump of semi-translucent goo in which dozens of disembodied eyeballs float in various stages of digestion. Unlike most oozes, eyesores possess a sense of vision, albeit one gained from a particularly macabre source: the stolen eyes of their victims.

An eyesore ranges from 80 to 120 pounds and typically contains four to eight eyeballs. Any creature with vision that looks upon the multitudinous eyes trapped within an eyesore risks having their own eyes magically removed and added to the eyesore’s collection, blinding the poor subject and furthering the growth of the eyesore. Eyesores propagate themselves by splitting into two identical clones when they have consumed a sufficient number of eyes to do so (usually 12).

The exact origin of eyesores is lost to time. Legends say the first eyesore was created from the liquefied body of a jealous nymph’s paramour, but some stories credit kobolds with creating eyesores to protect against roaming basilisks, cockatrices, and medusas.

## UNAPPETIZING CREATURES

Eyesores regard eyeless creatures or creatures that lack vision as uninteresting and unworthy of their attention. Young eyesores can even be fooled by mundane trickery such as a cloth blindfold. However, potential prey that displays even the merest hint of an ocular orb can stir an eyesore into a ravenous frenzy.

## EYESORE

## CREATURE 3

**N** **MEDIUM** **MINDLESS** **OOZE**

**Perception** +12; variable senses (see stolen vision, below)

**Skills** Thievery +10

**Str** +4, **Dex** -5, **Con** +5, **Int** -5, **Wis** +1, **Cha** -5

**Stolen Vision** An eyesore that has stolen at least one eye has vision. Additional eyes grant it additional vision types; with at least 4 eyes it has low-light vision, with at least 6 eyes it has darkvision, and with 8 or more eyes it has all-around vision. A typical eyesore has 6 eyes.

**AC** 11; **Fort** +14, **Ref** +2, **Will** +4; -1 status to all saves vs. blindness

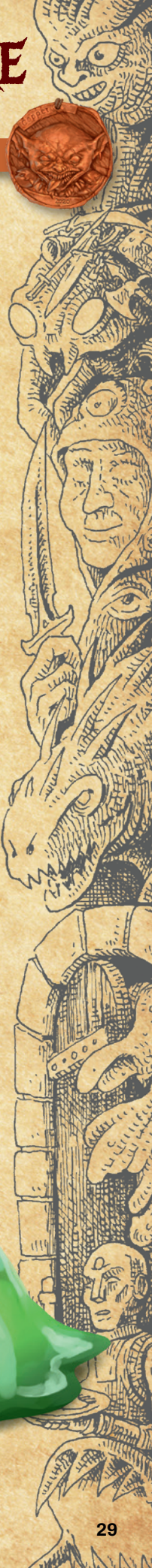
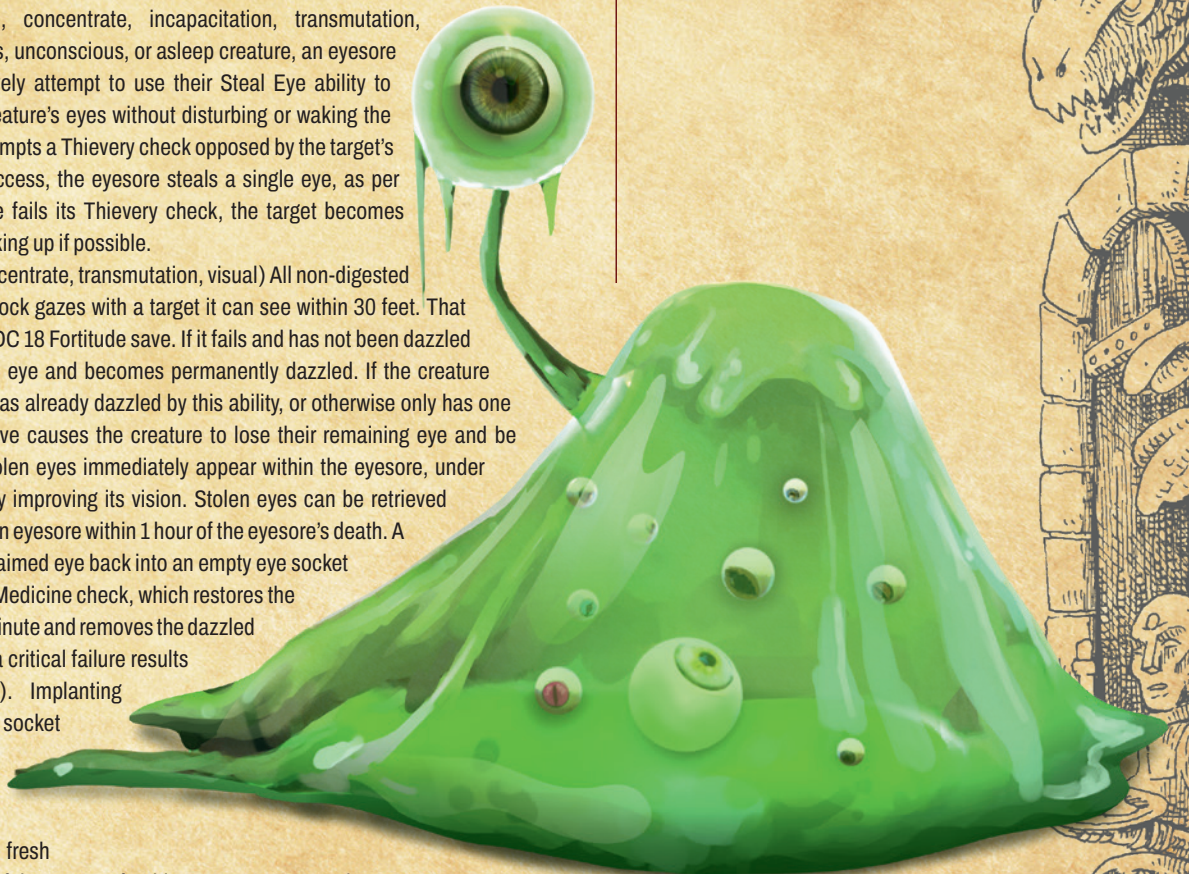
**HP** 80; **Immunities** acid, critical hits, mental, precision, unconscious; **Weaknesses** piercing 5

**Speed** 15 feet

**Ranged** ♦ acid spray +10 (acid, range increment 30 feet), **Damage** 1d8+7 acid

**Enucleate** ♦♦♦ (arcane, concentrate, incapacitation, transmutation, visual) Against a helpless, unconscious, or asleep creature, an eyesore will sometimes instinctively attempt to use their Steal Eye ability to painlessly extract the creature’s eyes without disturbing or waking the subject. The eyesore attempts a Thievery check opposed by the target’s Perception DC. On a success, the eyesore steals a single eye, as per Steal Eye. If the eyesore fails its Thievery check, the target becomes aware of the attempt, waking up if possible.

**Steal Eye** ♦♦ (arcane, concentrate, transmutation, visual) All non-digested eyes within the eyesore lock gazes with a target it can see within 30 feet. That creature must attempt a DC 18 Fortitude save. If it fails and has not been dazzled by this ability, it loses an eye and becomes permanently dazzled. If the creature critically fails the save, was already dazzled by this ability, or otherwise only has one eye, a critically failed save causes the creature to lose their remaining eye and be permanently blinded. Stolen eyes immediately appear within the eyesore, under its control and potentially improving its vision. Stolen eyes can be retrieved from the fresh corpse of an eyesore within 1 hour of the eyesore’s death. A creature can place a reclaimed eye back into an empty eye socket with a successful DC 20 Medicine check, which restores the creature’s vision after 1 minute and removes the dazzled and blinded conditions (a critical failure results in destroying the eye). Implanting a foreign eye into a socket other than its original requires a successful DC 24 Medicine check instead. Eyes must be fresh and damp from the fluid of the eyesore for this process to succeed. After 1 hour, the eyes in a dead eyesore are too decomposed to be of any use.



# FELD HAG

BY JAKEIOL RUDD

## FEAR OF THE BIRCH

Although feld hags thoroughly enjoy tossing their hag tar, they take particular delight in administrating pain with their horrific birch whip. In the hands of a feld hag, a simple birch stick transforms into a magical whip of incredible cruelty and suffering. Although others have tried to take this whip from a fallen feld hag, once dropped, the whip instantly transforms back into a simple birch branch. Although the whip often bears a sickle at one end, feld hags use this as a tool in the field, not as a weapon.

Feld hags, also known as harvest or lunar hags, kill and eat farmers, blight crops before the harvest, and kidnap mortal children to taint and raise as their own. The hag's unnatural essence twists such children into slaving monstrosities which serve the hag as guard beasts, hunters, and servants.

A feld hag stands a head taller than most of her hag kin, towering over just about anyone unfortunate enough to see her in her true form. When the moon is full, a feld hag looms ominously in the pale moonlight, with pitted sallow skin and a vague, twisted grin. As the moon waxes and wanes, a feld hag's skin shifts as well, always matching the lunar body's color—from porcelain white during a full moon to ebon black at the beginning of a new lunar cycle. When the moon glows orange or red in the autumn, the feld hag's flesh likewise glows with bloody intensity. No matter the moon's phase, a feld hag can be easily identified by her burning fingers, which grip an electrifying whip that obeys only that hag, and the foul-smelling igneous secretions that slowly drip from her every pore.

To covertly destroy crops and spread famine, feld hags transform into various nondescript animals like snakes, turtles, and frogs. However, even when a crop is destroyed, the feld hag's work is not yet done. A feld hag is rarely sated until she has feasted upon the raw flesh of a farmer's child or taken a brood to be pounded in her iron butter churn and fed to her dogs.

## FELD HAG

## CREATURE 5

CE MEDIUM HAG HUMANOID

Perception +11; darkvision

Languages Aklo, Common, Jotun

Skills Athletics +13, Deception +11, Nature +9, Occultism +9, Stealth +13

Str +5, Dex +4, Con +3, Int +2, Wis +2, Cha +4

**Coven** A feld hag adds *blindness*, *fear*, and *paranoia* to her coven's spells.

**AC** 22; **Fort** +14, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

**HP** 55; **Immunities** poison; **Weaknesses** cold iron 5; **Resistances** fire 5

**Speed** 35 feet

**Melee** ♦ claw +14 (agile, magical), **Damage** 2d4+7 slashing plus feld hag tar

**Melee** ♦ birch whip +14 (electricity, magical, reach 10 feet), **Damage** 2d4+7 slashing plus 1d6 electricity

**Ranged** ♦ igneous sudor +13 (range increment 15 feet), **Damage** 2d4+7 fire plus feld hag tar

**Occult Innate Spells** DC 21; **3rd** *animal form* (at will, canines only); **2nd** *summon animal* (×3, wolf only); **1st** *command*, *grease*, *pest form*, *sleep*; **Cantrips (3rd)** *dancing lights*, *ghost sound*

**Change Shape** ♦ (concentrate, occult, polymorph, transmutation) The feld hag can take on the appearance of any Medium humanoid woman. This doesn't change her Speed or her attack and damage bonuses with her Strikes, but might change the damage type her Strikes deal (typically to bludgeoning).

**Feld Hag Tar** (fire, poison) A creature damaged by the feld hag's claw or igneous sudor Strike must attempt a DC 22 Fortitude saving throw.

**Critical Success** The creature is unaffected and is immune to feld hag tar for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature takes 1d6 poison damage and is sickened 1.

**Critical Failure** As failure, plus 1d4 persistent fire damage.

# FERROPACEON

BY AOIFE ESTER



Often likened to a hermit crab, the ferropaceon is a six-legged earth elemental with a naturally smooth magnetic shell upon which it single-mindedly hoards any magnetic materials it can find. Though they hail from the Elemental Plane of Earth and tend to emerge on the Material Plane within the cavernous depths of ore-rich mountains, ferropaceons inevitably wander toward humanoid lands in search of ever more and ever rarer metal objects. Junkyards, old battlefields, and the outskirts of highly industrial cities have all known a ferropaceon at one time or another.

## FERROPACEON

CREATURE 10

UNCOMMON N LARGE EARTH ELEMENTAL

**Perception** +18; darkvision, metal sense (imprecise) 60 feet

**Languages** Terran

**Skills** Athletics +23

**Str** +7, **Dex** +3, **Con** +5, **Int** -2, **Wis** +0, **Cha** -2

**Metal Sense** (primal) A ferropaceon detects metal objects within 60 feet as an imprecise sense.

**Items** random mundane metal objects (number based on Hardness)

**AC** 30; **Fort** +23, **Ref** +15, **Will** +16

**HP** 185; **Hardness** varies; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** bludgeoning 10

**Aura of Magnetism** (aura, evocation, primal) 60 feet. While in the aura, a creature that makes a melee Strike with a metal weapon or a ranged Strike with metal ammunition (including arrows and bolts) gains a +1 circumstance bonus on attack rolls against the ferropaceon and a -1 circumstance penalty on attack rolls against other creatures.

**Metallic Carapace** The ferropaceon can protect itself by covering itself in magnetized metal objects, creating a metallic shell around its body. The ferropaceon can hold a maximum of 12 Bulk in this way; magnetized objects in excess of this limit simply fall to the ground beside the ferropaceon. The ferropaceon gains Hardness equal to the total Bulk of the magnetized objects. An adjacent creature can Interact to remove one of these objects with a successful DC 26 Athletics check. Objects attached to the magnetic carapace are unattended for the purposes of spells and abilities, but they cannot be forcibly moved by the effects of a spell or ability.

**Speed** 25 feet, burrow 20 feet; earth glide

**Melee** ♦ scissor claw +23 (versatile P),

**Damage** 2d12+13 slashing

**Earth Glide** The ferropaceon can Burrow through any earthen matter, including rock. When it does so, the ferropaceon moves at its full burrow Speed, leaving no tunnels or signs of its passing.

**Hyperpolarization** ♦♦ (evocation, primal) The ferropaceon temporarily intensifies its magnetic field, drawing in metal objects in a 60-foot emanation. All unattended metal objects 1 Bulk or less in the area are immediately pulled toward the ferropaceon and added to its Metallic Carapace. The ferropaceon attempts to Disarm all creatures in the area wielding metal objects, adding the disarmed object to its Metallic Carapace on a critical success. Any creature in the area wearing metal armor or composed of metal must succeed at a DC 28 Fortitude save or be pulled 10 feet towards the ferropaceon (15 feet on a critical failure). The ferropaceon can't use Hyperpolarization again for 1d4 rounds.

**Repulsive Barrage** ♦♦ (evocation, primal) **Requirements**

The ferropaceon is holding at least 1 Bulk of metal items on its metallic carapace; **Effect** The ferropaceon violently reverses its magnetic field, flinging everything stuck to its body outward in a 30-foot emanation. Creatures in the area take 1d6 slashing damage per 1 Bulk on the ferropaceon's metallic carapace (up to 12d6 for 12 Bulk; DC 29 basic Reflex save). All the repulsed items drop to the ground 30 feet away from the ferropaceon.

## FERROPACEON WEAPONS

Though not malicious, ferropaceons are highly territorial, viewing any object magnetically stuck to their body as rightly theirs. Most ferropaceons defend their treasures with scissor-like claws that can slice through flesh and bone with ease. The oldest ferropaceons can control their magnetic fields to such a degree that they can "wield" metallic weapons like swords and hammers, oscillating their magnetism so that the weapon hovers around them and strikes at their command.





# FUNGAL RAPTOR

BY CHRIS HARRELL

## SPORE CARRIERS

The first fungal raptors were created by a vampiric druid obsessed with the cycle of rot, decay, and rebirth (particularly the rot and decay parts). Since then, fungal raptors have spread throughout the known world utilizing sporal reproduction. Many woods-traipsing adventurers have unknowingly been sprinkled with the spores of a fungal raptor hiding in the trees above, only to carry the raptor's progeny far and wide.

To the untrained eye, a fungal raptor initially appears to be a disease-ridden avian skeleton. In fact, however, this unsightly creature is a naturally occurring airborne fungus that grows in the shape of a bird of prey.

Somehow, fungal raptors have gained enough intelligence to imitate the forms of their namesake flying predators. Packs of fungal raptors hunt dark forests and damp swamps, using their diseased wings to drive prey deeper into their territory by creating a maze of pestilence. Once a target is thoroughly disoriented and lost, the fungal raptors ambush their prey, infect their victim with a unique blood-devouring disease, and then retreat into the trees where they wait for their helpless victims to succumb to exsanguination. Like true carrion feeders, fungal raptors never eat live prey, but even more importantly, fresh blood itself is harmful to fungal raptors—a fact desperate defenders might try to use to their advantage.

Like most fungi, fungal raptors blossom and grow in dank, dimly lit areas such as dungeons, grottos, and ruins, making them a common threat to spelunkers and treasure-hunting adventurers. In addition, territorial druids sometimes purposefully cultivate fungal raptors to protect their primal demesnes.

## FUNGAL RAPTOR

CREATURE 6

UNCOMMON N MEDIUM FUNGUS

**Perception** +16; darkvision, scent (imprecise) 60 feet

**Skills** Acrobatics +14, Athletics +13, Stealth +14 (+20 in forests and swamps)

**Str** +3, **Dex** +6, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

**AC** 24; **Fort** +16, **Ref** +16, **Will** +12

**HP** 120; **Immunities** disease; **Weaknesses** curse of blood

**Curse of Blood** Contact with clean blood harms a fungal raptor. Each time a creature within 5 feet of the raptor takes piercing or slashing damage (including from the raptor's own attacks), the fungal raptor takes 2d4 poison damage. However, creatures currently affected by sanguinary disease do not trigger this effect.

**Speed** 15 feet, fly 40 feet

**Melee** ✦ beak +15 (deadly 1d10), **Damage** 2d8+6 piercing plus sanguinary disease

**Melee** ✦ claw +15 (agile, reach 10 feet), **Damage** 2d6+6 slashing plus sanguinary disease

**Diseased Wake** ✦✦ (move, disease) The fungal raptor flies up to its fly Speed, spreading its wings and coating the area up to 15 feet below with deadly spores. The spores last for 1 minute. Creatures other than the fungal raptor looking through the spores take a -2 circumstance penalty to visual Perception checks. Any creature that starts its turn in the area of the spores or moves through a spore-ridden space must save against the raptor's sanguinary disease.

**Sanguinary Disease** (disease) Bloodless creatures are immune. The sickened condition does not improve on its own until the disease is cured. **Saving Throw** DC 24 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** sickened 1 and drained 1 (1d4 hours); **Stage 3** sickened 1 and drained 2 (2d4 hours); **Stage 4** unconscious (1 day); **Stage 5** dead

**Sneak Attack** The fungal raptor deals 1d6 extra precision damage to flat-footed creatures.



On the outskirts of Purgatory, sometimes confused or stubborn spirits wander away, avoiding judgment and refusing to pass on to the afterlife. In these cases, psychopomps called fylakas are charged with tracking down these runaway souls and bringing them back to face judgment.

Though their ability to sense alive and undead creatures is not as precise as other psychopomps, fylakas can sniff out souls from incredible distances, and they are relentless in their pursuits. The mere sight of one of these skull-faced bloodhounds is often enough to motivate a wandering soul to fall back in line and, in this way, fylakas keep the flow of souls moving through purgatory both steady and orderly.

Physically, fylakas resemble oversized canines of various breeds, with mastiffs and bloodhounds being particularly common types. A skeletal mask mimicking the fylaka's own bone structure covers its face while its eyes glow and seep with flowing wisps of green and purple divine energy. When it rears up, the fylaka reveals its furless chest and, in its place, a large ribcage devoid of any innards.

## SOUL CATCHERS

Fylakas rarely aim to destroy their quarry. For one thing, psychopomps aren't particularly in the business of destroying souls. Rather, fylakas instead try to trap and escort souls to where they need to be. Purgatory's hounds accomplish this by catching spirits in their expansive rib cages, within which divine energy weakens the prisoner and keeps it from escaping during the journey back.

## FYLAKA

## CREATURE 6

**N** **MEDIUM** **MONITOR** **PSYCHOPOMP**

**Perception** +16; darkvision, lifesense (imprecise) 500 feet

**Languages** Abyssal, Celestial, Infernal, Requian (can't speak any language); telepathy 120 feet

**Skills** Acrobatics +15, Athletics +15, Intimidation +14, Religion +12, Stealth +13, Survival +16 (+20 in Purgatory)

**Str** +5, **Dex** +3, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2

**AC** 23; **Fort** +15, **Ref** +13, **Will** +18; +1 status to all saves vs. magic

**HP** 120; **Immunities** death effects, disease; **Resistances** negative 5, poison 5

**Speed** 40 feet

**Melee** **◆** jaws +17, **Damage** 2d8+8 piercing plus spirit touch and Grab

**Melee** **◆** claw +17 (agile), **Damage** 2d6+8 slashing plus spirit touch

**Divine Innate Spells** DC 23; **5th** *locate* (×3); **4th** *dimension door*; **2nd** *invisibility* (at will; self only)

**Breath Weapon** **◆◆** (divine, necromancy) The fylaka exhales a cloud of fog that deals 7d6 positive or negative damage (see Swap Energy) in a 30-foot cone (DC 22 basic Fortitude save). It can't use Breath Weapon again for 1d4 rounds.

**Leap and Catch** **◆◆** The fylaka Leaps up to its Speed and makes an Athletics check to Swallow Whole a creature in a space adjacent to where it lands. If it succeeds, the fylaka can choose to land in the space formerly occupied by the Swallowed creature.

**Spirit Touch** A fylaka's Strikes affect incorporeal creatures with the effects of a *ghost touch* property rune and deal 2d6 negative damage to living creatures and 2d6 positive damage to undead.

**Swallow Whole** **◆** (attack) Medium, 3d6 negative or positive (see Swap Energy) plus 2d6 acid, Rupture 23. The swallowed creature is contained in the fylaka's ribcage. It doesn't need to hold its breath and it can see and hear normally. Other creatures can target the swallowed creature with spells or other ranged effects, but not melee attacks or effects with a range of touch. Though the swallowed creature can see outside the fylaka, it cannot target creatures other than the fylaka with attacks, abilities, or spells.

**Swap Energy** **◆** (concentrate, divine) The fylaka focuses and hones its divine powers to better fight either the living or the dead. The fylaka chooses either negative or positive damage. Until the next time the fylaka uses Swap Energy, its Breath Weapon and Swallow Whole abilities deal this type of damage.

# G'MAYUN

BY JEFFREY ANDERSON

## INCONGRUOUS ATTIRE

The g'mayun resemble small and intensely colored humanoid birds without wings.

Their feathers range over a broad and bright spectrum. These feathers grow the longest and brightest atop their heads, often standing high into the air or cascading down their backs. Their large and expressive eyes are likewise a swirl of color. This vivid appearance is often offset by their taste for the darkest of clothing, adorned with skulls, spikes, or other elements that are usually more expected of nefarious cults.

G'mayuns are avian humanoids that resemble colorful parrots and other birds native to tropical paradises. Yet for all their beauty and freedom, the great mythos of g'mayuns is studded with sorrow.

There are two sides to every coin—joy and sorrow, peace and violence. This is a universal truth that g'mayuns know all too intimately. Long ago, they led a life of harmony with the world, celebrating beauty in all its forms but especially drawn to song. Their patron deity, a goddess of art and love, filled their hearts with joyous inspiration, and song would fill the air in their treetop jungle homes. But no mortal light nor any form of beauty is entirely safe from the jealous clutches of demonkind.

Corruption was slow and subtle. Demons in disguise made their way into g'mayun enclaves and began to spread their corruptive influence. Slowly, the brilliant light of g'mayuns dimmed, and voices that once lifted in celebration cried out to the darkness in rage. It seemed they were on the edge of being forever lost, another people damned to the status of monsters.

However, miracles happen, even to the most unexpected people and in the most unexpected places, and the g'mayun patron goddess wasn't willing to allow her former devotees to lose themselves completely. As subtly as the corruption spread among g'mayun culture, their patron's redemption was overt, a powerful love extending into their song and offering the hand they needed to pull them back from the brink.

Now, g'mayuns are a people with souls rent between the demonic corruption, now centuries gone but still leaving scars upon their song, and the rainbow, both ancient and new, that slowly soothes them and undoes the sins of the past, generation by generation. But as ever, there are songs in their hearts—songs that, these days, speak to this harsh dichotomy. The loveliest of melodies, expressing the deepest of anguish and anger. Joy and love screamed in bitter anthems. Releasing all malevolence still within their hearts with music and art rather than succumbing to the temptations of wrath.

## G'MAYUN PIRATE

CREATURE 0

CN SMALL HUMANOID G'MAYUN

Perception +6; low-light vision, truecolor sight

Languages Abyssal, Auran, Common

Skills Acrobatics +3, Deception +3, Diplomacy +5, Intimidation +5, Performance +6, Religion +3, Society +3

Str +1, Dex +3, Con +0, Int +2, Wis +2, Cha +3

Items dagger, darts (4), studded leather armor

**Truecolor Sight** Owing to their divine connections to a goddess of art, g'mayuns can see colors of the visual spectrum that most creatures can't even fathom. A g'mayun can see air, force, negative, and positive effects as easily as most people see fire, even if these effects normally don't create a visual effect. A g'mayun can also see invisible objects and creatures, which are concealed to the g'mayun.

AC 15; Fort +3, Ref +6, Will +9

HP 14

Speed 25 feet

**Melee** ♦ dagger +4 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

**Ranged** ♦ dart +7 (agile, thrown 20 feet), **Damage** 1d4+1 piercing

**Dolent Aria** ♦♦ (auditory, emotion, mental) The g'mayun sings a beautiful but mournful melody to inflict sorrow in the hearts of its foes. Each foe within 60 feet must succeed at a DC 13 Will save or become slowed 1 for 1 minute. If the creature is attacked during this time, it can make another Will save to end the effect early. After 1 minute, the creature is immune to the g'mayun's Dolent Aria for 24 hours.

**Rending Squall** ♦♦ (divine, evocation, sonic) The g'mayun unleashes its pain and rage in a sudden scream targeted at the source of its enmity. Each creature in a 15-foot cone takes 1d6 sonic damage (DC 14 basic Fortitude save).

# GALTZAGORRI

BY DAVE BREITMAIER



Galtzagorri are diminutive, fretful humanoids native to the realm of the fey. They wear baggy, bright red pants and sport ladybug-like wings on their bare backs. Whether in flight or on foot, galtzagorri flit about with purpose, zigzagging between trees and buildings with equal ease. On the Material Plane, galtzagorri tend to avoid big cities but might be found in woodland settlements or any heavily forested area that resembles their wild home.

For a galtzagorri, unemployment is a fate worse than death. Its nimble fingers twitching with anticipation, an unoccupied galtzagorri is prone to buzz about the land in search of overworked artisans, beleaguered farmers, and frazzled spellcasters eager to delegate their menial tasks. Once bonded to a skilled practitioner or spellcaster, a galtzagorri goes about any task, big or small, with enthusiasm, from tinkering with a malfunctioning construct to washing the windows. Galtzagorri are also helpful in battle, all too eager to swiftly disarm and disassemble their enemies' weapons.

While its bonded master may initially see the creature as a blessing, a galtzagorri's relentless industriousness can also be a curse. An underworked galtzagorri quickly becomes agitated, undoing with frenetic anxiety the tasks it has already completed. If completely idle, it may even sabotage simple mechanical devices only so that it can fix them again. An artisan or spellcaster can rid themselves of an unwanted galtzagorri by trapping it in a small box and gifting it to another who may need the creature's "help."

## GALTZAGORRI POSSESSIONS

Money and ownership are so inconsequential to a galtzagorri that it would have no qualms about scratching a priceless jewel in an effort to fix a twisted prong. Any galtzagorri missing its oversized red pants—its one prized possession—has presumably sacrificed them in the name of completing some exceptionally satisfying task.

## GALTZAGORRI HOOK SPEAR

ITEM 0

UNCOMMON

Price 2 gp; Damage 1d6 P; Bulk 1

Hands 1

A galtzagorri hook spear is a spear with three hooked tines at the end, reminiscent of a longer trident and built to disarm foes and take advantage of a galtzagorri's dexterous movements. A dexterous hook spear is an uncommon martial melee weapon in the spear weapon group that deals 1d6 piercing damage and has the disarm, finesse, sprite, and thrown 20 feet traits.

## GALTZAGORRI HUNTER

CREATURE 2

CN TINY FEY SPRITE

Perception +7; low-light vision

Languages Common, Sylvan

Skills Acrobatics +7, Arcana +8, Athletics +6 (+8 to Disarm), Crafting +10, Deception +8, Stealth +9, Thievery +9

Str +0, Dex +3, Con +1, Int +4, Wis +0, Cha +2

Craft Anything (skill) The galtzagorri has the Magical Crafting and Alchemical Crafting feats.

Items basic crafter's book, galtzagorri hook spear

AC 17; Fort +7, Ref +9, Will +5

HP 35; Weaknesses cold iron 3

Speed 20 feet, fly 15 feet

Melee ♦ galtzagorri hook spear +8 (disarm, finesse, sprite), Damage 1d6+4 piercing

Ranged ♦ galtzagorri hook spear +11 (disarm, finesse, sprite, thrown 20 feet), Damage 1d6+4 piercing

Primal Innate Spells DC 16; 1st *mending* (×2), *pest form* (×2); Cantrips (1st) *read aura*

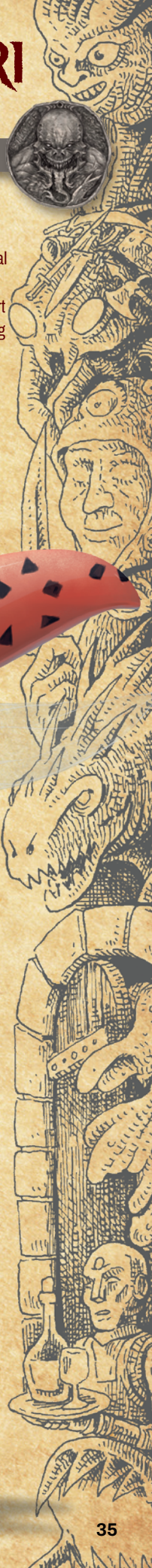
Quick Disassemble ♦♦♦ (manipulate) Requirement The galtzagorri is holding an item of 1 Bulk or less; Effect The galtzagorri makes a Crafting check against the same DC it would take to Craft the held item.

Critical Success The item is reduced to its raw materials and can't be reassembled without a formula.

Success The item is broken.

Failure The item is unaffected.

Spear Snag ♦ The galtzagorri uses their galtzagorri hook spear to snag an enemy's weapon. The galtzagorri makes an Athletics check to Disarm. If the galtzagorri critically fails the check, they can drop the galtzagorri hook spear to take the effects of a failure instead of a critical failure.



# GARATAUR

BY JAMES ABENDROTH

## DAUGHTERS OF THE BLOOD MOON

The most powerful garataurs possess divine powers and spells akin to those of a true cleric. These garataur priests are always female and refer to themselves as daughters of the blood moon. Indeed, their powers seem at their most potent during lunar eclipses, when they lead harrowing rituals beneath a red desert sky.

According to the legends of some warmongering gnoll communities, the emergence of a blood moon can herald the creation of a mighty warrior to lead the pack in its quest for slaughter—a bloodthirsty monster resembling a gnoll from the waist up, but with the body of a primordial hyena where its legs would be. This monster rapidly claims leadership of its clan through some combination of strength, charisma, and unparalleled bloodshed. In hushed whispers, as a new blood moon rises, the name of this beast floats on the lips of fearful gnolls huddled beneath their blankets—the garataur.

For remote gnoll societies that revere a demonic goddess, the coming of a garataur is often seen as a sacred and important event signaling the unholy favor of the queen of demons. Such zealous communities regard the creature as a representative of the goddess, and the gnolls' former leaders willingly step down to serve the divine emissary. However, for neighboring communities, gnoll or otherwise, the arrival of a garataur means little more than fear and pain for anyone caught in the monster's path.

Even the most aggressive groups of gnolls cannot compete with a war band led by a garataur, whose mind and body seem perfectly crafted for the sole purpose of slaughter. While violent gnoll communities might attack or enslave their neighbors when they are hungry or need more slaves, those groups led by a garataur actively seek out and instigate total wars. Such war bands attack until all their victims are dead or enslaved, fighting to the death. Once a fight has begun, a garataur never surrenders.

### GARATAUR

### CREATURE 5

UNCOMMON NE LARGE BEAST GNOLL

**Perception** +13; darkvision, scent (imprecise) 30 feet

**Languages** Abyssal, Common, Gnoll

**Skills** Acrobatics +11, Athletics +14, Intimidation +13, Religion +11, Stealth +9, Survival +11

**Str** +5, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4

**Items** composite longbow (20 arrows), falchion, splint mail

**AC** 22; **Fort** +12, **Ref** +15, **Will** +9

**HP** 75

**Speed** 40 feet

**Melee** ♦ falchion +14 (forceful, sweep), **Damage** 1d10+9 slashing

**Melee** ♦ jaws +14 (agile), **Damage** 2d4+9 piercing

**Ranged** ♦ composite longbow +15 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+5 piercing

**Pack Attack** A garataur deals 1d6 extra damage to any creature that's within reach of at least two of the garataur's allies.

**Rugged Travel** A garataur ignores the first square of difficult terrain it moves into each time it Steps or Strides.

**Slashing Sprint** ♦♦ The garataur scrambles around the field, hacking at enemies in its way. The garataur Strides up to its Speed and can make up to two falchion Strikes at any points during that movement. It must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making both Strikes. If either Strike is a critical miss, Slashing Sprint ends.

**Terrible Cackle** ♦♦ (auditory, emotion, fear, mental) The garataur unleashes a horrifying cackle. Each creature within 30 feet must attempt a DC 21 Will save. While a creature is frightened by this ability, it is flat-footed to the garataur and its allies. Gnolls and hyenas are unaffected by this ability. The garataur can't use Terrible Cackle again for 1d4 rounds.

**Critical Success** The creature is unaffected and immune to this garataur's Terrible Cackle for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature is frightened 1.

**Critical Failure** The creature is frightened 2.

# GHOSTWRITER

BY GARRICK J. WILLIAMS



Ghostwriters are undead spirits that possess and revise texts in a misguided attempt to improve upon writings or to trick living spellcasters and researchers into unwittingly utilizing the spirit's work.

A ghostwriter typically rises from the spirit of an avid scholar or arcanist who labored endlessly but fruitlessly on a long-winded historical treatise or arcane thesis. Risen as a ghostwriter, this unswerving intellectual aims its creative energies at the writings of the living. Ghostwriters typically hide within spellbooks, twisting words and tweaking language in ways that can cause a wizard's spells to flourish or fizzle.

## GHOSTWRITER

## CREATURE 6

CE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +14; darkvision

**Languages** Common, any 4 other languages

**Skills** Academia Lore +15, Arcana +15, Deception +14, Intimidation +14, Stealth +15

**Str** -5, **Dex** +4, **Con** +0, **Int** +5, **Wis** +2, **Cha** +4

**AC** 23; **Fort** +12, **Ref** +16, **Will** +14

**HP** 70, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When the ghostwriter is destroyed, it re-forms after 2d4 days within the library where it originally manifested, fully healed. A ghostwriter can be permanently destroyed only if someone publishes the ghostwriter's work to an audience of at least a hundred readers, which allows the spirit to move on to the afterlife.

**Speed** fly 25 feet

**Melee** ✦ ghostly quill +12 (agile, finesse, magical), **Damage** 2d4+8 negative

**Arcane Prepared Spells** DC 24, attack +16; **3rd** *glyph of warding*, *magic missile*, *stinking cloud*; **2nd** *comprehend languages*, *dispel magic*, *telekinetic maneuver* (×2); **1st** *magic missile*, *mending* (×2), *ray of enfeeblement*, *sleep*; **Cantrips** (3rd) *mage hand*, *message*, *read aura*, *prestidigitation*, *sigil*, *telekinetic projectile*

**Ghostly Revisions** Any time a ghostwriter inhabits a spellbook with Inhabit Text, it automatically edits the text, making it difficult for the next reader to parse the words. The next time a spellcaster attempts to prepare spells from the spellbook, that spellcaster must attempt a DC 24 Arcana check. Regardless of the result, the edits disappear afterward and don't affect subsequent preparations.

**Critical Success** The spellcaster deduces that the edits are, in fact, quite brilliant. The spellcaster can prepare one additional spell of the highest level for which they have spell slots. The GM determines this spell randomly.

**Success** The spellcaster is unaffected and can prepare spells normally.

**Failure** One random spell is made illegible in the spellbook. The spellcaster can't prepare that spell today.

**Critical Failure** As failure, but one random spell per spell level is made illegible.

**Inhabit Text** ✦✦ The ghostwriter possesses a book, scroll, roll of parchment, or similar-sized text within 20 feet. This has the same effect as the *possession* spell, except that the ghostwriter can target only works of text and the ghostwriter leaves no physical body behind while it possesses a text. If a creature is holding the text the ghostwriter is attempting to inhabit, that creature can attempt a DC 24 Will save to prevent the possession. The possessed text has the same statistics and abilities as the ghostwriter. If the ghostwriter is destroyed while possessing a text, the text is destroyed as well. When the possession ends, the ghostwriter reappears in the text's square and cannot Inhabit Text again for 1d4 rounds.

**Quick Study** ✦ **Requirements** The ghostwriter is possessing a spellbook using Inhabit Text; **Effect** The ghostwriter changes one of its arcane prepared spells to a spell of the same spell level contained within the spellbook.

## STUBBORN EGO

Ghostwriters are easily offended by critics or readers that seem ungrateful for the spirit's attempts to improve their spells and documents; flattery is a far more fruitful tack. Though difficult, if one can convince a ghostwriter that their work is finished, the spirit can finally drift to the afterlife.

# GLAUCUS SLUG, GIANT

BY RYAN KING

## JELLYFISH EATERS

Glaucus slugs are one of the few animals capable of eating highly toxic jellyfishes. Perhaps even more terrifyingly, the glaucus can store—and even concentrate—consumed venom to use against future prey.

Sailors' tales are full of fantastical creatures and monstrous beasts. While some who spend all their days on land might think these stories are exaggeration or imagination, those who have sailed the seas know there is more truth to them than not. From giant squid to jellyfish, strange creatures inhabit the depths of the world's oceans. Every ship that sails the sea is bound to encounter such a creature sooner or later. One of the lesser-known of these ocean dwellers is the giant glaucus slug, a monstrously oversized version of the common blue glaucus sea slug.

Like their miniature kin, these shell-less mollusks float upside down on the water's surface using their long, slender appendages (cerata) to create surface tension. They do not locomote on their own but instead rely on winds and ocean currents to drift across the sea. A glaucus slug's blue and silver coloration acts as camouflage, blending into the deep blue of ocean water from above and the white reflected sunlight from the ocean's surface from below. While the silhouette of a glaucus slug resembles the outstretched wings of a dragon, these aquatic animals bear no relation to true dragons, despite their colorful alternative name, "blue dragon slugs."

By themselves, glaucus slugs are not especially dangerous. However, swimmers and sailors should still be wary when a glaucus slug appears. They both serve as a warning that venomous jellyfish may be nearby and can be deadly to encounter themselves when full of fresh jellyfish venom. The paralytic venom can leave the unfortunate victim vulnerable in the water to other animals' attacks.

## GIANT GLAUCUS SLUG

CREATURE 4

N SMALL ANIMAL AQUATIC MINDLESS

**Perception** +9; low-light vision


**Skills** Acrobatics +13, Athletics +10, Stealth +11

**Str** +4, **Dex** +5, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5


**AC** 18; **Fort** +14, **Ref** +13, **Will** +7,

**HP** 80; **Immunities** mental, precision;


**Resistances** poison 10

**Reactive Sting**  **Trigger** A creature touches the giant glaucus slug or hits it with an unarmed attack; **Effect** The triggering creature takes 1d6 poison damage and is exposed to concentrated jellyfish venom.

**Speed** swim 25 feet

**Melee**  tongue +12 (agile),

**Damage** 2d6+5 piercing plus Consume Poison

**Melee**  cerata +13 (agile, finesse),

**Damage** 1d6+5 bludgeoning plus concentrated jellyfish venom

**Concentrated Jellyfish Venom** (poison) **Saving Throw** DC 22

Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round);

**Stage 2** 1d6 poison damage and clumsy 2 (1 round); **Stage 3** 2d6

poison damage and clumsy 3 (1 round)

**Consume Poison**  **Frequency** once

per round; **Requirements** The giant glaucus slug has made a successful tongue Strike against a creature that has a venom; **Effect** The giant glaucus slug rapidly digests its prey's venom and stores it in its cerata. For 1 hour, the glaucus's cerata Strike deals an additional 1d6 of poison damage. The glaucus can use this ability multiple times to increase the amount of poison damage dealt, to a maximum of 4d6 poison damage.

# GYMNOPHOBIA



BY JESSE LEHTO

“Gymnophobia” is a cheeky nickname given to these strange aberrations, which appear to be roiling masses of dozens of gymnophiona—long, legless amphibians—conjoined to a single heart-like organ. This organ produces a blood-like substance that gives its constituent critters sentience and enables them to wear and preserve human corpses for weeks. Gymnophobias have a crippling fear of having their true forms seen by other creatures, and so they wear their macabre “disguises” to blend in with society. Of course, an outfit made from a bloated, hardened corpse does little to dispel most people’s concerns at the sight of these shambling horrors.

Gymnophobias tend to dwell near graveyards, morgues, and battlefields for obvious reasons, though they are skittish and can easily be scared off to other feeding grounds. A sated, unthreatened gymnophobia is content to roll around in its rotting costume. However, many gymnophobias are quite vain, always on the lookout for new “garments” (flesh) or “fashion accessories” (body parts) to decorate themselves with.

## MULTIPLE PERSONALITIES

While a gymnophobia’s dozens of tendrils share a single mind controlled by the being’s heart-like organ, each individual amphibian head has its own personality. If severed, a gymnophobia’s head will grow back, but with a new personality. In this way, a gymnophobia self-polices, with the more violent or belligerent heads nipping off their weaker brethren. The only thing all heads seem to agree on is the need to hide and protect their monstrous heart.

## GYMNOPHOBIA

## CREATURE 9

UNCOMMON CE LARGE ABERRATION AMPHIBIOUS

**Perception** +19; darkvision

**Languages** Aklo

**Skills** Acrobatics +15, Athletics +20, Deception +13, Society +16, Stealth +13

**Str** +7, **Dex** +2, **Con** +6, **Int** +3, **Wis** +4, **Cha** +0

**AC** 28 (24 when broken); corpse outfit; **Fort** +21, **Ref** +13, **Will** +17

**HP** 160; **Hardness** 15; **Immunities** swarm mind; **Weaknesses** slashing 10

**Corpse Outfit** The gymnophobia wears a patchwork outfit made of various corpses and has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once the gymnophobia is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its patchwork outfit breaks, loses its Hardness, and its Armor Class is reduced to 24.

**Fear of Exposure** If a gymnophobia’s corpse outfit is destroyed, it becomes frightened 1. Each round the gymnophobia knows it is observed by another creature, its frightened condition increases by 1 (to a maximum of frightened 4).

**Meat Shield** **Requirements** The gymnophobia has a creature grabbed; **Trigger** An enemy hits the gymnophobia with an attack; **Effect** The gymnophobia uses a creature it has grabbed to block the triggering attack. The gymnophobia gains a circumstance bonus to AC against the triggering attack. This bonus is +2 if the grabbed creature is Small, +3 if it is Medium, or +4 if it is Large or larger. If the difference in AC would cause the attack to miss, the attack instead hits the grabbed creature and damages that creature accordingly.

**Reactive Grapple** **As** Attack of Opportunity, but the gymnophobia Grapples instead.

**Speed** 20 feet

**Melee** **◆** jaws +20 (reach 15 feet), **Damage** 2d10+13 piercing plus Improved Grab

**Melee** **◆** tentacle +20 (agile, reach 10 feet), **Damage** 2d8+11 bludgeoning

**Constrict** **◆** 2d8+7 bludgeoning, DC 28

**Patch Outfit** **◆** (manipulate) **Requirements** The gymnophobia is adjacent to the corpse of a Small or larger creature that died within the last hour; **Effect** The gymnophobia tears off pieces of the corpse and regains 20 Hit Points. It can tear pieces from a Small corpse once, a Medium corpse twice, and a Large or larger corpse three times. If the gymnophobia’s corpse outfit was broken and this ability restores the gymnophobia’s current Hit Points to 80 or more, the gymnophobia’s corpse outfit is restored, granting it Hardness 15, a +4 circumstance bonus to AC, and removing the frightened condition.





# HEARTH HOUND

BY JEREMY CORFF

## RARE GUARDIANS

It is impossible to intentionally create or summon a hearth hound, and those who actively seek protection from one rarely receive it. Only by cherishing and caring for a dog throughout its entire life can a family hope to be blessed by this guardian spirit.

## LOYAL PROTECTORS

In its manifested form, a hearth hound resembles a plume of living ash in the shape of a giant dog, casting light from the glowing embers of its eyes and emitting a deep rumbling growl that shakes the foundations of the house. A hearth hound bravely protects its family from attackers and chases away threats, loyal to the very end.

Few can wish for a more peaceful death than in one's sleep before the warmth of the family fireplace. When a cherished canine companion so peacefully passes away after spending its entire life with one family in one home, the spirit of the hound might linger within the embers and ashes of the hearth. Here the spirit remains, guarding its former home and family even after death, sometimes lingering in the home for a century or more in order to watch over its original family's children and grandchildren.

In its dormant form, this spirit is detectable as little more the feeling of warmth, contentment, and peace that radiates from the hearth; thus, a family might remain unaware of a hearth hound's existence for years or even decades. However, once the hearth hound senses a threat against its wards, such as a violent burglar, an arsonist, or even simply an exploitative tax collector, the beast instantly manifests from the flames of the family hearth to defend its loved ones.

## HEARTH HOUND

CREATURE 4

UNCOMMON N MEDIUM BEAST INCORPOREAL SPIRIT UNDEAD

**Perception** +13; darkvision, scent (imprecise) 30 feet

**Skills** Acrobatics +12, Athletics +11, Stealth +12

**Str** -5, **Dex** +4, **Con** +0, **Int** -3, **Wis** +3, **Cha** +5

**Hearth Bound** A hearth hound cannot leave the premises of the home in which it spent its life.

**AC** 20; **Fort** +10, **Ref** +14, **Will** +13; +2 status to all saves vs. mental

**HP** 45, negative healing, rejuvenation; **Immunities** death effects, disease, fire, mental, paralyzed, poison, precision, unconscious; **Weaknesses** cold 5; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Final Howl** **Trigger** The hearth hound is reduced to 0 HP; **Effect** The hearth hound uses Sorrow's Howl. The point of origin for this effect is the hearth hound's hearth. The hearth hound is then destroyed.

**Rejuvenation** (divine, necromancy) When a hearth hound is destroyed, it re-forms, fully healed, in its hearth after 2d4 days. A hearth hound can be permanently destroyed only if its hearth is completely destroyed or the family it is guarding leaves their home for 1 year.

**Speed** fly 30 feet

**Melee** **flaming jaws** +14 (finesse, magical), **Damage** 1d6+7 negative plus 1d6 fire

**Breath Weapon** **divine, evocation, fire** The hearth hound exhales ash and flames, dealing 5d6 fire damage to creatures in a 15-foot cone (DC 20 basic Reflex save). The area is filled with a cloud of smoke for 2 rounds. Creatures within the smoke are concealed, and all other creatures are concealed to them. The hearth hound can't use Breath Weapon again for 1d4 rounds.

**Sorrow's Howl** **auditory, divine, emotion, enchantment, mental** The hearth hound howls mournfully, communicating all the loss and pain it has seen during its time at the hearth. This howl is audible up to 100 feet away. Any creature that hears the howl must attempt a DC 21 Will save. Regardless of the result, the creature is then temporarily immune to Sorrow's Howl for 24 hours.

**Critical Success** The creature is unaffected.

**Success** The creature is slowed 1 for 1 round as it sobs uncontrollably.

**Failure** The creature is slowed 1 for 1d4 rounds and cannot use reactions as long as it is slowed.

**Critical Failure** As failure, but the duration is 1 minute.

# HIEROGLYPH SCORPION



BY LAU BANNENBERG

Hieroglyph scorpions are magical vermin originally constructed to guard pharaonic mausoleums, temples, and pyramids. Their unique ability to blend in with painted murals, chiseled inscriptions, and ornate sarcophagi allow them to tail tomb-robbers unseen, then leap out, attack, and disable would-be thieves.

These incorporeal scorpions boast mighty defenses as their incomplete materialization allows them to flatten out and patrol two-dimensional surfaces. With long stingers and pincers, hieroglyph scorpions tend to keep their opponents at a distance, and are not above retreating from a lost fight.

The hieroglyph scorpion's most fearsome weapon is its inscription venom, which gradually turns its victims to stone and adds them to the scorpion's ever-denser mural. But there is opportunity in danger. The halls protected by ancient hieroglyph scorpions are inscribed with countless unlucky treasure hunters. Destroying the mural could free them—and their loot.

## CONSTRUCTED SPIRIT

Though it lacks a physical body and has the incorporeal trait, a hieroglyph scorpion is not undead. Instead, it is a constructed being made from inanimate ethereal quintessence. Nevertheless, the powerful magic that creates a hieroglyph scorpion also binds it to the walls of the tomb it is ordered with protecting, enabling it to “rejuvenate” similarly to the way a ghost does.

## HIEROGLYPH SCORPION

CREATURE 10

UNCOMMON N SMALL CONSTRUCT INCORPOREAL MINDLESS

**Perception** +20; darkvision, tremorsense (imprecise) 120 feet

**Skills** Acrobatics +21, Stealth +21 (+25 while flattened)

**Str** -5, **Dex** +7, **Con** +3, **Int** -5, **Wis** +2, **Cha** +6

**AC** 28; **Fort** +15, **Ref** +21, **Will** +18

**HP** 110, reanimation; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Weaknesses** precision 10; **Resistances** all damage 10 (except force, *ghost touch*, and precision; double resistance vs. nonmagical)

**Limited Incorporeality** A hieroglyph scorpion's unusual two-dimensional nature limits its incorporeality. The scorpion cannot pass through solid objects, though corporeal creatures can still pass through the hieroglyph scorpion.

**Reanimation** (arcane, necromancy) When a hieroglyph scorpion is destroyed, it re-forms, 2d4 days later within its mural, fully healed. A hieroglyph scorpion can be permanently destroyed only by destroying the mural which it was created to protect.

### Attack of Opportunity

**Speed** 40 feet, climb 40 feet; weightless climber

**Melee** ♦ pincer +23 (agile, finesse, magical, reach 10 feet), **Damage** 2d6+13 slashing plus 1d6 persistent bleed

**Melee** ♦ stinger +23 (finesse, magical, reach 10 feet), **Damage** 2d8+13 piercing plus inscription venom

**Flatten** ♦ (arcane, concentrate, polymorph) The hieroglyph scorpion flattens itself against an adjacent wall, blending in seamlessly with the wall's paintings or inscriptions. While flattened, the scorpion has an automatic result of 35 on Deception checks and DCs to appear as just another part of the wall. If the hieroglyph scorpion attempts to do anything other than remain stationary or move along the wall's surface, it becomes unflattened and this effect ends.

**Inscription Venom** (arcane, incapacitation, transmutation) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** flat-footed (1 round); **Stage 2** flat-footed and slowed 1 (1 round); **Stage 3** flat-footed and slowed 2 (1 round); **Stage 4** The victim is permanently petrified, and its physical body (including all its possessions) are magically inscribed onto the nearest flat surface, such as a wall or floor tile. No physical trace of the victim remains except its inscription.

An inscribed creature can be recovered from the mural by targeting its inscription with *stone to flesh* or by destroying the mural on which it is inscribed. If the mural is destroyed, all inscribed creatures on the destroyed portion of the mural are freed, restored to flesh, and are cured of this poison.

**Weightless Climber** A hieroglyph scorpion can climb on any surface, even ceilings.



# HOOK HANGER

BY JUHO KATTELUS

## UNKNOWN ORIGINS

Hook hangers are encountered all over the world and in just about any locale, from insular riverside villages to the heart of the jungle to the depths of subterranean caverns, making it difficult to determine their “native habitat.” The most logical explanation for hook hangers’ proliferation is that some malevolent intelligent being purposefully sowed these horrors across the world, though what being—and for what purpose—none can say.

As their common name implies, hook hangers (who refer to themselves as danakarii) are monstrous abominations that haunt jungles both verdant and urban. They prefer these environs because trees and buildings alike boast plentiful branches, ledges, and crannies from which they can swing and drop. Though hook hangers are bipedal, their legs are little more than vestigial stumps. Rather, these killers locomote by swinging along tree canopies and permeable ceilings using the strange hooked limbs that extend from their shoulder blades. Hook hangers can lope along the ground using their heavily muscled arms, similarly to gorillas, but they generally resort to terrestrial combat only as a last resort. Whenever possible, they hide in darkness above their prey and fight from the shadows.

Hook hangers are misanthropic killers who disdain all other forms of life and find great pleasure in killing and maiming just about anything that crosses their path. They move with eerie silent grace and communicate with one another using an Aklo form of sign language, but they clearly possess the power of hearing, for their favorite types of victims are those who can scream.

Hook hangers sometimes gather in groups and follow a particularly charismatic and vile hanger. Such “hook mobs” can wipe out entire settlements or regions of life, foregoing their usual stealth and ambush tactics for wanton slaughter. More often, however, hook hangers act as solitary hunters or independent mercenaries for more powerful beings.

## HOOK HANGER CREATURE 7

NE MEDIUM ABERRATION

Perception +15; darkvision

Languages Aklo, Aklo Sign Language

**Skills** Acrobatics +14, Athletics +17, Intimidation +12, Stealth +17, Survival +14

**Str** +6, **Dex** +4, **Con** +5, **Int** +1, **Wis** +3, **Cha** +3

**AC** 24; **Fort** +17, **Ref** +16, **Will** +12

**HP** 140

**Speed** 15 feet, climb 40 feet (along ceilings only)

**Melee** ♦ fist +18, **Damage** 2d8+9 bludgeoning

**Melee** ♦ hidden hook +17 (agile, trip), **Damage** 2d4+9 piercing plus Grab

**Drop the Hammer** ♦♦ (incapacitation) **Requirements** The hook hanger is hanging at least 10 feet above a creature and is concealed; **Effect** The hook hanger drops down and slams violently into its prey. The hook hanger moves to a space of its choice adjacent to and at the same elevation as its target and makes a fist Strike against that target. If the hook hanger’s Strike deals damage, the creature is knocked prone and must succeed at a DC 25 Fortitude save or become stunned 1 (or stunned 2 on a critical failure).

**Rend** ♦ fist

**Hanging Climber** A hook hanger can use its Climb speed only to climb along ceiling surfaces such as tree canopies, wooden boards, stone bricks, or natural caverns. Smooth ceilings, such as hewn stone, are difficult terrain.

**Swinging Swipe** ♦ The hook hanger Climbs across the ceiling and makes a hidden hook Strike at any point during its movement.

**Twist and Snap** ♦♦ **Requirements** The hook hanger is grabbing a creature; **Effect** Using one of its hooks for leverage, the hook hanger breaks a victim’s arm, dealing 6d8 bludgeoning damage. The grabbed creature must make a DC 25 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The target takes half damage.

**Failure** The target takes full damage and is clumsy 1 for 1d4 rounds.

**Critical Failure** The target takes double damage and is clumsy 2 for 1 minute. As long as it is clumsy, the creature can’t use one of its arms. An adjacent creature can Administer First Aid (DC = 15 + the target’s clumsy value) to decrease the target’s clumsy value by 1.

# HOOK MELON

BY NATHAN ROSS



Hook melons are a strange and unsettling breed of fruit that dangle from the branches of their parent tree by a vine growing from their “neck.” When fully ripe, they bear an uncanny resemblance to a headless humanoid body.

While most fruit disperses a plant’s seeds by enticing other creatures into eating them, hook melons take a different approach. When intertwined with another creature’s nervous system, the root-like fibers that trail from their torso allow the hook melon a limited amount of control over a creature’s movements. They use this control to travel as far as possible from their parent tree and seek out a suitable place to sprout, often bludgeoning their unwilling host into unconsciousness or death in the process.

Hook melons possess a surprising degree of intelligence for a plant, considering the sophistication required to control another creature’s body. Sometimes a group of hook melons (called a gallows) will cooperate to ambush larger groups of creatures, ensuring that at least one of their kind can escape while attached to a suitable host.

Occasionally, a hook melon will shun its biological drive and forgo sprouting in favor of further exploration. Such individuals have been known to disguise themselves with shapeless clothing in order to pass through inhabited areas.

Sightings of unusual centaur-like silhouettes lumbering across forests can sometimes be attributed to these macabre fruits.

## SELECTIVE HOSTING

Though clearly plant-based life forms, hook melons possess eerie intellects, and their personalities are as alien to most humanoids as their invertebrate anatomy. Most hook melons prefer to attach to deer, large birds, and other swift-moving forest creatures, but for whatever reason, some instead have a predilection for humanoid bodies.

## HOOK MELON

## CREATURE 4

NE MEDIUM PLANT

**Perception** +11; no vision, scent (imprecise) 60 feet, tremorsense (precise) 30 feet

**Languages** Arboreal, Sylvan (can’t speak any language)

**Skills** Athletics +13

**Str** +5, **Dex** +2, **Con** +5, **Int** -1, **Wis** +3, **Cha** -3

**AC** 20; **Fort** +15, **Ref** +8, **Will** +11

**HP** 90; **Weaknesses** bludgeoning 5, fire 5

**Hanging Fruit** A hook melon is suspended from its parent tree by a long vine. While connected to its parent tree, the melon has fast healing 10 but is immobilized. It can detach itself from its vine as a free action. A hook melon will also detach if moved more than 10 feet from its parent tree. Once detached, it cannot reattach itself.

**Steer** **Trigger** An attached creature attempts to attack the hook melon or use a move action; **Effect** The hook melon disrupts the action and uses Steal Stride.

**Speed** 10 feet, climb 10 feet

**Melee** **◆** branch +15, **Damage** 2d8+4 bludgeoning plus attach

**Attach** When a hook melon hits a Small or larger living creature with its branch Strike, roots trailing from its torso attach it to that creature as a free action. This is similar to grabbing the creature, but the hook melon moves with the creature rather than holding it in place. The hook melon is flat-footed while attached, and its host is encumbered unless the host is Large or larger.

A hook melon is capable of controlling a dead or unconscious creature it is attached to, though it is limited to simple actions with the move or manipulate traits. The hook melon can still use all its own abilities and attacks, though it can be attached to only one creature at a time.

A creature can escape an attached hook melon with a DC 25 check to Escape. An adjacent creature can forcibly remove the hook melon from an ally with a DC 20 Athletics check to Force Open, which deals 2d8 bleed damage to the attached creature. Killing the melon also frees the attached creature.

**Steal Stride** **◆ Requirements** The hook melon is attached to a creature; **Effect** The hook melon controls the attached creature’s nerves, forcing it to ambulate. It Strides using one of the attached creature’s Speeds, moving both itself and the attached creature.



# HUSK

BY MATT CAVANAUGH

## LESHY HUSK MINIONS

Stronger husks, including dryad and arboreal husks, sometimes take along leshy husks as minions and servants. Most such “husk masters” are smarter or more ambitious than typical husks of their kind, and their goals often include domination of the local area or the ruination of a nearby settlement.

Plant creatures share a special bond with the natural world that few other beings can completely understand or appreciate. When the bond to its realm is broken or severed, a sentient plant creature’s rage can transform it into a terrible shadow of its former self. Benign and even friendly plants like leshies, arboreals, and dryads all run the risk of this horrible metamorphosis, though their own agony often pales in comparison to the horrors which they inflict on their victims. Lonely, angry, and twisted, plant husks sow their monstrous madness in the fertile corpses of wanderers who dare travel through the husk’s blighted swath of wilderness. Though in their eyes any living creature is worthy of obliteration, husks reserve their most horrendous punishments for any litterer, land settler, or lumberjack who ever dared to desecrate, dominate, or denude the forest.

## LESHY HUSK

Diminutive leshies are often the prized friends of druids, rangers, and other nature lovers. Not so with leshy husks, whose corruption has left them devoid of whatever charm and grace they may have once possessed. Their drooping branches, gray foliage, and cracked bark skin make leshy husks stand out noticeably from their unwarped kin. Nevertheless, leshy husks excel at ambush tactics, and they ably sneak through the blighted swamps, slashed-and-burned forests, and salted plains in which they typically dwell.

As with all husks, leshy husks vary widely in their abilities depending on which type of leshy they sprouted from. The leshy husk presented here was once a tree leshy.

### LESHY HUSK

CREATURE 0

CE SMALL HUSK LESHY PLANT

Perception +3; darkvision

Languages Common, Druidic, Sylvan; *speaks with plants* (trees only)

Skills Acrobatics +4, Nature +5, Stealth +6

Str +1, Dex +2, Con +2, Int -2, Wis +1, Cha +0

AC 16; Fort +6, Ref +6, Will +3

HP 22; Immunities emotion; Weaknesses fire 3

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 12

**Necrotic Burst** When a leshy husk is destroyed, a burst of negative energy explodes from its body, dealing 1d4 negative damage to all creatures in a 30-foot emanation (DC 15 basic Fortitude save). This area is filled with corrupted tree saplings, becoming difficult terrain. The corrupted saplings might out-compete local plant life temporarily, but they inevitably rot after a week.

Speed 25 feet

**Melee** ♦ blighted branch +5 (reach 10 feet), **Damage** 1d8+1 piercing

**Melee** ♦ blighted seedpod +6 (range increment 30 feet), **Damage** 1d4 bludgeoning plus draining impact

**Primal Innate Spells** DC 12; **Constant (4th)** *speaks with plants*

**Change Shape** ♦ (concentrate, polymorph, primal, transmutation)

The leshy husk turns into a Small dead tree or tree detritus (such as a fallen log). This ability otherwise uses the effects of *tree shape*.

**Draining Impact** (primal) When the leshy husk hits an enemy with its blighted seedpod, the creature must make a DC 16 Fortitude save.

**Critical Success** The creature is unaffected and becomes immune to the leshy’s draining impact for 1 hour.

**Success** The creature is unaffected.

**Failure** The creature takes 1d4 negative damage. The leshy husk recovers Hit Points equal to the negative damage dealt.

**Critical Failure** As failure, but the creature is also drained 1.



BY MATT CAVANAUGH

## DRYAD HUSK

Few can look upon the face of a dryad husk and resist the pure fear it instills, and even fewer live to tell of it. Under normal circumstances, dryads are beautiful fey guardians of the forest. They become bound to great trees and rarely venture more than a few hundred feet from their homes. While the loss of its home tree can be devastating, a dryad can, in time, bind itself to a different tree.

The trouble arises, however, when calamity strikes a dryad's forest and yet fails to kill the dryad. Disease, fire, logging—these and other catastrophes can prevent an uprooted dryad from locating a suitable replacement for its lost home. Such dryads wander their destroyed homeland, wracked by pain for years. Over enough time, a treeless dryad can become a dryad husk—a shell of its former self, stuck in a state of perpetual agony, bent on inflicting the same pain on others that it feels every waking moment.

Dryad husks are driven by unbridled rage, particularly toward creatures they see as complicit in the destruction of forest land, which includes just about every kind of humanoid. In combat, they close with their enemies as soon as possible, forcing their foes to stare into their deformed faces in order to impart some of their anguish onto others. For a weapon, dryad husks often carry a corrupted or burned branch, the last remnant of the bound tree they lost.

From a distance, a dryad husk resembles its former self as a beautiful forest nymph. Up close, however, its horrifying visage becomes plain, as does its other monstrous features—skin as dry and cracked as dead logs, tangled hair matted with mud and slime.

## OTHER HUSKS

Dryads aren't the only nymphs capable of transforming into a husk-like abomination. Naiad husks appear to be made of fetid, murky water. Similarly, the husks of once-golden-hued hesperides resemble a twilight sky reflected through a shattered mirror.



### DRYAD HUSK

### CREATURE 3

CE MEDIUM FEY HUSK NYMPH PLANT

**Perception** +9; darkvision

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

**Skills** Acrobatics +9, Athletics +10, Intimidation +11, Nature +11, Stealth +11, Survival +9

**Str** +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +4

**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 17

**AC** 18; **Fort** +8, **Ref** +11, **Will** +7

**HP** 70; **Immunities** emotion; **Weaknesses** cold iron 5

**Speed** 35 feet

**Melee** ♦ blighted branch +11 (finesse, magical, reach 10 feet), **Damage** 1d10+7 bludgeoning plus draining impact

**Melee** ♦ claw +11 (agile, finesse, magical), **Damage** 1d8+7 slashing

**Primal Innate Spells** DC 17; **3rd** *fear*; **2nd** *darkness*, *shatter*; **Cantrips (2nd)** *tanglefoot*; **Constant (4th)** *Speak with plants*

**Draining Impact** (primal) When the dryad husk hits a creature with its blighted branch, the creature must make a DC 20 Fortitude save. Whatever the result, the creature is immune to the same dryad husk's draining impact for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is drained 1

**Critical Failure** The creature is drained 2.

**Impart Anguish** ♦♦ (mental, primal, visual) The dryad husk twists its face into a visage of utter agony, sharing its anguish with those who gaze upon it. Creatures in a 15-foot cone take 3d6 mental damage (DC 19 basic Will save). On a critically failed save, the creature is also stupefied 1 for 1 round.

BY MATT CAVANAUGH

## GUARDIANS OF NOTHING

If an arboreal is typically the guardian of a forest, then what do arboreal husks protect? The answer is at the root of the existential crisis that causes such husks to exist in the first place: nothing. Some woodland sages insist that all husks, including arboreal husks, can be redeemed if placed within a flourishing natural realm. But husks themselves blanch at the thought and seem to revel in their despair. If there is any validity to this claim, then the act of transplanting a husk into a new home must be undertaken necessarily by force.

## ARBOREAL HUSK

Arboreal husks typically manifest from arboreal wardens, regents, and other arboreals who fail to protect their forest wards from evil depredations. These brokenhearted, twisted guardians of the trees go on to sow the same kinds of despair they felt upon seeing their home so ravaged.

Whereas most arboreals attack only creatures whose aims are incompatible with the prosperity of the forest, such as loggers and invading warmongers, arboreal husks are not so picky when it comes to choosing foes. To these husks, all living creatures are potential despoilers of nature, from an elven druid “experimenting” on plants with her nourishing primal magic to the lowly squirrel “stealing” acorns for the winter. No amount of reason or charm can sway an arboreal husk from the basic assumption that anyone in its vicinity means harm to it and its ruined domain.

Some arboreals have tried to revert their disturbed husk relatives to their original goodly natures, though so far none have succeeded. An arboreal husk rooted in a healthy forest doesn’t recover—in fact, the opposite occurs, as the forest around the husk wilts and dies in its ruinous presence. Thus, untainted arboreals have no choice but to slay their twisted siblings. Rather than hunt down and destroy known husks in their territory, arboreals often choose to hire adventurers to take on this terrible task.

The arboreal husk presented here is of an arboreal regent.

### ARBOREAL HUSK

CREATURE 8

CE HUGE HUSK PLANT

**Perception** +16; darkvision

**Languages** Arboreal, Common, Sylvan; *speaks with plants*

**Skills** Athletics +19, Intimidation +18, Nature +16, Stealth +13 (+23 in diseased or dead forests)

**Str** +7, **Dex** +3, **Con** +5, **Int** -1, **Wis** +2, **Cha** +0

**AC** 25; **Fort** +18, **Ref** +15, **Will** +12

**HP** 170; **Immunities** emotion; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 5, piercing 5

**Axe Vulnerability** The arboreal husk takes 5 additional damage from axes.

**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 24

**Speed** 25 feet

**Melee** ♦ blighted branch +19 (reach 15 feet), **Damage** 2d12+9 bludgeoning plus draining impact

**Melee** ♦ blighted root +19 (trip), **Damage** 2d10+9 bludgeoning plus draining impact

**Ranged** ♦ rock +17 (brutal, range increment 120 feet), **Damage** 2d12+9 bludgeoning

**Primal Innate Spells** DC 26; **Constant (4th)** *speaks with plants*

**Draining Impact** (primal) When the arboreal husk hits a creature with its blighted branch or blighted root, the creature must make a DC 25 Fortitude save. Whatever the result, the creature is immune to the same arboreal husk’s draining impact for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is drained 1.

**Critical Failure** The creature is drained 2.

**Raise Tree** ♦♦ (concentrate, primal) The arboreal husk causes a dead tree within 180 feet to uproot itself and fight as a minion using the statistics for an awakened tree (*Pathfinder Second Edition Bestiary*) with the husk trait.

The arboreal husk can control up to two awakened trees at a time, and it can issue commands to both trees as a single action, which has the concentrate and auditory traits.

**Sow Despair** ♦ (auditory, concentrate, emotion, fear, mental) Few can shake the sorrow caused by the sight of a forest guardian so corrupted. The arboreal husk makes a single Intimidation check to Demoralize all creatures within 30 feet. In addition to the usual effects of Demoralize, on a critical success, the husk counteracts any beneficial emotion effects affecting the target.

# IRIVYRN

BY BETH BREITMAIER



The first irivyryns are said to have originated deep in the wilds of the realm of the fey. These majestic iridescent wyverns supposedly migrated to the Material Plane around the same time as gnomes, and the reasons for irivyryns' relocation are equally mysterious.

The typical irivyryn is coated with iridescent scales from head to tail, their obsidian-like smoothness diffracting light from every direction. The scales' glassy texture is particularly pronounced on an irivyryn's hindquarters, each serpentine undulation triggering a dazzlingly colorful display.

When angered, an irivyryn attacks first and foremost with its venomous tail stinger, which injects its victims with a deadly poison infused with the same magical iridescence as the dragon's shimmering scales. The iridescence in its venom is so concentrated that it can even blind subjects. Survivors of an irivyryn's attacks usually sport telltale rainbow-hued bruises around their eyes and their still-healing wounds.

## IRIVYRN

## CREATURE 12

CN HUGE DRAGON FEY

**Perception** +21; darkvision, scent (imprecise) 30 feet

**Languages** Common, Draconic, Sylvan

**Skills** Acrobatics +23, Athletics +25, Deception +23, Intimidation +23, Nature +21, Stealth +19

**Str** +7, **Dex** +5, **Con** +6, **Int** +1, **Wis** +3, **Cha** +5

**Mercurial Attitude** Irivyryns

are unpredictable and capricious, even when dealing with creatures they've previously met. Whenever an irivyryn begins interacting with any creature, roll 1d4 to determine the irivyryn's starting attitude.

1. Hostile
2. Unfriendly
3. Indifferent
4. Friendly

**AC** 33; **Fort** +24, **Ref** +23, **Will** +19

**HP** 250; **Immunities** paralyzed, sleep, unconscious; **Weaknesses** cold iron 10

**Attack of Opportunity**

**Shimmering Aura** (aura, light) 20 feet. The irivyryn's scales shine with swirling, multicolored luminescence, casting bright light in the aura. The irivyryn can deactivate or activate this aura by spending a single action, which has the concentrate trait.

**Speed** 25 feet, fly 100 feet

**Melee** fangs +24 (magical, reach 15 feet), **Damage** 3d12+13 piercing

**Melee** claw +24 (magical, reach 10 feet), **Damage** 3d8+13 slashing plus Grab

**Melee** stinger +20 (agile, magical, reach 15 feet), **Damage** 3d6+13 piercing plus iridescent venom

**Breath Weapon** (emotion, enchantment, mental, primal) The irivyryn exhales a psychotropic cloud in a 50-foot cone. Any creature in the cone takes 13d6 mental damage and is dazzled for 1 round (DC 31 basic Will save). On a critical failure, the creature is also confused for 1d4 rounds. The irivyryn can't use Breath Weapon again for 1d4 rounds.

**Iridescent Venom** (poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and dazzled (1 round); **Stage 2** 3d6 poison damage and blind (1 round); **Stage 3** 4d6 poison damage and blinded (1 round)





# IRON FERN

BY MATT CAVANAUGH

## LUCKY LEAF

Despite their dangerous leaves and spores, iron ferns are often regarded as a sign of good luck, particularly when sighted outside of a mine or cave. The presence of this plant, so the thinking goes, indicates that rich metal veins may be hidden just beneath the earth's surface.

Iron ferns are metallic fronded plants that grow in mine shafts, along cave walls, and atop rock formations. In its bud form, an iron fern secretes an acid that dissolves stone and earth, allowing the plant's roots to sup upon the exposed trace minerals and ores. As the bud sprouts its first fiddlehead, its leaves become coated in whatever metal it has absorbed, forming a kind of protective sheath around the soft plant matter. Because there are as many different types of iron fern as there are metals, the plant's name is something of a misnomer; the most common varieties of iron fern are, in fact, copper, tin, and nickel ferns. Conversely, rare varieties such as gold and platinum ferns are highly prized among botanists and treasure hunters alike.

However, iron ferns are as hazardous as they are valuable. The plant's hormones are similar to a flytrap, allowing it to mindlessly swat at would-be predators with its razor-sharp leaves. Miners and spelunkers take great care in caves populated by iron ferns; serrated metal leaves can drop from tunnel ceilings onto unsuspecting workers or slash at their feet from within cracked rock faces. Some mining companies employ specially trained rust monsters to clear out iron ferns in advance, though the dangers of a well-fed rust monster are only slightly less daunting than those of an iron fern forest.

Like other ferns, iron ferns reproduce via spores. However, iron ferns' spores are no mundane plant matter. Rather, these spores manifest as clouds of metal shavings extremely dangerous to the eyes and lungs of any creature unlucky enough to wander by. Conveniently for the iron fern, the corpse of a spore-slain animal makes for an extremely fertile germination medium.

As mindless plants, iron ferns are incapable of ill will, though this doesn't stop many living creatures from openly despising these ferrous flora. For those willing to risk a few cuts, though, iron ferns promise many potential riches, from mundane animal hides to spilled gold and magic items.

## IRON FERN

## CREATURE 2

N MEDIUM MINDLESS PLANT

**Perception** +7; no vision, tremorsense (imprecise) 30 feet

**Skills** Athletics +8, Stealth +7

**Str** +4, **Dex** +1, **Con** +5, **Int** -5, **Wis** +1, **Cha** +0

**AC** 19 (15 when broken); metal coating; **Fort** +11, **Ref** +5, **Will** +5

**HP** 20; **Hardness** 5; **Immunities** mental; **Resistances** fire 5

**Metal Coating** An iron fern's leaves and stalk are coated in metal, providing the iron fern with fire resistance 5 and Hardness 5. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an iron fern is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, the fern's metal coating flakes off; the iron fern's AC is reduced to 15, it loses its Hardness and fire resistance, and it gains fire weakness 5.

**Speed** 5 feet, burrow 5 feet

**Melee** ♦ iron leaf +10 (versatile P), **Damage** 2d4+4 slashing

**Ranged** ♦ iron leaf +7 (range increment 20 feet, versatile P), **Damage** 2d4+4 slashing

**Release Spores** ♦♦ The iron fern shakes its fronds mightily, creating a cloud of iron spores in a 30-foot emanation. The cloud lasts for 1 minute or until dispersed by a strong wind. A creature that begins its turn in the cloud takes 4d4 piercing damage (DC 17 basic Fortitude save). On a critical failure, the creature is blinded for 1 round. The iron fern can't Release Spores again for 1d4 rounds.

**Sharpen Leaves** ♦ The iron fern scrapes its leaves against a nearby stone to sharpen its edges. Until the end of the iron fern's next turn, its iron leaf Strikes deal an additional 1d4 slashing damage.

BY DERRICK FERRY



Despite their wit and strength, ankou—the most notorious assassins among the fey—can occasionally still be duped or trapped by a devious master’s contract. Unwilling to be held captive by threats or obligations, a snared ankou’s subconscious mind seeks a solution from within. The jikou is the answer to this dilemma—a phantasmagoric manifestation of the ankou’s twisted, murderous dreams of revenge.

A jikou doesn’t resemble much by itself—a tiny ball of shadows and flame that occasionally twists into the shape of a clawed fist. But every jikou carries with it a wicked razor of cold iron with which it enacts crimes and cruelty. The floating hand whips this razor about feverishly, its twists and turns becoming more erratic the closer a jikou gets to the blade’s intended target.

A jikou’s first target is nearly always the treacherous master to whom its ankou progenitor is bound to serve. An ankou might not even realize it has manifested a jikou until after the floating blade completes its mad mission. Afterward, the ankou and jikou tend to work in tandem rather than take on any more contracts. Together, these nightmarish fey are far deadlier than the sum of their parts.

## DREAM KILLERS

Even when its ankou “parent” is bound by an iron-clad contract, a jikou can strike out and fulfill independent murderous schemes on behalf of its progenitor. A jikou travels across the Material Plane via the Dimension of Dreams, slashing portals through wandering dreamers like a phantasmal serial murderer.

## JIKOU

## CREATURE 12

UNCOMMON LN TINY DREAM FEY INCORPOREAL

**Perception** +22; darkvision, lifesense 120 feet

**Languages** Aklo, Common, Sylvan (can’t speak any language); telepathy 100 feet

**Skills** Acrobatics +25, Deception +24, Intimidation +24, Stealth +25, Thievery +25

**Str** –5, **Dex** +7, **Con** +5, **Int** +3, **Wis** +4, **Cha** +6

**Items** razor (+1 striking returning cold iron dagger)

**AC** 30; **Fort** +19, **Ref** +25, **Will** +22

**HP** 200; **Immunities** disease, poison, precision, sleep; **Weaknesses** cold iron 10; **Resistances** all damage 10 (except cold iron, force, or ghost touch; double resistance vs. non-magical)

**Speed** fly 75 feet

**Melee** ♦ *razor* +26 (agile, cold iron, finesse, magical, versatile S), **Damage** 2d4+13 piercing

**Ranged** ♦ *razor* +26 (agile, cold iron, finesse, magical, thrown 10 feet), **Damage** 2d4+13 piercing

**Primal Innate Spells** DC 32, attack +24; **6th** *nightmare* (×2), *paranoia*; **4th** *darkness* (at will), *dimension door*, *sleep* (×2); **2nd** *silence*; **1st** *ray of enfeeblement*; **Cantrips (6th)** *telekinetic projectile*

**Open Dream Gate** ♦♦♦ (concentrate, conjuration, dream, primal) A jikou can traverse the Material Plane by using a sleeping creature as a gate to and from the Dimension of Dreams. The jikou tears open a dream gate in an adjacent unconscious creature, dealing 2d4+13 slashing damage and 2d4 persistent bleed damage to the creature. If this damage would cause the creature to wake up (typically because the creature is sleeping), it must succeed at a DC 32 Will save or remain asleep. As long as the creature is bleeding, it can attempt a new save each round at the beginning of its turn. Once a dream gate is open, it remains open for 10 minutes or until the creature’s bleed damage ends.

Any creature with the dream trait can enter or exit a dream gate to teleport across the Material Plane. To reemerge on the Material Plane, a jikou must tear open a dream gate while in the Dimension of Dreams, which it can do by targeting a sleeping creature’s dreaming form. This has the same effect as opening a dream gate on the Material Plane, except the affected creature takes 2d4 persistent mental damage instead of bleed.

**Razor Flurry** ♦♦ The jikou whips its razor in a wide, unpredictable pattern, making three melee razor Strikes against up to three creatures within range. Its multiple attack penalty doesn’t increase until after it makes all three attacks.

**Sneak Attack** A jikou’s Strikes deal an additional 2d6 precision damage to flat-footed creatures.



# JUNGLE MANTIS SWARM

BY JON HEWITT

## MANTIS SWARM COMPANIONS

Some jungle-dwelling druids have made attempts to domesticate individual jungle mantises or rehabilitate small groups of insects that have become separated from their swarm. With enough training, a small group can be nurtured into a swarm of mantises and seem to have just enough intelligence to serve as a druid or ranger's animal companion. Many hopeful mantis-lovers have delved into the jungle specifically to acquire and tame such a swarm, though far fewer succeed in the endeavor.

Although adventurers are used to dealing with swarms of bugs in dungeons, crypts, and caverns, the mantis swarms of tropical jungles are a different breed of pest altogether. So-called jungle mantis swarms include mantises of extraordinary size—the longest specimens are up to 1 foot long—with thick exoskeletons and serrated tibial spines.

It's these extra little claws on the ends of their already sharp limbs that set jungle mantises apart from garden variety mantids. When they combine their strength as a swarm, jungle mantises can grip, hold, and drag entire animals, up to and including large mammals. Though jungle mantis swarms thankfully cannot haul their prey up into the sky, the sight of an ally being dragged into the dark jungle undergrowth is shocking enough to keep most skittish explorers on edge.

Equally alarming are a jungle mantis swarm's surprisingly cunning tactics. Jungle mantises know better than to stay put when their prey puts up a fight, and so they constantly bob and weave among nearby flora. They've even been known to set up ambushes, separate packs of creatures from one another, and pick out weaker-looking or injured targets when confronting a group. Locals say that the behavior of a jungle mantis swarm is less like a group of wild insects and more like a mobile colony, though there doesn't seem to be a "queen" as an ant colony would have. Rather, jungle mantises operate as a finely tuned society of equal-minded—and equally voracious—carnivores.

Large and dangerous as the most well-known jungle mantis swarms are, rumors persist of even larger mantis swarms: flying apocalypses of dozens of towering giant mantids, capable of destroying entire settlements in an evening.

## JUNGLE MANTIS SWARM

CREATURE 8

N LARGE ANIMAL SWARM

Perception +14; darkvision

Skills Acrobatics +18, Athletics +18, Stealth +20

Str +4, Dex +6, Con +3, Int -5, Wis +0, Cha -4

AC 26; Fort +17, Ref +20, Will +12

HP 115; Immunities precision, swarm mind; Weaknesses area damage 8, splash damage 8; Resistances bludgeoning 4, piercing 8, slashing 8

**Angry Flutter**  $\curvearrowright$  **Trigger** A creature targets the jungle mantis swarm with an attack, spell, or ability and rolls a critical success; **Effect** The swarming mantises briefly take flight and disperse, spreading out to limit the damage before regrouping. The triggering critical success becomes a success instead. Any creatures previously grabbed by the swarm are no longer grabbed. The mantis swarm cannot use Munch and Cover for 1 round.

**Speed** 20 feet, fly 40 feet

**Drag Off**  $\blacklozenge$  **Requirements** The jungle mantis swarm has a creature grabbed; **Effect** The swarm drags the creature away from its allies to a spot where the mantises can eat in peace. The mantis swarm makes an Athletics check to Shove the grabbed creature. The mantis swarm always moves with the shoved creature.

**Munch and Cover**  $\blacklozenge\blacklozenge$  The swarm chews on each creature its area, dealing 4d6 piercing damage (DC 26 basic Reflex save). On a failed or critically failed save, a creature is also grabbed.

**Swarming Bites**  $\blacklozenge$  Each creature in the swarm's area takes 2d6 piercing damage (DC 26 basic Reflex save).

# KEEPSAKE WARDEN



BY DARRAN CALDEMEYER

Keepsake wardens are solitary watchers over Purgatory, cemeteries, and anywhere they can rob the graves of the forgotten to harness their strange necromantic powers. Although they commonly dwell among undead such as ghouls, skeletons, and zombies, keepsake wardens are themselves mortal—a fact which they feverishly deny and try to hide from would-be giant slayers.

Skulking between tombstones on moonlit nights, keepsake wardens do an excellent job of blending into their dour surroundings. To further the impression that they dwell in the twilight space between life and death, they outfit themselves in the trappings of the dead—jewels, hides, tokens, and bones—and seem always to bear the sweet, pungent odors of incense and decay. Their flesh ranges from deep burgundy to ashen gray, and their hair is typically a black or brown color. A keepsake warden always keeps a tool for excavation close at hand—preferably something that can double as a deadly weapon in combat.

A typical keepsake warden stands about 15 feet tall and weighs approximately 2,700 pounds.

## KEEPSAKE WARDEN

## CREATURE 9

UNCOMMON N LARGE GIANT HUMANOID

**Perception** +18; low-light vision

**Languages** Common, Jotun, Necril

**Skills** Athletics +21, Crafting +19, Graveyard Lore +19, Intimidation +19, Religion +20, Stealth +16

**Str** +6, **Dex** +3, **Con** +6, **Int** +2, **Wis** +5, **Cha** +4

**Keepsake Items** (necromancy, occult) Keepsake wardens are enamored by valuable grave goods and draw power from these simple treasures. A keepsake warden can spend 10 minutes concentrating on an item of light or negligible Bulk to designate it as a keepsake item. A keepsake warden can designate up to three such keepsake items, which it can carry on its person or leave elsewhere. The supernatural connection between a keepsake warden and its keepsake items is severed only when a keepsake item is broken or destroyed. *Scrying* and similar spells cast on a keepsake warden allow the caster to also simultaneously spy on the warden's keepsake items.

**Items** sack with 5 rocks, +1 *striking greatpick*

**AC** 26; **Fort** +21, **Ref** +14, **Will** +20

**HP** 170, fast healing 10; **Immunities** death effects

**Catch Rock** ↻

**Tethered Immortality** (necromancy, occult) As long as the keepsake warden is within 120 feet of at least one of its keepsake items, the warden gains fast healing 10 and is immune to death effects. Spells or effects that highlight or illuminate the keepsake warden, such as *faerie fire*, cause keepsake items within 120 feet to glow with a pale green light.

**Token Casting** ↻ (occult) **Trigger** A keepsake item within 120 feet gains the broken condition; **Effect** The keepsake warden becomes aware that the item was broken and casts its choice of *mirror image*, *resist energy*, or *see invisibility* as a 2nd-level innate occult spell.

**Speed** 30 feet

**Melee** ♦ *greatpick* +22 (fatal 1d12, magical, reach 10 feet), **Damage** 2d10+12 piercing

**Melee** ♦ fist +21 (agile, reach 10 feet),

**Damage** 2d6+12 bludgeoning

**Ranged** ♦ rock +21 (brutal, range increment 120 feet),

**Damage** 2d10+9

bludgeoning

**Occult** **Innate**

**Spells** DC 25;

**4th** *clairvoyance* (×3; on keepsake item only), *talking*

*corpse*; **3rd** *locate*; **2nd** *death knell*

**Throw Rock** ♦

## SCATTERED TREASURES

A keepsake warden that has settled on a particular cemetery tends to keep one of its precious keepsake items on its person but spread its other treasures across the graveyard's grounds. This grants the giant some measure of safety as it wanders its lonely territory. However, should adventurers or grave robbers abscond with a keepsake item, knowingly or unknowingly, the keepsake warden is quick to fly into a rage until it reclaims its lost trinket.



# KHAROZAT

BY W. BRIAN LANE

## FACES OF JUSTICE

Roughly humanoid in form, every kharozat has three masked faces, each representing a different aspect of the adjudication process and a corresponding alignment: judge (lawful neutral), prosecutor (lawful evil), and executioner (chaotic evil).

The kharozats were once the highest judges in a long-forgotten empire—magistrates tasked with trying and sentencing the most heinous criminals throughout the land. Now, few kharozats remain on the Material Plane, and those that do dwell in the lightless hearts of underground caverns or in the most god-forsaken corners of the mortal world—places where they believe their merciless rulings are most needed.

Whatever domain it calls its jurisdiction, a kharozat maintains order with stern practicality, declaring judgment and enacting whatever sentences it considers to be appropriate. The infernal judge fixates its attention on one “trial” at a time, bringing an entire kingdom or a single individual through a twisted jurisprudence. When establishing its courtroom, a kharozat recruits a variety of fiendish creatures as stenographers, bailiffs, clerks, counselors, executioners, and jurors.

## KHAROZAT

CREATURE 20

RARE NE LARGE FIEND

**Perception** +37; greater darkvision, *true seeing*

**Languages** Abyssal, Daemonic, Infernal; *tongues*

**Skills** Arcana +38, Athletics +38, Legal Lore +40, Nature +38, Occultism +38, Religion +38, Society +40

**Str** +10, **Dex** +6, **Con** +7, **Int** +10, **Wis** +9, **Cha** +6

**Items** *gavel* (+3 *greater striking* returning *unholy speed warhammer*)

**AC** 44, all-around vision; **Fort** +35, **Ref** +30, **Will** +39; +1 status to all saves vs. magic

**HP** 400; **Immunities** variable alignment; **Weaknesses** variable alignment;

**Resistances** physical 20 (except magical)

**Speed** 40 feet

**Variable Alignment** At the beginning of each day, a kharozat's alignment is neutral evil. Each offensive ability it uses (see below) changes its alignment. The kharozat is immune to damage of the same alignment as itself, and it has weakness 20 to damage of an opposed alignment (evil is weak against good, lawful is weak against chaotic).

**Melee** ♦ *gavel* +38 (evil, magical), **Damage** 4d10+20 bludgeoning plus 1d10+10 evil

**Ranged** ♦ *gavel* +36 (evil, magical, range increment 100 feet), **Damage** 4d10+20 bludgeoning plus 1d10+10 evil

**Divine Innate Spells** DC 47; **Constant (10th)** *tongues*, *true seeing*

**Arraign** ♦♦ (divine, evocation, mental, negative) The kharozat's prosecutor face fires a bolt of concentrated anguish, dealing 3d10 mental damage and 3d10 negative damage in a 30-foot burst centered on a target within 100 feet (DC 47 basic Will save). The kharozat's alignment changes to lawful evil.

**Babble** ♦♦ (auditory, aura, divine, emotion, enchantment, mental) All three of the kharozat's faces speak at once. Creatures within 120 feet who can hear them must succeed at a DC 47 Will save or be confused until the end of their next turn. The kharozat's alignment changes to neutral evil.

**Court is in Session** (conjunction, divine) The kharozat can cast 10 *summon* spells up to 10th level each day. These are divine innate spells with a spell DC of 47, an unlimited duration, and a range of 1 mile. The kharozat can sustain all its summoned creatures either with one action to Sustain the Spell or by casting another *summon* spell.

**Execute** ♦♦ (death, divine) The kharozat's executioner face casts any common spell with the death trait as a divine innate spell (DC 47, spell attack +34). The kharozat's alignment changes to chaotic evil.

**Hold in Contempt** ♦♦ (conjunction, divine) The kharozat's judge face spits a net of stifling energy at a target within 100 feet. The target must succeed at a DC 47 Reflex save or become restrained. The kharozat's alignment changes to lawful neutral. After Escaping or Forcing Open the net (DC 47), the target is clumsy 2 for 1 minute.

**Trial** (divine, divination) The kharozat takes 1 minute to 1 designate an accused (an individual or a group of any size) within 120 feet and determine a sentence. Until the accused completes its sentence or the kharozat is persuaded to commute the sentence, the kharozat and its summoned creatures gain a +2 status bonus on attack rolls and skill checks against the accused.

# KILLING INTENT

BY JESSE LEHTO



## THE PATTERN

Some fringe scholars theorize that killing intents are connected to “the pattern”—a mystical force that supposedly drives mortals to become “pattern killers.” Such scholars do not claim that the killing intents are behind this mysterious force, but rather that these spirits are living stains left on the Ethereal Plane by the psyches of mortals affected by the pattern.



The mysterious entities called killing intents manifest on the Ethereal Plane when an especially violent mortal perishes on that plane and leaves a significant psychic impression on the planar landscape. A killing intent's presence is more often felt than perceived by sight or sound; witnesses report sudden drops in temperature, constant strong winds, and the extinguishment of lights. More terrifying, though, are counter-reports which suggest that these phenomena occur solely within the mind of a killing intent's victim.

Killing intents are attracted to fear, but they feed on pure bloodlust. When a killing intent locates a suitably strong host, it possesses the corporeal creature's body and goes on a murderous rampage to sate its hunger. Once its possession has run its course, or it runs out of victims to kill, a killing intent vacates its host and leaves the confused creature to deal with the bloody aftermath.

## KILLING INTENT

## CREATURE 4

UNCOMMON CE MEDIUM ETHEREAL INCORPOREAL SPIRIT

**Perception** +11; darkvision, fearsense (imprecise) 60 feet

**Languages** Aklo, Common; telepathy 100 feet

**Skills** Intimidation +13, Stealth +11

**Str** -5, **Dex** +3, **Con** +0, **Int** -2, **Wis** +3, **Cha** +5

**Fearsense** (divination, mental, occult) A killing intent can detect frightened creatures as an imprecise sense up to the listed range.

**AC** 18; **Fort** +8, **Ref** +11, **Will** +13

**HP** 45; **Immunities** fear, disease, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch* or mental; double resistance vs. non-magical)

**Spine-Chilling Aura** (aura, emotion, fear, occult) 30 feet. The killing intent's lust for violence creates a palpable aura around it. A creature that begins its turn in the aura must roll a DC 17 Will saving throw.

**Critical Success** The creature is temporarily immune to that killing intent's aura for 1 hour.

**Success** The creature is immune to the aura for 1 round.

**Failure** The creature is frightened 1.

**Critical Failure** The creature is frightened 2 and is also slowed 1 for 1 round.

**Speed** fly 25 feet

**Melee** ♦ spirit fist +9 (finesse), **Damage** 2d4+5 force plus Push

**Occult Innate Spells** DC 21; 2nd *phantom pain* (×3); 1st *command* (at will)

**Killer's Possession** ♦♦ The killing intent attempts to possess an adjacent frightened or unconscious corporeal creature. This has the same effect as the *possession* spell (DC 21), except since the killing intent doesn't have a physical body, it is unaffected by that restriction of the spell.

The possessed creature automatically gains a number of temporary Hit Points equal to half the killing intent's remaining HP. Once the possession ends, the target loses the temporary Hit Points, becomes doomed 1, and is immune to this ability for 24 hours.

The killing intent's bloodlust allows its corporeal vessel to exceed its normal bodily limits. A creature possessed by the killing intent deals 4 additional damage on its melee Strikes, takes a -2 penalty to AC, and gains the quickened condition; it can use the extra action each round only for Strike and Stride actions.

**Nauseating Pressure** ♦ **Frequency** once per round; **Trigger** The killing intent ends its movement adjacent to a creature; **Effect** The killing intent focuses its pressure on a creature. The creature must roll a DC 21 Fortitude save. On a failure, the creature is sickened 1.



# KNOTSMAN

BY WILLIAM FISCHER

## THE ROPE REMEMBERS

Though they lack true intelligence, knotsmen boast curious personalities. A knotsman's disposition generally reflects the type of rope used to create it; for example, a knotsman made of ship's rigging might serve its captain faithfully, while one woven from a hangman's noose could be as treacherous as the criminal that once swung from it.

Knotsmen are brainless, humanoid-shaped minions made of a single length of magically animated rope. Wizards sometimes populate their towers with knotsmen, seeing them as relatively cheaper to construct and maintain than complicated golems. Witches, thieves' guilds, and even traveling circuses have been known to employ knotsmen as well.

Though they may seem cost effective in the short term, knotsmen's bizarre intellect (if it can be called "intellect") makes these creatures unreliable—or, at least, somewhat unpredictable—minions. Knotsmen understand the language of their creator and can execute simple or complex orders with ease, but they have a tendency to take liberties with vaguely stated commands, lingering in villages and countryside alike as suits their whims. Combined with their ability to slither along floors and through cracked doorways unnoticed, knotsmen's precociousness often ends up more of a liability than a boon.

Knotsmen are terrifyingly sturdy and rarely fall apart even after years of use; the magic that animates a knotsman also enables it to tie and re-tie even the most frayed fibers of its body. When its creator dies, a knotsman invariably strikes out on its own, wandering further and further from its home until it finds a new master. Despite their whimsy, knotsmen want, more than anything, to be of use. Would-be masters best beware, though—a knotsman commanded to perform tasks at odds with its innate personality might just as quickly lash out in a merciless rage.

## KNOTSMAN CREATURE 7

**N** MEDIUM CONSTRUCT MINDLESS

**Perception** +15; darkvision

**Languages** Common (can't speak any language)

**Skills** Acrobatics +17, Athletics +16, Stealth +17

**Str** +5, **Dex** +6, **Con** +5, **Int** -5, **Wis** +2, **Cha** -5

**AC** 24 (26 while uncoiled); **Fort** +14, **Ref** +19, **Will** +13

**HP** 115, regeneration 10 (deactivated by fire); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 5, slashing 5 (slashing 15 while uncoiled)

**Speed** 25 feet, climb 15 feet (35 feet, climb 25 feet while uncoiled)

**Melee** ✦ lasso +18 (agile, reach 15 feet), **Damage** 2d6+7 bludgeoning plus Ensnare

**Constrict** ✦ 2d6+5 bludgeoning, DC 25

**Ensnare** If the knotsman hits a creature with its lasso, the creature is also grabbed. While grabbed, the creature isn't immobilized, but it can't move any farther from the knotsman unless the knotsman willfully lengthens its lead. The lasso's Escape DC is 25. A creature can also end the grab by severing the lasso by hitting AC 26 and dealing at least 10 slashing damage. Damage dealt to the lasso deals an equal amount of damage to the knotsman.

**Rein In** ✦ **Requirements** The knotsman has a creature grabbed with its lasso; **Effect** The knotsman pulls the grabbed creature toward itself. The knotsman attempts an Athletics check against the creature's Fortitude DC. On a success, the knotsman pulls the creature 5 feet closer to it, or 10 feet closer on a critical success. The distance the creature can move from the knotsman (see Ensnare) decreases accordingly.

**Uncoil** ✦ (concentrate) The knotsman uncoils into a 100-foot-long, mundane-looking rope. While uncoiled, the knotsman's weakness to slashing damage increases to 15, its AC increases

to 26, its Speed increases to 35 feet (25 feet while climbing), and it can slither through spaces as narrow as 1 inch in diameter. The knotsman can spend an action (which has the concentrate trait) to return to its humanoid form.

# LIVING BLADE

BY W. BRIAN LANE



A living blade is a sentient weapon driven to carry out some secret and often nefarious agenda. Its will to complete its mission is so strong that this powerful armament can actually manifest a phantom warrior to carry out its dark deeds. Otherwise, the weapon lives dormant, enticing an unsuspecting warrior to pick it up and receive its curse.

The exact force that animates a living blade differs in every case, though often it is the spirit of a mortal whose life's mission was left unresolved. One popular story is of a master blacksmith who was slaughtered by her own blade at the hands of a traitorous customer; the blacksmith's spirit clung to the weapon, and in this new form she vowed to achieve revenge on her killer.

## LIVING BLADE

## CREATURE 8

UNCOMMON NE MEDIUM CONSTRUCT SOULBOUND

**Perception** +18; **darkvision**

**Languages** telepathy 100 feet, *tongues*

**Skills** Acrobatics +18, Athletics +17, Deception +17

**Str** +5, **Dex** +6, **Con** +2, **Int** +0, **Wis** +4, **Cha** +5

**Weapon Form** While its phantom warrior is inactive (see below), the living blade is a +1 *striking flaming scimitar*. While in this weapon form, the living blade cannot attack or move, but it can impart its *Curse of the Living Blade* on any creature that wields it. The living blade can cast spells on its own turn, but it can target only its cursed wielder.

**AC** 27; **Fort** +12, **Ref** +18, **Will** +16

**HP** 100 (as Phantom Warrior); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Speed** 25 feet

**Melee** ◆ *scimitar* +19 (fire, forceful, magical, sweep), **Damage** 2d6+9 slashing plus 1d6 fire

**Occult Innate Spells** DC 27, attack +17; **3rd** *haste*; **2nd** *soothe*; **1st** *true strike*; **Constant (5th)** *tongues*

**Rituals** DC 27; *geas* (see *Curse of the Living Blade*)

**Curse of the Living Blade** (curse, enchantment, mental, occult) Any creature that attempts to wield the living blade is affected by its curse; **Saving Throw** DC 27 Will; **Effect** The living blade attempts to curse its wielder, compelling the creature to further the living blade's personal agenda. The living blade instantly casts a *geas* ritual on the triggering creature; the living blade always succeeds at casting this ritual. If the target critically succeeds its saving throw, it is immune to this curse for 24 hours. On a failure, the creature succumbs to the *geas*.

While cursed, the creature must advance the living blade's agenda, which might be something discrete like "avenge my master's death" or something broader like "achieve glory in my name." The cursed creature cannot willingly drop or give away the living blade. The *geas* lasts for 1 week, after which the wielder can make a new Will save.

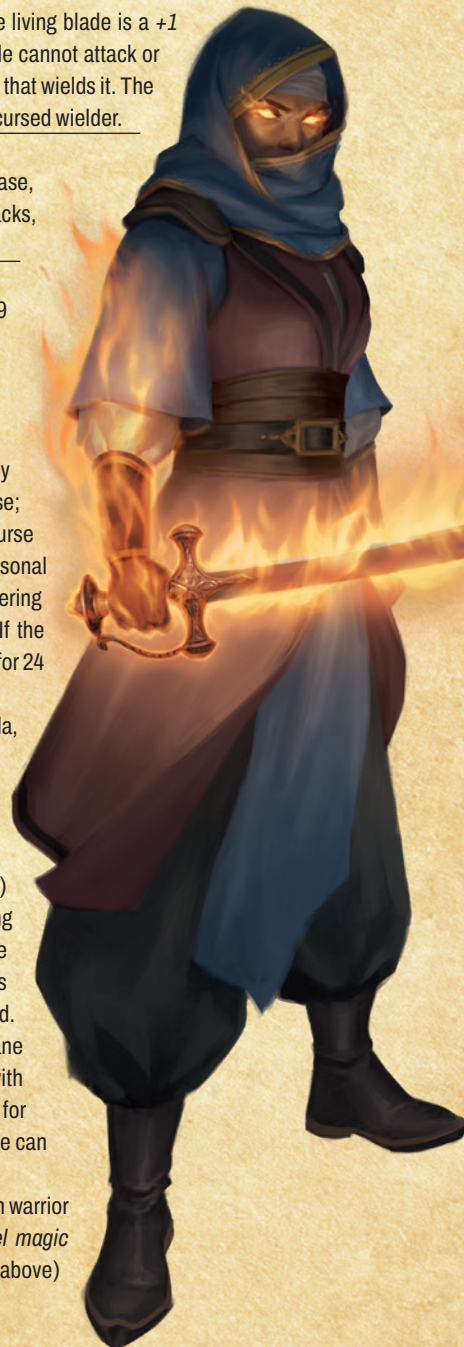
**Summon Phantom Warrior** ◆◆◆ (concentrate, conjuration, occult)

**Frequency** once per hour; **Requirements** The living blade isn't being wielded or carried by an intelligent creature; **Effect** The living blade manifests a phantom warrior that resembles a ghostly version of its original master, allowing the blade to move and act of its own accord. The phantom is made of nondescript soul-stuff from the Ethereal Plane and has no individual personality or identity, though it can interact with the physical world. A creature can identify the phantom warrior for what it is with a successful DC 27 Perception check. The living blade can dismiss the phantom warrior as a free action.

This stat block represents the living blade while it has its phantom warrior active. When reduced to 0 Hit Points or counteracted with *dispel magic* (counteract DC 27), the living blade assumes its weapon form (see above) until the next time it uses *Summon Phantom Warrior*.

## OTHER LIVING BLADES

Living blades come in many varieties, not all of which are even blades. Generally, a living blade is a magic melee weapon whose level is equal to its creature level + 2. Its runes can be replaced, but any attempt to remove a rune without replacing it fails. The only way to permanently turn a living blade into a non-cursed weapon is by counteracting it with the *disjunction* spell.





# LIVING DIVINATION DECK

BY SHANE SMALLWOOD

## DIVINATION DECK FAMILIARS

Living divination decks sometimes serve wizards or sorcerers as familiars, particularly specialists in divination. Such familiars are Tiny construct creatures rather than animals.

Fortune tellers can predict weal or woe by reading the prophecies of cards drawn from a deck of cards called a divination deck. Faithful adherents of this long tradition maintain a deep and personal connection with their cards, which might be handmade or have been handed down across generations. Sometimes, especially powerful diviners might inadvertently infuse their deck with a sliver of their own soul. In such cases, what was an ordinary set of cards becomes a living divination deck.

These rare decks are not possessed of the personality of a single seer but rather have traits and quirks from each diviner who has wielded the cards and infused them with their spirit. Because of their close bond to the family or clan that created them, living divination decks are highly protective of their diviner and their diviner's kin. Barely sentient, living divination decks nevertheless possess some actual intellect, making them useful allies in various situations, even combat. Because it cannot speak, a living divination deck must communicate its thoughts by displaying cards in a specific order or way that conveys its meaning; such a vague mode of transmitting information, however, is rife for a comedy of misunderstanding.

## LIVING DIVINATION DECK CREATURE 1

RARE N TINY CONSTRUCT SOULBOUND

**Perception** +9; **lifesense** (imprecise) 30 feet

**Languages** Common (can't speak any language); telepathy 30 feet

**Skills** Fortune-telling Lore +9, Gambling Lore +6, Occultism +6, Performance +6, Stealth +7

**Str** +0, **Dex** +4, **Con** +0, **Int** -3, **Wis** +4, **Cha** +3

**AC** 15; **Fort** +6, **Ref** +10, **Will** +10; +1 status vs. misfortune effects

**HP** 25; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3

**Sealed Fate Aura** (aura, curse, misfortune, occult) 15 feet. The deck quashes the good fortunes of any creatures in its vicinity. A creature that starts its turn in the aura must make a DC 17 Will save. The living divination deck can suppress or reactivate this aura by spending one action (this action has the concentrate trait).

**Success** The creature is unaffected and is immune to this living divination deck's Sealed Fate Aura for 24 hours.

**Failure** The creature becomes immune to fortune effects for 1 minute.

**Critical Failure** The creature becomes immune to fortune effects for 24 hours.

**Speed** fly 10 feet

**Melee** ♦ card +7 (agile, finesse), **Damage** 1d4+2 slashing

**Ranged** ♦ card +7 (agile, range increment 30 feet), **Damage** 1d4+2 slashing

**Occult Innate Spells** DC 17; **1st** *bless*, *ill omen*, *true strike*; **Cantrips (1st)** *guidance*, *mage hand*

**Waterfall** ♦♦ The living divination deck launches itself at a foe, cascading across the battlefield and distracting the enemy with a flurry of cards. The living divination deck Strides twice and makes a melee card Strike against an adjacent creature at the end of its movement. On a hit, the Strike deals no damage, but the creature is dazzled until the beginning of the living divination deck's next turn.

# LIVING LIBRARY

BY JUSTIN T. CANDO



When a powerful wizard loses or abandons their spellbook, the book can retain a portion of their owner's magical energy, gaining sentience in the process. Alone, these sentient books pose little danger, but in old wizarding schools or vast personal libraries, large numbers of such lost books can find one another and magically bond into a walking repository of arcane knowledge with a mind of its own—a creature called a living library.

Living libraries tend to wander the world, searching for lost knowledge and rare books to add to their collection and increase the repertoire of spells at their disposal. Though they typically “read” by subsuming scrolls, tomes, and tablets into their form, living libraries can also learn new types of magic just by watching spellcasters. Suffused as they are with such massive stores of arcane power, it's no surprise that living libraries can cause spells to fizzle or falter before they ever reach their target.

## LIVING LIBRARY

## CREATURE 9

RARE N MEDIUM CONSTRUCT

**Perception** +19; **darkvision**

**Languages** telepathy 100 feet, *tongues*

**Skills** Arcana +22, Deception +12, Nature +19, Occultism +20, Religion +19, Society +20, Stealth +14 (+20 in libraries and schools)

**Str** +3, **Dex** +4, **Con** +4, **Int** +7, **Wis** +4, **Cha** -3

**AC** 26; **Fort** +21, **Ref** +17, **Will** +17

**HP** 200; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 10

**Versatile Counterspell** (abjuration, arcane) **Trigger** A creature Casts a Spell; **Effect** The living library expends a prepared spell to counter the triggering creature's casting. The living library can expend either the same spell or any spell of 1 level higher than the triggering spell. The living library loses the spell slot as if it had cast the triggering spell. It then attempts to counteract the triggering spell.

**Speed** 25 feet

**Ranged** (book +17 (magical, range increment 60 feet), **Damage** 2d6+8 bludgeoning

**Arcane Prepared Spells** DC 28, attack +20; **5th** *cloudkill*, *magic missile* (×2), *share lore* (at will), *summon elemental*; **4th** *dispel magic*, *fly*, *suggestion*, *stoneskin*; **3rd** *dispel magic*, *gravity well*, *lightning bolt* (×2); **2nd** *mirror image*, *touch of idiocy*; **1st** *color spray* (×2), *fleet step*, *ray of enfeeblement*; **Cantrips (5th)** *daze*, *read aura*, *shield*, *telekinetic projectile*; **Constant (5th)** *tongues*; **(4th)** *detect magic*

**Blend In** (concentrate, polymorph) The living library assumes the form of some mundane academic furniture, such as a desk covered in pens and scrolls or a bookshelf full of arcane tomes. This doesn't change the living library's texture or overall size but can alter its coloration and visual appearance. It has an automatic result of 36 on Deception checks and DCs to pass as the furniture that it's impersonating.

**Copy Spell** (arcane) **Requirements** The living library successfully counteracted a spell with Versatile Counterspell since its last turn; **Effect** The living library rolls an Arcana check to Recall Knowledge to identify the spell. On a success, the living library writes the spell in one of its many spellbooks. It can immediately replace one of the spells it has prepared for this new spell.

**Scroll Vortex** (arcane, evocation) **Frequency** once per hour; **Effect** The living library sighs mightily, creating a vortex of swirling parchment within 60 feet. This vortex fills a 15-foot-by-15-foot space. A creature that starts its turn in the vortex takes 8d8 slashing damage (DC 28 basic Reflex save). The vortex lasts for 1d4 rounds.

## LIVING LIBRARY FORMS

Most living libraries tend to assume a humanoid figure that resembles the size and shape of their original owners, but no two libraries are the same, and some might just as well walk about in the form of a four-legged mammal or six-legged insect. The most ancient living libraries are massive and alien looking, shuffling across the cosmos as serpentine or globular assemblages that defy mortal description.



# LIVING PROOF

BY DOUGLAS EDWARDS

## UNUSUAL MATERIALS

Living proofs made of unusual materials—such as vellum, stone tablets, or even chalkboards—are not unknown. Such specimens typically have different resistances and weaknesses depending on the material they are made of.

Alchemists have been known to spend countless hours and days working on new formulae in order to expand their repertoire of elixirs and explore the frontiers of alchemical knowledge. Under certain conditions, this devotion to the study of math, science, and transmutation can take on a life all its own. When a potentially powerful recipe or formula is left on the crafting table half-finished, it can manifest the will to pick up where its creator left off. Overnight, the composition feverishly works itself into completion and beyond, forming an incomprehensible proof that has a mind of its own. Alchemists have come to lovingly call these mathematically animated pages living proofs.

Physically, living proofs are usually composed of nothing more than parchment and ink. They mobilize by folding and re-folding themselves like origami. Though this talent allows living proofs to take on just about any shape, they tend to choose forms that resemble miniature versions of their creators or, rarely, some other creature important to the proof. For example, a living proof written in snake's blood might take the guise of a papery serpent. Similarly, a living proof whose first sight upon animating is that of a caged specimen such as a chimera or owlbear might model itself after such a monster.

Although most living proofs dedicate themselves to one particular area of study, the occasional specimen might become a polymath if they were designed by a particularly genius alchemist. If abandoned or forgotten, a living proof may wander from its laboratory to seek a new master to inspire and aid, though they are otherwise loyal assistants. Sometimes this loyalty goes a bit too far—more than one alchemist apprentice has wound up injured after dawdling in their master's lab after hours and stumbling upon a seemingly mundane sheet of parchment come to life.

## LIVING PROOF

## CREATURE 1

**N** **TINY** **CONSTRUCT** **MINION**

**Perception** +7; **darkvision**

**Languages** Common (can't speak any language)

**Skills** Acrobatics +6, Arcana +6, Crafting +6 (+8 to Identify Alchemy and Craft alchemical items)

**Str** -4, **Dex** +4, **Con** +0, **Int** +5, **Wis** +1, **Cha** -5

**Execute the Formula!** (alchemical, exploration, manipulate) A living proof is bursting with knowledge and eager to help in the creation of alchemy both new and old; **Requirements**

The living proof can spend 10 uninterrupted minutes working and has not made an item with this ability in the last hour; **Effect** The living proof creates a 1st-, 2nd-, or 3rd-level alchemical bomb or elixir without expending any resources. The item becomes inert in 1 hour. A living proof can have only one such item in existence at a time. After using this ability, the living proof becomes slowed 1 for 1 hour.

**AC** 14; **Fort** +4, **Ref** +10, **Will** +6

**HP** 20; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 3, slashing 3

**Sudden Infusion** **◆** (alchemical) **Trigger** The living proof is reduced to 0 HP; **Effect** The alchemical and mathematical knowledge animating the living proof becomes unstable and is released in an explosive burst. Any unattended alchemical items within 20 feet of the living proof become inert. Any alchemists within 20 feet each regain 1d4 infused reagents.

**Speed** 15 feet, fly 15 feet

**Melee** **◆** paper +5 (nonlethal), **Damage** 1d4+2 slashing

**Ranged** **◆** math bomb +9 (range increment 20 feet, splash), **Damage** 1d6+3 force

**Arcane Innate Spells** DC 14; **1st magic missile** (×2); **Cantrips (1st)** *read aura*, *sigil*

**Entangling Math Bomb** **◆◆** (bomb, range increment 20 feet, splash) The living proof manifests a physical form for the mathematical symbols on its page to create a powerful bomb. The living proof throws a bomb that deals 2d6 piercing damage and 1 piercing splash damage. Each damaged creature must succeed at a DC 14 Reflex save or become stupefied 1 for 1 minute (stupefied 2 on a critical failure).

# LOST SAVIOR

BY MICHAEL ROBINSON



In the last desperate days of a civilization, even heroes can fall. The ancient manipulators of humankind, known as aboleths, took advantage of this discord to create so-called “lost saviors.” These undead are perversions of former heroes who foolishly attempted to negotiate a covenant with the dread aboleths—the outcome of a truly desperate bargain made in the hopes of salvation for the hero’s people. Aboleths are nothing if not treacherous, and the deal resulted only in the defiling and dishonor of so many former champions.

Lost saviors wander storm-torn coastlines and remote hinterlands in a haze, unsure of their mission but compelled to sow sorrow all the same. They sometimes travel with other intelligent undead or, occasionally, weak aboleth agents. Under the guise of their former selves, lost saviors might look like heroic figures from folklore or simply glorious and righteous fighters. This makes it all the more painful and horrifying for onlookers when the lost savior reveals its true form. The revelation is invariably followed by a merciless onslaught.

## CORRUPTERS OF SOCIETY

When a lost savior infiltrates a society, it can rile the populace into a chaotic frenzy under the banner of its false guise. Using powerful illusions and enchantments, a lost savior insurrectionist can bend an entire settlement or even nation to its unknowable masters’ will before revealing its true monstrous allegiance. By this point, it is too late for the community to do anything but quake in fear.

## LOST SAVIOR

## CREATURE 11

RARE LE MEDIUM UNDEAD

**Perception** +22; darkvision

**Languages** Aboleth, Common, Necril

**Skills** Athletics +21, Deception +22, Diplomacy +22, Intimidation +22, Society +19

**Str** +6, **Dex** +4, **Con** +5, **Int** +2, **Wis** +3, **Cha** +7

**Items** +1 striking greatsword, +1 half plate

**AC** 31; **Fort** +24, **Ref** +21, **Will** +22

**HP** 225, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep

**Ancient Reminiscence** Appealing to a lost savior’s heroic past can temporarily weaken its defenses as it realizes the horror of what it has become. A creature can spend an action to attempt a DC 28 Deception, Diplomacy, or Intimidation check to remind a lost savior of its forgotten past.

**Critical Success** Until the creature’s next turn, the lost savior is flat-footed and takes a –2 circumstance penalty to AC and saving throws.

**Success** Until the creature’s next turn, the lost savior is flat-footed.

**Failure** The lost savior is unmoved.

**Speed** 25 feet

**Melee** ♦ *greatsword* +22 (magical, versatile P), **Damage** 2d12+14 slashing

**Occult Innate Spells** DC 28, attack +18; **5th veil**; **4th charm** (×3), *suggestion* (×3); **2nd illusory disguise** (at will)

**Heroic Rally** ♦ (auditory, concentrate, emotion, enchantment, mental, occult) The lost savior shouts an inspiring command to its allies, and their response boosts the lost savior’s own resolve. The lost savior selects up to four allies within 60 feet. Each ally gains a +1 status bonus to attack rolls and AC for 1 round. For the next round, the lost savior gains a +1 status bonus to attack and damage; if the lost savior targeted three or four allies with this ability, the lost savior’s bonus is +2 instead.

**Shocking Revelation** ♦ (emotion, enchantment, fear, mental, occult, visual) **Requirement** The lost savior is under the effects of *illusory disguise* or *veil*; **Effect** The lost savior ends the required spell to reveal its horrible true form. Each creature within 100 feet must attempt a DC 30 Will saving throw.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 2 and stunned 1.



# MATRONA

BY TAYRONE PEREIRA

## LAYER AFTER LAYER

A matrona's mother suit is made of interlocking layers that, when destroyed, release the spirits of the fey creatures trapped within. Disoriented and violent from years of imprisonment, these fey lash out at anything in their way. Once the fight is over, or they are destroyed, the distraught spirit is finally free to return to the fey realm.

Matronas are small pixie-like fey creatures with squat bodies and twirled ears. One could be forgiven, though, for mistaking matronas for the magical constructs that they typically inhabit: hulking goliaths of iron and stone who can deliver a devastating punch and summon powerful fey to serve them.

Matronas are envious of humans, large animals, and other creatures larger than themselves (which happens to be most of them). To compensate for their diminutive figures, matronas craft artificial bodies around themselves. Initially not much larger than the matrona itself, this "mother suit" provides a modicum of protection and stature. However, the suit is bolstered as the matrona within deceives and cons other fey creatures into building layer after layer on top of the original suit. Once a creature finishes the construction of a layer, the matrona binds the creature into the new layer using a complex ritual. In this way, a matrona is literally encapsulated by the combined efforts of countless indentured spirits.

## MATRONA

CREATURE 15

LE GARGANTUAN CONSTRUCT FEY

Perception +23; darkvision

Languages Common, Sylvan; telepathy 100 feet

Skills Athletics +32, Deception +31, Engineering Lore +27, Intimidation +29, Nature +27

Str +9, Dex +5, Con +8, Int +4, Wis +6, Cha +8

AC 37; Fort +29, Ref +24, Will +25; +1 status to all saves vs. enchantments

HP 320; Immunities bleed, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses cold iron 15; Resistances physical 15 (except bludgeoning)

Detach Soul  $\curvearrowright$  (conjunction, primal) Trigger The matrona takes

10 or more damage from a single attack or effect; Effect When a matrona's mother suit is damaged, the creatures whose souls compose these outer layers break free and, in a rage, attack the matrona's enemies. The matrona casts

a 1st-level *summon fey* spell. For every additional 10 damage the matrona took from the triggering attack or effect, the *summon fey* spell is heightened by 1 spell level, up to 7th level. For example, if the matrona took 30 damage, then it can cast *summon fey* heightened to 3rd level with this reaction; if the matrona took 54 damage, then it could cast *summon fey* heightened to 5th level.

Each summoned fey lasts for 1 minute or until it is banished.

The matrona doesn't need to sustain this effect, but each summoned fey still has only two actions. If using *Detach Soul* would cause the matrona to have more than three summoned fey simultaneously, the oldest summoned fey is instantly banished, so that the total number of summoned fey remains three.

**Mother Suit** A matrona wears a massive suit made of stone, iron, and the souls of trapped fey creatures. As its mother suit is damaged, the matrona becomes smaller and more agile.

When it is reduced to 200 Hit Points, the matrona becomes Huge. When reduced to 100 Hit Points, it becomes Large.

For each size category reduced, the reach of the matrona's fist Strike reduces by 5 feet and the matrona's Speeds increase by 10 feet.

Speed 30 feet, fly 30 feet

Melee  $\blacklozenge$  fist +28 (magical, reach 15 feet), Damage 3d12+17 bludgeoning

Ranged  $\blacklozenge$  soul beam +24 (force, magical, range increment 120 feet), Damage 3d6+14 force

Primal Innate Spells DC 33, attack +25; 6th *dominate*; 5th *command*; 4th *charm*, *glibness*, *suggestion*

# MECHANICAL ARTILLERIST

BY NATHAN WRIGHT



## ALL SHAPES AND SIZES

In contrast to their uniform engines, artillerists' exteriors can vary wildly. Many mechanical artillerists resemble angular, metallic versions of animals such as crabs, bears, and sometimes even humans. Some might bear a single stripe of shell-spewing cannons, while others release goutts of fire from every side.

Although magic is the predominant force behind many of the world's most powerful militaries, some nations still favor science, technology, or sheer firepower when it comes to warfare. Black powder and firearms may have been some of the most significant technological innovations of the current era, but the massive war machines called mechanical artillerists promise to be among the last. In war zones where magic is impossible, unreliable, or undesirable, mechanical artillerists are the undisputed juggernauts of the battlefield.

Mechanical artillerists are powered by tidy internal mechanisms that detonate controlled volumes of black powder at a steady clip. The volatile nature of its fuel tanks makes a compromised or destroyed artillerist nearly as dangerous as a fully operational one.

Although most commonly encountered in isolation, mechanical artillerists might group together in small squads. In such cases, the constructs usually each bear a few variations and are given specific combat roles, with one artillerist designated as the group's forward shield, one designated as the primary assault weapon, and one in the rear, loaded with a variety of long-range missiles.

## ALTERNATE ABILITIES

You can create variant mechanical artillerists by replacing its Barrage ability with one of the following alternative abilities.

**Shell Cannon**  $\blacklozenge\blacklozenge\blacklozenge$  The artillerist fires a single large shell from a powerful cannon, dealing 4d6 piercing damage to each creature in a 120-foot line (DC 25 basic Reflex save).

**Shrapnel Blast**  $\blacklozenge\blacklozenge$  The artillerist launches a spray of small projectiles from a wide-bore barrel, dealing 3d8 slashing damage to each creature in a 15-foot cone (DC 25 basic Reflex save).

**Vent**  $\blacklozenge\blacklozenge$  The artillerist vents a blast of pressurized heat from its internal engine chambers, dealing 4d6 fire damage to each creature in a 10-foot emanation (DC 25 basic Reflex save). On a critical failure, the creature also takes 1d6 persistent fire damage.

## MECHANICAL ARTILLERIST

CREATURE 7

**N** **LARGE** **CONSTRUCT** **MINDLESS**

**Perception** +15; darkvision

**Languages** Common (can't speak any language)

**Skills** Athletics +19

**Str** +6, **Dex** +4, **Con** +6, **Int** -5, **Wis** +2, **Cha** -5

**AC** 25; **Fort** +19, **Ref** +15, **Will** +11

**HP** 100; **Immunities** bleed, death effects,

disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 5 (except adamantine)

**Attack of Opportunity**  $\curvearrowright$

**Final Detonation** (fire) When a mechanical artillerist is reduced to 0 Hit Points, its internal reservoir of black powder cooks off, causing the artillerist to explode in a 30-foot emanation. Each creature in the area takes 4d6 fire damage (basic DC 25 Reflex save; on a critical failure, the creature is also knocked prone).

**Sensitive Components** Extreme temperatures can interfere with a mechanical artillerist's engine. When a mechanical artillerist takes cold damage, it is slowed 1 for 1 round. If it takes fire damage, it is quickened for 1 round and it can use its extra action to either Stride or Strike. Additional cold or fire damage in a single round does not increase these conditions.

**Speed** 30 feet

**Melee**  $\blacklozenge$  piston +18 (reach 10 feet), **Damage** 2d8+9 bludgeoning

**Ranged**  $\blacklozenge$  artillery shell +18 (fatal d12, range increment 100 feet), **Damage** 2d8+9 bludgeoning

**Barrage**  $\blacklozenge\blacklozenge$  The mechanical artillerist makes three artillery shell Strikes, each of which must be aimed at a different target. Each Strike counts toward its multiple attack penalty, but the penalty doesn't increase until after it has made all three attacks.



# MILOPOXY

BY FRANCOIS POTVIN NAUD

## OBVIOUS GUARDIAN

More often than not, a milopoxy's ward ends up dead from exhaustion or neglect since milopoxies have no need for food or water and believe that everlasting glory is more than enough sustenance to live on. Particularly aloof milopoxies might continue carrying a dead protégé for years, only disposing of the corpse after stumbling upon a more prestigious creature to "protect."

Obsessed with grandiose tales of chivalry and stories of great heroes who protect the weak, milopoxies are lithe humanoid fey who wander the world imitating these legends between fits of delusion and whimsy. Unfortunately for others, milopoxies don't truly understand the concepts of empathy or selflessness. Far from really aiding anyone, these selfish cavaliers—which are also known poetically as "misguided protectors"—tend to expend all their energy boasting about imagined heroic deeds and imploring evildoers to beware of their righteous blades. Yet, in spite of a milopoxy's obliviousness, this over-the-top distraction technique occasionally works.

## MILOPOXY

CREATURE 8

UNCOMMON CN MEDIUM FEY

**Perception** +14; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +18, Athletics +17, Chivalry Lore +18, Diplomacy +18, Intimidation +18 (+20 to Demoralize)

**Str** +5, **Dex** +6, **Con** +3, **Int** +2, **Wis** +0, **Cha** +6

**Boisterous Braggart** (auditory) The milopoxy narrates its intentions loudly, proclaiming even the most mundane actions to be righteous endeavors. The milopoxy always critically fails Deception and Stealth checks.

**Items** +1 *striking bastard sword*, composite longbow (20 arrows), full plate

**AC** 27; **Fort** +17, **Ref** +20, **Will** +12

**HP** 130; **Weaknesses** cold iron 10

**Righteous Obstinance** ⤴ (mental) **Trigger** The milopoxy is targeted by a mental effect that allows a saving throw; **Effect** The milopoxy boasts ample bravado against the triggering effect, granting itself a +2 circumstance bonus to the saving throw.

**Selfish Protection** ⤴ **Trigger** An enemy damages the milopoxy's ward. Both the enemy and ward must be within 15 feet of the milopoxy; **Effect** The milopoxy Strides to a space adjacent to its ward to shield them. The ward gains resistance 10 to the triggering damage. All damage prevented this way is dealt to the milopoxy instead. The milopoxy can use Bask In Glory as part of this reaction.

**Speed** 20 feet

**Melee** ⚔ *bastard sword* +19 (magical, two-hand d12), **Damage** 2d8+9 slashing

**Ranged** ⚔ composite longbow +18 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+2 piercing

**Bask In Glory** ⚔ (emotion, enchantment, incapacitation, mental, primal, visual) **Requirement** The milopoxy can be seen by its ward or at least one non-hostile creature; **Effect** The milopoxy shows off its imagined heroism, magically compelling witnesses to cheer. It rolls a Diplomacy check against the Will DC of its ward and all non-hostile creatures within 60 feet. As long as one creature cheers, the milopoxy gains a +1 status bonus to attack rolls, damage rolls, and saves against fear effects. Regardless of its save result, each creature is immune to Bask In Glory for 24 hours.

**Critical Success** The creature uses all its actions to cheer for the milopoxy. It does so for up to 1 minute or until the milopoxy doesn't Bask In Glory at least once on a subsequent round, whichever comes first. If the creature or one of its allies is attacked, it can make a DC 26 Will save to end the effect.

**Success** As critical success, but the duration is until the end of the creature's next turn.

**Failure** The creature is unaffected.

**Proclaim Ward** ⚔ The milopoxy loudly designates as its ward a single creature that it can see and hear or that it is Tracking. It gains a +2 circumstance bonus to Perception checks when it Seeks its ward and a +2 circumstance bonus to Survival checks when it Tracks its ward. It also gains a +2 circumstance bonus to Athletics, Diplomacy, and Intimidation checks it makes while protecting its ward. The milopoxy can have only one ward designated at a time, and a creature can be designated the ward of only one milopoxy.

# MOGADB

BY JEREMY CORFF



A squirming mass of vermin sewn into a skin sack, mogadbs are created as servitor creatures and protectors by wicked fey. The creator finds or summons a large number of tiny animals—typically lizards, mice, and other minute reptiles and mammals—then enacts a ritual that ensorcells them into acting as a single large predatory beast. The ritual is completed when the enchanted swarm is sealed into a skin vessel of some kind. This vessel can be as simple as a rough sack vaguely shaped like a four-legged creature, as ornate as a lifelike plush toy, or even simply the preserved hide of a bear or great cat. No matter the vessel's appearance, the swarm animates it ably, and the mogadb serves its master unerringly.

While it has no central intelligence, a mogadb's constituent swarm nonetheless behaves like a single beast, prowling about on four "legs" and attacking with its limbs like a large quadruped, though it has a discernible boneless quality to its movement. Impacts cause the mogadb's skin to ripple, and the swarm inside is visible whenever the creature opens its mouth to feed or exhale vermin at foes. As the mogadb becomes damaged, rents and tears in the skin vessel reveal the writhing horde within, acting in eerie concert.

Many adventurers mistake mogadbs for animated objects or other types of magical construct creatures or occasionally even magic items like *bags of holding*. Trickster fey such as gremlins take great joy in such antics and craft their mogadbs with this exact goal in mind.

Particularly cruel fey have been known to craft whole packs of mogadbs, even riding them as war beasts, in the process totally draining an area of tiny animals to feed their rituals. Encountering a pack of mogadbs and their riders is a terrifying sight that few would welcome, and even fewer might live to tell about. Such acts rarely go unnoticed and often result in confrontations with druidic circles and well-meaning beings from the fey world.

## MOGADB

## CREATURE 3

**N** **LARGE** **ANIMAL** **FEY**

**Perception** +11; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +11, Survival +9

**Str** +4, **Dex** +3, **Con** +3, **Int** -4, **Wis** +2, **Cha** -3

**AC** 19; **Fort** +12, **Ref** +9, **Will** +6

**HP** 55; **Immunities** swarm mind;

**Weaknesses** cold iron 5;

**Resistances** bludgeoning 5

**Slough Skin** **Trigger** The mogadb takes 30 or more slashing damage in a single round; **Effect** The mogadb's vessel is destroyed, leaving behind a swarm of animals. This does not break the spell holding the swarm together, which continues to attack as a rat swarm (*Pathfinder Second Edition Bestiary*) with a maximum number of Hit Points equal to the mogadb's remaining Hit Points.

**Speed** 30 feet; tumble over

**Melee** **◆** sack +12, **Damage** 1d10+6 bludgeoning

**Breath Weapon** **◆◆** (primal) The mogadb spews out some of its internal swarm in a 15-foot cone. Each creature in the area takes 1d6 piercing damage (DC 18 basic Reflex save). A creature that fails the save is exposed to filth fever (*Bestiary* 276). The mogadb can't use Breath Weapon again for 1d4 rounds.

**Tumble Over** A mogadb moves by the forceful heaving of the animals within its skin sack, not any traditional means of locomotion. The mogadb ignores natural difficult terrain.





# MUTED DELVER

BY JUHO KATTELUS

## DELVER FLUNKIES

Particularly gluttonous muted delvers sometimes gather mobs of less powerful aquatic abominations—skum, sea devils, and even chuuls—to assist with their sadistic endeavors. Though they have a tendency to obsess over visually stimulating phenomena, including shiny gems and reflective trinkets, muted delvers have little love for dull or uninteresting valuables, prizes that keep their minions at least somewhat loyal.

A creature of quiet, gleeful malice, the muted delver is a gigantic monstrosity that stalks the loneliest corners of the deepest seas. It climbs aboard ships and glides across the decks, silent as a shadow, so that it can devour the crew one by one and drive any survivors mad. Its form is so monstrous and its tactics so alien that reports of muted delvers are almost universally dismissed as tall tales.

Though muted delvers tend to haunt deep oceanic waters and the ships of those who ply them, they do sometimes venture ashore as well, where they lurk beneath slippery docks and outside derelict boathouses. In either case, their depredations are always of a subdued, haunting variety, never loud or chaotic. Nobody is quite sure how muted delvers manage to consume their prey, owing to their sealed lips, and yet they do, as evidenced by the piles of meticulously cleaned bones they leave in their wake.

In addition to their command over the primal magic of the sea, these maritime monstrosities have evolved several unusual hunting tools. They have two small nozzles next to their eyes, from which they fire deadly jets of pressurized air that pierce victims from a distance. In addition, a terrible claw dangling from its lure makes nabbing or slashing prey a simple affair.

## MUTED DELVER

CREATURE 11

CE HUGE ABERRATION AMPHIBIOUS

**Perception** +25; greater darkvision, *true seeing*

**Languages** Aklo, Aquan, Common (can't speak any language); telepathy 100 feet

**Skills** Arcana +20, Athletics +24, Intimidation +23, Occultism +22, Stealth +20

**Str** +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +6, **Cha** +6

**Sealed Lips** A muted delver cannot speak or otherwise vocalize, but it can still cast spells with verbal components. This doesn't change the number of actions required to cast the spell.

**AC** 30; **Fort** +22, **Ref** +18, **Will** +23

**HP** 225; **Immunities** auditory, sonic; **Weaknesses** visual overload

**Aura of Quiet** (aura, illusion, occult) 60 feet. A muted delver's aura softens sounds in the affected area. A creature that uses an ability or casts a spell with the auditory or sonic trait or a verbal component must succeed at a DC 10 flat check; on a failure, the effect is counteracted.

**Visual Overload** A muted delver's extremely sensitive eyes are susceptible to visual overload. Whenever a muted delver sees a spell used within 30 feet with the visual trait, the muted delver becomes flat-footed and fascinated for 1 round. The target of the muted delver's fascination is the origin of the effect, not the effect itself; for example, the delver would be fascinated by a wizard who casts *illusory creature*, not the illusion itself.

**Speed** 30 feet, swim 60 feet

**Melee** ♦ claw +22 (reach 15 feet), **Damage** 2d8+15 slashing plus Improved Grab

**Ranged** ♦ air jet +22 (air, range increment 60 feet), **Damage** 2d8+15 piercing

**Occult Innate Spells** DC 29; **6th** *slow*, *vampiric exsanguination*; **5th** *black tentacles*, *false life*; **Cantrips (6th)** *detect magic*, *shield*; **Constant (6th)** *levitate* (self only), *true seeing*

**Wrecking Ball** ♦♦ **Requirements** The muted delver has a creature grabbed in its claw; **Effect** The muted delver swings the grabbed creature around, slamming it like a cudgel into up to two creatures within 15 feet. Each foe, including the grabbed creature, takes 5d8 bludgeoning damage (DC 30 basic Fortitude save). On a failed save, a creature is knocked prone; on a critically failed save, the creature is also stunned 2.

# MYZOFORM

BY BELLA KELLEY



A myziform is an amalgam of magically modified lampreys fused together into a single humanoid shape. Its head is a writhing mass of lampreys which collectively act as the creature's eyes, ears, and mouths. Myziforms come about when a mundane lamprey is accidentally exposed to the strange and powerful magic of aboleths—those monstrous aquatic occultists who rule the ocean's darkest depths. As a result of its exposure to occult powers, the lamprey becomes pre-sapient, allowing it to feed on and digest creatures' memories as easily as a normal lamprey sucks blood.

When such a pre-sapient lamprey attaches itself to another pre-sapient lamprey, the two create a kind of feedback loop as their minds interconnect and feed on and regurgitate one another's increasingly broken and bizarre memories. The lampreys then look for more lampreys to turn into their body, and the process snowballs until a myziform is born.

Myziforms tend to haunt towns, cities, and other urban centers rich with potential prey on whose minds they can sup. In actuality, a myziform can survive on its own experiences and memories, but most myziforms are addicted to the "fresh" memories of other creatures. When a myziform strikes from the shadows and latches onto the mind of a local vagrant, drunk, or mongrel, they absorb everything—personality, memories, knowledge—and leave in their wake only a babbling amnesiac.

The oldest myziforms have fed on countless minds throughout their lives, and they might contain hundreds or even thousands of consumed personalities. As the number of minds inside them increases, only the most powerful myziforms can hold onto their sanity; most eventually break down as their collective conscience becomes a civil war of different fears, ideologies, and motivations.

## CRISIS OF CONSCIENCES

Although many myziforms are malicious to the core—afflicted as they are by the powerfully evil magic of the aboleths—some myziforms feel extremely guilty over their nigh unstoppable impulse to feed on other sapient beings. Some rationalize their behavior by saying they can't help it, while a few might try to cure themselves of their "curse" or even seek outside help to overcome their aquatic forebears' lingering influence.

## MYZOFORM

## CREATURE 8

CE LARGE ABERRATION AMPHIBIOUS SWARM

**Perception** +16; darkvision

**Languages** *tongues*

**Skills** Arcana +16, Athletics +17, Deception +18, Occultism +18, Stealth +18

**Str** +3, **Dex** +4, **Con** +5, **Int** +6, **Wis** +2, **Cha** +0

**Voice Mimicry** (occult, transmutation) The myziform can perfectly imitate the voice of any person it has absorbed.

**AC** 26; **Fort** +19, **Ref** +16, **Will** +14

**HP** 130; **Immunities** grappled, prone, restrained, swarm mind

**Speed** 25 feet

**Melee** ♦ tentacle +17 (agile), **Damage** 2d8+3 bludgeoning plus Improved Grab

**Occult Innate Spells** DC 26, attack +18; **4th** *acid arrow*, *confusion* (×2); **3rd** *blindness* (×2), *magic missile*; **2nd** *darkness* (×2); **Constant** (5th) *tongues*

**Change Shape** ♦ (concentrate, occult, polymorph, transmutation) The myziform takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).

**Leech Mind** ♦♦ (mental, necromancy, occult) **Requirements** The myziform has a creature grabbed; **Effect** The myziform latches its many lamprey mouths onto the grabbed creature, then feasts upon the victim's memories, dealing 4d4+10 mental damage. The target must attempt a DC 25 Will save.

**Critical Success** The creature takes no damage and the grab ends.

**Success** The creature takes half damage.

**Failure** The creature takes full damage, is stupefied 1, and permanently loses 1 minute's worth of memories, which are replaced with only an indistinct haze. The stupefied condition remains until the creature receives magical healing.

**Critical Failure** As failure, but the creature takes double damage, is stupefied 2, and loses 5 minutes' worth of memories.



# NECROFLESH MONARCH

BY BENJAMIN MEDRANO

## ARMY OF BONES

Though mindless, the necroflesh monarch possesses a few clever, if rudimentary, survival instincts. For instance, to make sure it never goes without a meal, a monarch tends to keep a troop or even a small army of skeletal warriors by its side at all times. These mindless undead follow the same primeval protocols as the necroflesh monarch, plodding aimlessly along and swinging their limbs violently to attack.

The skeletons that follow a necroflesh monarch might be any level, though all are mindless. Regardless of how strong its skeletal companions might be, a monarch doesn't rely on its bony minions for protection—rather, it keeps them as a mobile food source to tap into during lean times.

A monstrosity of liquified flesh and bone, the necroflesh monarch is an undead ooze made from the muscle, fat, and sinew of countless victims, all turned toward undeath and combined into one pulsing, hulking form.

Necroflesh monarchs wander aimlessly between remote villages, across desolate deserts, and beneath venerable mountains, always on the hunt for more victims to add to their quivering, corpulent body. When a monarch swallows a living creature, the victim struggles for breath before eventually succumbing to the ooze's life-leaching internal acids. The flesh and bone of a slain victim melt and become subsumed into the monarch's corpulent, amorphous form. In this way, a necroflesh monarch grows in both size and power.

Strangely, and perhaps thankfully, a necroflesh monarch makes no distinction between prey of high or low provenance. To these mindless meat-beings, the most regal queen is of equal value to the lowliest peasant.

The signs of a necroflesh monarch attack are obvious to anyone who knows what to look for: crushed houses, steaming puddles of black bile, and not a single body in sight. This latter clue is perhaps the eeriest aspect of necroflesh monarchs. For all their brutish simplicity, these oozy behemoths know at least enough not to waste a single morsel.

## NECROFLESH MONARCH

CREATURE 15

UNCOMMON NE GARGANTUAN MINDLESS OOZE UNDEAD

**Perception** +20; motion sense 120 feet, no vision

**Skills** Athletics +30

**Str** +9, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +7

**Motion Sense** A necroflesh monarch can sense nearby motion through vibration and air movement.

**AC** 33; **Fort** +21, **Ref** +25, **Will** +21

**HP** 350, negative healing; **Immunities** critical hits, death effects, disease, mental, paralyzed, poison, precision, unconscious, visual; **Resistances** physical 15 (except magic slashing)

**Deadly Pustules** **Trigger** The necroflesh monarch is hit by a melee weapon or melee unarmed attack by a creature within 15 feet; **Effect** The necroflesh monarch makes a black bile Strike against the triggering creature. This Strike does not count toward the necroflesh monarch's multiple attack penalty, and its multiple attack penalty does not apply to this Strike.

**Frightful Presence** (aura, emotion, fear, mental) 120 feet, DC 33

**Speed** 25 feet

**Melee** **◆** pseudopod +30 (magical, reach 20 feet), **Damage** 3d12+17 bludgeoning plus Improved Grab

**Ranged** **◆** black bile +30 (acid, negative, range increment 60 feet), **Damage** 4d10 acid plus 3d6 negative

**Consume the Dead** **◆** (arcane, healing, manipulate, necromancy) **Frequency** three times per round; **Requirements** A willing or mindless Medium or larger undead creature is within 20 feet of the necroflesh monarch; **Effect** The necroflesh monarch grabs the undead creature with a pseudopod and unceremoniously sucks it into its oozy body, causing the monarch to regain 30 Hit Points. The second and third time per round the monarch Consumes the Dead, it regains only 20 and 10 Hit Points, respectively (for a maximum of 60 Hit Points regained in a single round).

**Death is Not the End** (arcane, necromancy) If a creature dies within 1 minute of being struck by the necroflesh monarch's black bile, the dying creature must attempt a DC 36 Will save just before it dies. On a failed check, the creature's flesh rapidly liquifies with its final breath, and the corpse rises as a mindless skeleton controlled by the necroflesh monarch.

**Greater Constrict** **◆** 3d8+9 bludgeoning, DC 36

**Swallow Whole** **◆** (attack) Large, 3d8+9 negative, Rupture 30



# NOBBLER

BY MICHAEL VIETHS



## VARIANT NOBBLERS

The easiest way to create a nobbler is to animate a *bag of holding*. In general, a nobbler's level is equal to 1 + the item level of the *bag of holding* from which it was created. The nobbler presented here was made from a *bag of holding type I*. Higher-level nobblers are not only stronger, but the capacity of their Swallow Whole ability is also increased in proportion to the type of *bag of holding* utilized.

Nobblers, sometimes called bag-people, are stealthy constructs designed to track and abduct unsuspecting quarry in the middle of the night. When inert, a nobbler appears to be nothing more than an empty sack made of leather, burlap, or hemp. While mobile, however, the creature takes a roughly humanoid shape, resembling a skulking kidnapper wearing a heavy cloak. A glance at the cloak's interior reveals nothing but yawning darkness.

Kidnappers send nobblers to track their targets in large towns, cities, and other densely populated areas where the nobbler can easily pass through unnoticed. Nobblers are almost always sent to collect targets and return them alive, making bag-people useful to duplicitous despots as well as run-of-the-mill ransomers. Enemies of the crown often find themselves on the wrong side of a nobbler so that one unscrupulous noble or another can exploit them with blackmail, imprisonment, or brainwashing.

Nobblers possess no intellect and frequently perform their orders to a frustratingly literal degree. When a nobbler is unable to locate its target, it might simply go inert until someone matching the target's description wanders by. As time goes on, the nobbler becomes frayed and its senses dull, expanding the scope of what it considers its quarry. It is not uncommon for adventurers and other interesting-looking folk to encounter confused nobblers in sewer gutters or alleyways.

Unlike a *bag of holding*, a nobbler expels its contents when destroyed. It may contain any number of valuables held by previous victims—and sometimes the victims themselves.

## NOBBLER

## CREATURE 5

RARE N MEDIUM CONSTRUCT MINDLESS

**Perception** +10; darkvision

**Languages** Common (can't speak any language)

**Skills** Acrobatics +13, Athletics +13, Deception +11, Stealth +11

**Str** +6, **Dex** +4, **Con** +5, **Int** -5, **Wis** +1, **Cha** +0

**Hungry Tracker** If fed a valuable item such as a memento or signature piece of equipment, a nobbler can determine the location and approximate distance to the item's target to a maximum range of 5 miles. The consumed object is destroyed.

**AC** 21; **Fort** +14, **Ref** +13, **Will** +8

**HP** 75; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** slashing 5; **Resistances** bludgeoning 5

**Gobble** **Trigger** A creature touches the nobbler while the nobbler is prone using Go Limp; **Effect** The nobbler makes a mouth Strike against the triggering creature.

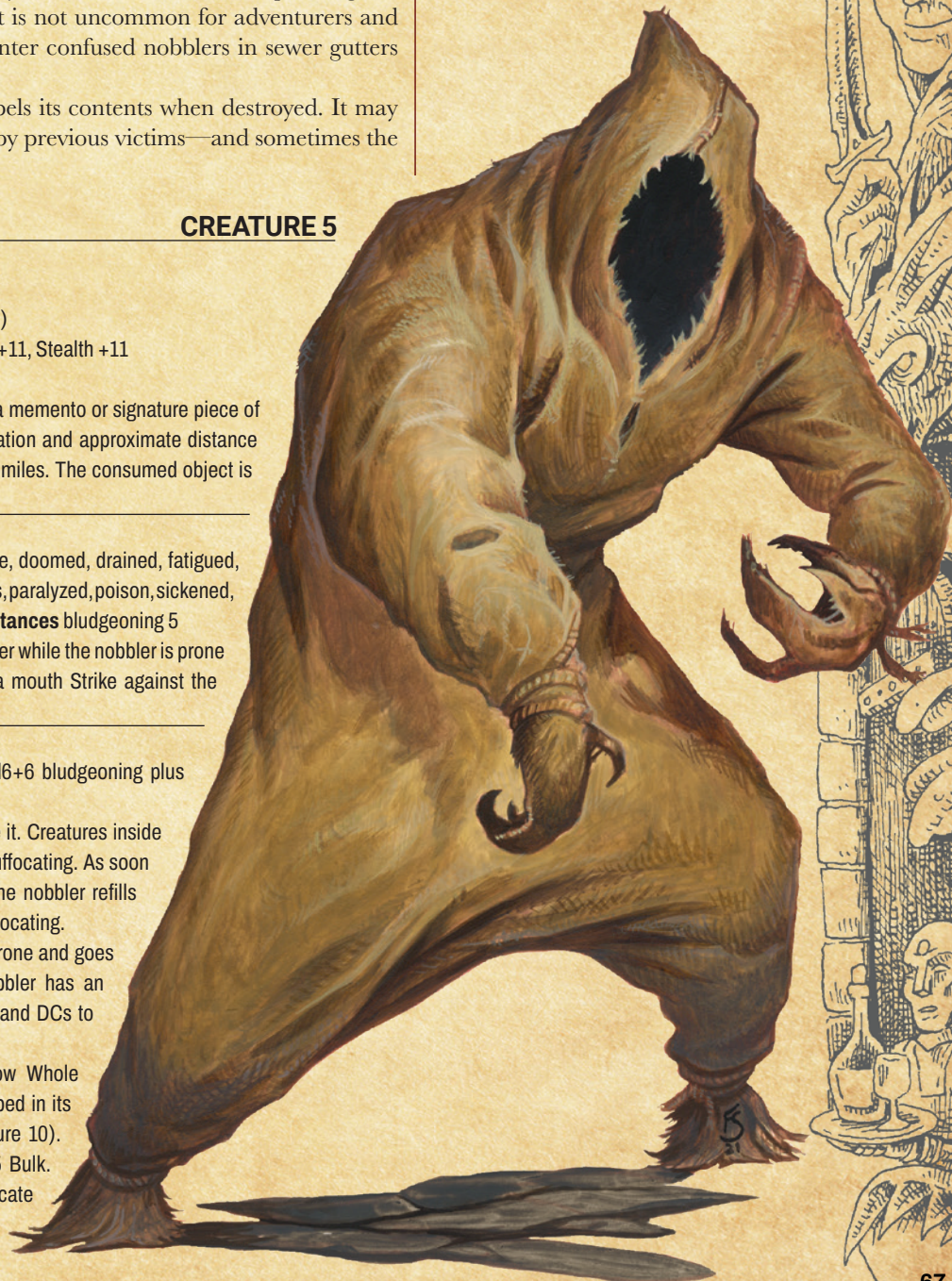
**Speed** 35 feet

**Melee** **◆** mouth +15 (nonlethal), **Damage** 2d6+6 bludgeoning plus Grab

**Expel Air** **◆◆** The nobbler expels the air inside it. Creatures inside the nobbler must hold their breath or begin suffocating. As soon as the nobbler swallows another creature, the nobbler refills with air and creatures inside are no longer suffocating.

**Go Limp** **◆** (concentrate) The nobbler drops prone and goes limp. As long as it remains prone, the nobbler has an automatic result of 31 on Deception checks and DCs to pass as a sack.

**Nobble** **◆** (attack) The nobbler uses Swallow Whole on a Medium or smaller creature it has grabbed in its mouth (2d6+6 nonlethal bludgeoning, Rupture 10). The nobbler can contain up to a total of 25 Bulk. Creatures swallowed do not begin to suffocate (but see Expel Air, above).



# ORB OF INSANITY

BY CHRIS HARRELL

## WORLDS OF MADNESS

An orb of insanity searches the cosmos for beings eager to glean occult knowledge. It tempts these people with dangerous insight, leading them down a path of wonder and madness. The orb encourages its students to take on pupils of their own; if unchecked, an orb of insanity can lead an entire society into derangement, reeling from the weight of alien knowledge.

In the dark corners of the Material Plane, elder things sleep. Sometimes when an inquisitive soul uses a crystal ball to scry on one of these entities, the entity gazes back. Such an entity can possess the crystal ball and absorb the essence of its beholder by caging the scryer in a prison of glass. The entity then animates the orb so that it can loose its own malevolent presence from beyond the stars.

## ORB OF INSANITY

CREATURE 15

RARE CE TINY CONSTRUCT

**Perception** +29; greater darkvision, *true seeing*

**Languages** Abyssal, Aklo, Common, Necril; telepathy 100 feet, *tongues*

**Skills** Acrobatics +30, Arcana +31, Deception +29, Lore (all Subcategories) +31, Occultism +31, Stealth +28

**Str** +3, **Dex** +7, **Con** +4, **Int** +8, **Wis** +6, **Cha** +6

**AC** 34; **Fort** +23, **Ref** +30, **Will** +29; +2 status to all saves vs. mental

**HP** 240; **Immunities** bleed, confused, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** sonic 15; **Resistances** all damage 15 (except bludgeoning and sonic)

**Aura of Madness** (aura, emotion, enchantment, mental, occult) 30 feet. The space surrounding an orb of insanity is warped in subtle yet impossible ways. A creature that enters or begins its turn in the area must succeed at a DC 33 Will save or be confused for 1d4 rounds (1 minute on a critical failure). Regardless of the result of the saving throw, the creature is temporarily immune to the aura for 1 minute.

**Drop Tentacle**  $\curvearrowright$  (necromancy, occult) **Trigger** A creature grabbed by one of the orb's tentacles ends the grab; **Effect** The orb relinquishes the tentacle, causing the alien appendage to detach from the orb and continue to pester the triggering creature. The orb loses the tentacle, the grab ends, and the triggering creature takes 2d4 persistent negative damage.

**Forbidden Knowledge**  $\curvearrowright$  (enchantment, incapacitation, mental, occult) **Trigger** A creature targets the orb of insanity with a divination spell that has the mental trait; **Effect** The triggering creature gains knowledge that fragile minds cannot endure. It gains a +4 status bonus to Occultism checks for 1 day. It must make a DC 37 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature is stunned 1 and is stupefied 1. The stupefied condition value decreases by 1 every 24 hours.

**Failure** As success, but the creature is stunned 4 and stupefied 3.

**Critical Failure** The creature's psyche shatters under the immense weight of the orb. The creature becomes controlled by the orb for 1 day.

### Shield Block $\curvearrowright$

**Speed** fly 60 feet

**Melee**  $\blacklozenge$  tentacle +26 (agile, finesse, magical, reach 10 feet), **Damage** 3d8+10 negative plus Improved Grab

**Occult Innate Spells** DC 37, attack +29; **8th** *discern location, mind blank*; **7th** *possession, retrocognition*; **6th** *scrying* ( $\times 2$ ); **5th** *mind probe*; **4th** *modify memory*; **3rd** *hypercognition, mind reading* ( $\times 2$ ); **1st** *mind link (at will)*; **Cantrips (8th)** *dancing lights, daze, ghost sound, telekinetic projectile*; **Constant (6th)** *tongues, true seeing*

**Rituals** DC 37; *call spirit, commune*

**Spawn Tentacles**  $\blacklozenge$  (conjuration, negative, occult) The orb conjures two writhing tentacles composed of negative energy, which squirm outward from the orb's surface. The orb can make Strikes with its tentacles. It can also use one tentacle per turn as a shield with 10 Hardness, 20 Hit Points, and an AC bonus of +2, granting the orb the Shield Block reaction and the Raise a Shield action. A broken tentacle cannot be used to attack. The orb can have a maximum of six tentacles at a time. A tentacle automatically retreats back into the orb after 1 minute.

**Telekinetic Storm**  $\blacklozenge\blacklozenge$  (evocation, occult) The orb summons a vortex of debris that deals 4d12 bludgeoning damage in a 20-foot burst within 60 feet (DC 36 basic Reflex save).

# OSPHRANTEAL (KANGAROO AGATHION)

Osphranteals are majestic marsupials that roam the celestial plains of the plane of Nirvana. An osphranteal stands noble on fearsome hind legs, supported by a massive tail. Its upper torso is that of a muscular, deeply tanned humanoid, with a serene facial expression that belies the danger posed to evildoers by its powerful limbs.

Osphranteals cherish healthy growth and appreciate a selfless nature. They have strong protective feelings toward non-evil creatures smaller than themselves, whom they strive at all times to shelter from harm to the best of their ability.

During times of peace, highly ritualized brawling tournaments are an honored osphranteal pastime. In such tournaments, osphranteals duke it out among their own kind and with any other willing creatures deemed to be worthy challengers. There is no grand prize at stake, only the knowledge that the tourney's winner is the best suited individual to protect others—a status for which many osphranteals would fight tirelessly.

## OSPHRANTEAL

## CREATURE 10

UNCOMMON NG LARGE AGATHION CELESTIAL

**Perception** +19; darkvision

**Languages** Celestial, Common, Daemonic, Draconic, Infernal; *speaks with animals, tongues*

**Skills** Acrobatics +17, Athletics +25, Medicine +19, Nature +19, Survival +17

**Str** +7, **Dex** +6, **Con** +5, **Int** +3, **Wis** +5, **Cha** +2

**AC** 30; **Fort** +21, **Ref** +22, **Will** +17

**HP** 210; **Weaknesses** evil 10

**Mob Defense** **↷ Trigger** A creature rolls a critical hit to Strike a creature adjacent to the osphranteal; **Effect** The osphranteal boldly intercepts the attack. Damage dealt by the triggering Strike is divided evenly between the osphranteal and the struck creature. The osphranteal and the struck creature are both affected by any effects that the triggering Strike would normally apply on a hit, but neither defender takes any effects that apply on only a critical hit.

**Speed** 40 feet

**Melee** **↷** foot +23 (magical, reach 10 feet), **Damage** 2d10+11 bludgeoning plus 1d6 good

**Melee** **↷** fist +23 (agile, magical, parry), **Damage** 2d6+11 bludgeoning plus 1d6 good and Grab

**Divine Innate Spells** DC 27; **5th** *drop dead, neutralize poison, remove disease*; **4th** *air walk, dimension door, freedom of movement*; **3rd** *wanderer's guide*; **2nd** *enhance victuals* (at will), *shield other* (×3); **1st** *detect alignment* (at will, evil only); **Constant (5th)** *speaks with animals, tongues*

**Double Kick** **↷↷** The osphranteal balances on its tail, then makes two foot Strikes against an enemy within reach. On a hit, the osphranteal automatically Shoves the target, with the same benefits as the Shove action (including the critical success effect, if its Strike was a critical hit). If the osphranteal moves to follow the target, its movement doesn't trigger reactions. The osphranteal's multiple attack penalty doesn't increase until after both Strikes are resolved. If both Strikes hit the same target, add up the damage before applying resistance or weakness, and add up the Shove distance. If the target is grabbed or otherwise unable to move away from the osphranteal, the target isn't Shoved but it takes an additional 10 slashing damage from osphranteal's massive hind claws.

**Prodigious Leap** **↷** The osphranteal Leaps up to 20 feet vertically or up to 40 feet horizontally. If the osphranteal spent its previous action to move at least 20 feet, these distances increase to 25 feet and 50 feet, respectively. At any point during the Leap, the osphranteal can make a foot Strike.

**Protective Pouch** **↷↷** (divine, healing, manipulate, necromancy) The osphranteal puts a willing or helpless Medium or smaller creature in its pouch. While in the pouch, the creature has cover and fast healing 1 and gains a +2 status bonus on saving throws against any ongoing afflictions. The osphranteal can spend a single action to remove a creature from its pouch (this action has the manipulate trait).

BY VADIM HESIN

## SWORN ENEMIES

While osphranteals despise any kind of evil, they hold a special enmity toward daemons in general and meladaemons in particular, whom they seek to defeat at every opportunity. No one knows where the ancient grudge between osphranteals and meladaemons came from, though the daemons of starvation are only too happy to return their celestial counterparts' hatred.



# OTHRUNI

BY MICHAEL ROBINSON

## OTHRUNI MOSS AND ORUS CRYSTALS

Othruni are covered in photosensitive moss called othruni moss, which crumbles quickly when exposed to direct sunlight. The moss covers an othruni's entire body and even its equipment, and it plays an important role in reinforcing the othruni's crystal-embedded stone armor. Like othruni moss, these rare "orus crystals" are native to the realm of fey; where to find orus crystals and how to craft with them are the greatest secrets of othruni people.

The cavernous spaces that exist beneath the tumultuous frenzy of the realm of the fey are no less dangerous than the primal lands above. More than one explorer has stumbled upon a particularly shiny moss-covered gemstone, only to discover a moment later that what they took at first for a simple pretty rock was, in fact, a fey creature made of living stone, crystal armor, and brilliant moss—an othruni.

In size and stature, othruni superficially resemble dwarves of the Material Plane. They also share dwarves' love of caves and other underground places. It is unsurprising, then, that dwarven adventurers traveling through the fey realm tend to get along with othruni.

An othruni's body not only resembles stone and crystal and moss—it *is* stone and crystal and moss. This symbiotic relationship between rock, mineral, and fungus is the othruni itself; if any of these three aspects of its being is destroyed, the othruni is likewise destroyed.

Despite their shared promise to keep the nature of their physiologies secret, othruni are fiercely individualistic and stubborn-minded, even when teamwork is obviously the most practical solution. Othruni caravans, which gather to excavate large deposits of orus crystals, are chaotic and rambunctious affairs. Many othruni forego caravans entirely and prefer the company of non-othruni to their own kinfolk, though othruni's unusual physiology makes it difficult for these fey to establish longterm traveling partners outside the winding warrens of the fey's world.

## OTHRUNI

## CREATURE 7

CN MEDIUM FEY FUNGUS

Perception +17; darkvision

Languages Sylvan, Terran, Undercommon

Skills Athletics +17, Crafting +15, Nature +17, Survival +15

Str +6, Dex +2, Con +4, Int +4, Wis +2, Cha +2

Items +1 warhammer

AC 25; Fort +17, Ref +13, Will +15

HP 150; Immunities mental; Weaknesses cold iron 10, fire 10

**Photosensitive Moss** The moss that covers an othruni's body and equipment wilts in intense light. Whenever an othruni enters an area of bright light, it loses its weakness to fire but is unable to use Spore Cloud, Spore Burst, or its moss pellet Strike, and its Strikes do not deal additional poison damage. This effect persists until the othruni is no longer in bright light.

**Spore Burst** ⚡ (conjuration, poison, primal) **Trigger** The othruni takes 10 or more points of slashing or piercing damage; **Effect** The othruni uses Spore Cloud, and all creatures within 5 feet of the othruni immediately take 1d6 poison damage.

Speed 20 feet

**Melee** ⚔ warhammer +18 (magical, poison, shove), **Damage** 1d8+9 bludgeoning plus 1d6 poison

**Ranged** ⚔ moss pellet +18 (poison, range increment 30 feet), **Damage** 1d6+6 bludgeoning plus 2d6 poison

**Crystal Beam** ⚡⚡ (evocation, fire, light, primal) The othruni concentrates on the light stored within the crystals of its body, releasing a beam of concentrated light in a 50-foot line that deals 6d6 fire damage (DC 25 basic Reflex save). The othruni cannot use Crystal Beam again for 1d4 rounds or until it is exposed to bright light, whichever comes first.

**Spore Cloud** ⚡ (conjuration, poison, primal) The othruni ejects a cloud of spores from its symbiotic moss, obscuring its form and keeping attackers at bay. For 1 round, the othruni gains a +1 circumstance bonus to AC and any creature that ends its turn within 5 feet of the othruni takes 1d6 poison damage.

# PARASITE HUSK

BY ISAAC KERRY



The horrific rituals needed to raise a body from the dead and imbue it with the foul energy of unlife require tapping into deep stores of negative energy. Whether through carelessness, mishap, or simply the fickle hand of fate, this energy is not always directed as its summoner wishes. The parasite husk is one example of necromantic magic gone awry.

A parasite husk manifests when the ritual to create a zombie utilizes a corpse that hosted unwelcome parasitic guests. The most common example found in these bodies is the tapeworm, although other, fouler, infestations no doubt exist. Deprived of nutrients upon their host's death, these creatures slowly wither away, their tiny corpses remaining within the deceased. These small carcasses provide another possible receptacle for the unholy negative energy of the creation ritual. In the right circumstances, the negative energies can awaken these parasites, and instead of a mindless and relatively docile zombie, a significantly more dangerous creature rises from the dead. The reanimated parasites quickly move throughout the corpse and gain the ability to direct its movements, albeit in a lumbering and ungainly fashion. Any necromancer assuming their new creation will be under their control is quickly dissuaded of this notion. Indeed, many parasite husk infestations begin with the unfortunate summoner as their first victim.

At first glance, a parasite husk appears identical to a normal zombie. However, closer examination reveals a constant and disturbing motion under its skin, as the multitude of ravenous worms within slither erratically and animate the shambling body. These worms can sense living beings and are drawn to them with the more insidious desire to spread and infect new hosts. As a husk draws nearer to a living creature, more and more of its foul denizens erupt from the dying flesh and strain towards the new, more vibrant body.

## ECTOPARASITE HUSKS

The most common type of parasite husk is the worm variety, such as the one presented here. However, there also exist parasite husks consisting of undead ticks, lice, fleas, and similar burrowing pests. These "ectoparasite husks" lack the reach of a standard parasite husk but move much faster and erupt into larger clouds of pests when their husk is destroyed.

## PARASITE HUSK

## CREATURE 3

NE MEDIUM MINDLESS UNDEAD

**Perception** +7; **lifesense** 30 feet

**Skills** Athletics +10

**Str** +3, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -4

**AC** 16; **Fort** +13, **Ref** +4, **Will** +7

**HP** 75, **negative healing**; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Erupt** **Trigger** The husk is reduced to 0 Hit Points; **Effect** The husk's animating worms erupt in a final frenzied attempt to claim a new host. All creatures within 5 feet take 2d10 piercing damage (DC 17 basic Reflex save). A creature that critically fails its save is exposed to parasitic infestation.

**Speed** 25 feet

**Melee** **◆** fist +12, **Damage** 1d8+5 bludgeoning plus Grab

**Melee** **◆** worms +10 (reach 10 feet), **Damage** 1d10+5 piercing plus parasitic infestation

**Increase Infestation** **◆◆** Worms burst from the husk's skin and attempt to forcibly move to a new host; **Requirements** The husk has a creature grabbed; **Effect** The husk makes two worms Strikes against the grabbed creature. The husk's multiple attack penalty increases only after both attacks are made. If both attacks hit a creature currently afflicted with the parasite husk's parasitic infestation disease, the disease automatically progresses to the next stage.

**Parasitic Infestation** (disease, necromancy) An infected creature cannot remove the sickened condition until it has been cured of the disease; **Saving Throw** DC 17 Fortitude; **Stage 1** enfeebled 1 (1 day); **Stage 2** sickened 1 and 1d6 piercing damage (1 day); **Stage 3** sickened 2 and 2d6 piercing damage (1 day); **Stage 4** sickened 3 and 3d6 piercing damage (1 day); **Stage 5** dead, rising as a parasite husk immediately

**Vermicular Surge** **◆◆** The worms inside the parasite husk tremble terribly, then lunge forward all as one, urging their husk onward, heedless of the damage done to it. The parasite husk Strides three times, ignoring difficult and greater difficult terrain. For each square of difficult or greater difficult terrain it moves through, the parasite husk takes 5 or 10 bludgeoning damage, respectively.





# PARROTBEAR

BY ALEXANDER OHTONEN

## PARROTBEAR LOCATIONS

Perhaps surprisingly, parrotbears are rarely found in the jungles south of the equator, where long-established apex predators easily outcompete them for food. Instead, they seem most prevalent among the outskirts of major metropolitan cities, where so many wizards' mad experiments often end up. Parrotbears even seem to get along with the owlbears who share their hunting territories; in fact, the two species' natural abilities compliment one another nicely, making such pairings especially dangerous.

Much debate surrounds the paradoxical specimen that is the parrotbear. Colorful and vibrant as a macaw but large and ferocious as a bear, the beast's closest approximation is the equally enigmatic owlbear. In fact, these creatures are so similar that it is largely thought that the parrotbear is the work of a copycat wizard who sought to put their own spin on the infamous strigine monster. Others speculate that the parrotbear may be some practical joke of the gods or simply an owlbear-adjacent evolutionary offshoot.

Regardless of its superficial similarities to the owlbear, the parrotbear boasts its own particular set of special skills and powers. Most notably, parrotbears can mimic voices, an ability they use to confound prey and predators alike, which gives them an outside reputation for having a particularly wicked sense of humor, despite their clearly avian-level intellect. While parrotbears are arguably smarter than their owlbear kin, their ability to "speak" is not a sign of intelligence, and the nonsensical nature of their utterances becomes evident as one gets closer to the source of the babble.

Like owlbears, parrotbears are omnivores that favor meat whenever they can get it. A parrotbear's typical hunting tactics involve imitating the bark of a lost pet or the cries of a recently "disappeared" individual to lure loved ones into the parrotbear's jungle hunting grounds.

## PARROTBEAR

CREATURE 4

N LARGE ANIMAL

**Perception** +13; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +10, Athletics +12, Deception +13, Intimidation +13

**Str** +6, **Dex** +4, **Con** +3, **Int** -4, **Wis** +3, **Cha** +1

**Mimic Speech** The parrotbear can utter short phrases, nonsensical sentences, or screams and cries of any voice it has heard before. Parrotbears have no actual understanding of the sounds they are mimicking, but know which sounds seem to lure in which kinds of prey.

**AC** 21; **Fort** +11, **Ref** +12, **Will** +9

**HP** 60

**Speed** 30 feet

**Melee** ♦ beak +12, **Damage** 1d12+6 bludgeoning

**Melee** ♦ talon +12 (agile), **Damage** 1d8+6 slashing

**Crunch Bones** ♦ **Requirements** The parrotbear has hit a creature with a beak Strike this turn; **Effect** The parrotbear crushes the creature's bones with its beak. The target must attempt a DC 21 Fortitude save.

**Success** The creature is unaffected.

**Failure** The creature takes 1d8+6 bludgeoning damage and is enfeebled 1, clumsy 1, or stupefied 1, depending on what the parrotbear is crushing (either arms, legs, or head, respectively; the GM determines which body part randomly). The condition lasts until the creature has received any amount of healing.

**Critical Failure** As failure, but the parrotbear deals 2d8+9 bludgeoning damage.

**Dread Striker** Parrotbears capitalize on their enemies' fear to slip past their defenses. Any creature that has the frightened condition is also flat-footed against the parrotbear's attacks.

**Sneak Attack** The parrotbear's talon Strikes deal an extra 1d6 precision damage to flat-footed creatures.

**Unsettling Mimicry** ♦ (auditory, emotion, fear, mental) The parrotbear mimics phrases from its current prey or those that it has

previously killed. The parrotbear makes a single Intimidation check to Demoralize each creature in a 30-foot emanation.



# PHASE TIGER

BY AOIFE ESTER



Known for their supernatural grace, vicious brutality, and shimmering silver-blue fur, phase tigers are dangerous magical predators who stalk the boundaries between the Ethereal and Material Planes.

Many regard phase tigers as myth rather than fact, which is just fine for the planes-hopping hunters who make their fortunes on the pelts of these incredible animals. For their part, phase tigers have their own natural enemies, or, at least, their own favored prey. Chief among phase tigers' ancestral foes are blink dogs, whom phase tigers disdain both for their inherent "goodness" (which the tigers regard as weakness disguised as chivalry) and for their tendency to help other creatures in need. A phase tiger is happy to track down and tear apart an entire pack of blink dogs in any place and at any time, if only for the sheer sport of it.

## PHASE TIGER

## CREATURE 7

UNCOMMON CE LARGE BEAST

**Perception** +17; darkvision, scent (imprecise) 60 feet

**Languages** Aklo

**Skills** Acrobatics +17, Athletics +18, Stealth +17

**Str** +5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +3

**AC** 25; **Fort** +13, **Ref** +19, **Will** +13

**HP** 110

**Speed** 40 feet

**Melee** ♦ fangs +18 (magical), **Damage** 2d10+8 piercing plus Grab

**Melee** ♦ claw +18 (agile, magical), **Damage** 2d8+8 slashing

**Occult Innate Spells** DC 22; 4th *dimension door*

**Drag Beyond the Veil** ♦♦ (conjunction, occult, teleportation) **Requirements** The phase tiger has a creature grabbed on the Material Plane; **Effect** The phase tiger attempts to shift to the Ethereal Plane, dragging the pulled creature along with it. The grabbed creature must attempt a DC 24 Fortitude save.

**Critical Success** The target is unaffected, the grab ends, and the phase tiger remains in the Material Plane.

**Success** The target is unaffected but remains grabbed, and the phase tiger remains in the Material Plane.

**Failure** The target is pulled along with the phase tiger to the Ethereal Plane and remains grabbed. Once the grabbed condition ends, the target is immediately returned to the Material Plane.

**Critical Failure** As failure, except the target returns to the Material Plane 1 minute after the grabbed condition ends.

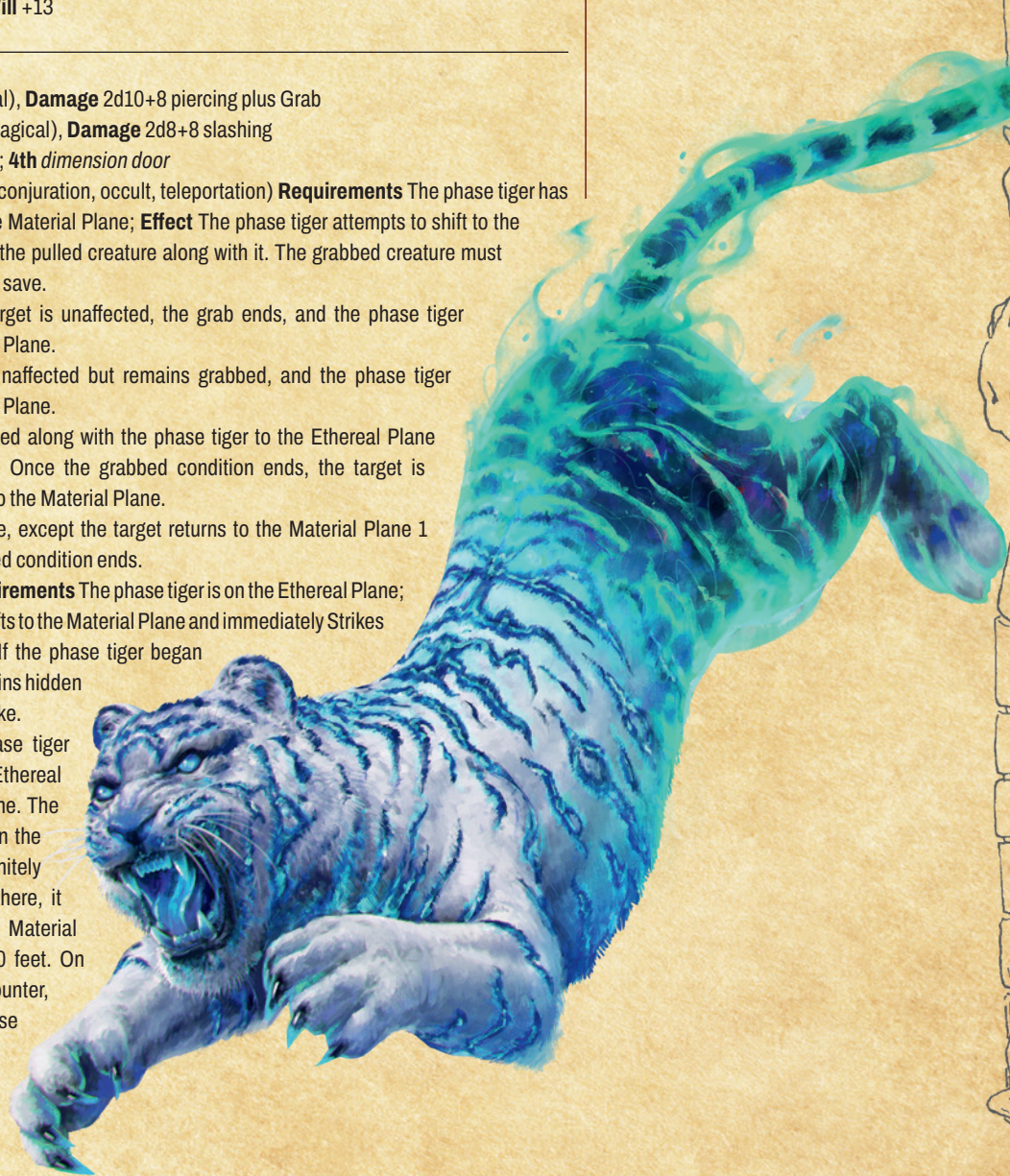
**Ethereal Pounce** ♦♦ **Requirements** The phase tiger is on the Ethereal Plane;

**Effect** The phase tiger shifts to the Material Plane and immediately Strikes a creature within reach. If the phase tiger began this action hidden, it remains hidden until after this ability's Strike.

**Ethereal Step** ♦ The phase tiger shifts to either the Ethereal Plane or the Material Plane. The phase tiger can remain on the Ethereal Plane indefinitely without ill effect. While there, it can see clearly onto the Material Plane with a range of 60 feet. On its first round in an encounter, the phase tiger can use this ability once as a free action.

**Rend** ♦ claw

**Sneak Attack** The phase tiger deals 1d6 extra precision damage to flat-footed creatures.



# PRISMATIC OOZE

BY RYAN KING

## PRIMAL PRISMATIC OOZES

In rare cases, a prismatic ooze can spontaneously appear in areas of strong primal magic. Some fey realm explorers have given accounts of spotting island-sized prismatic oozes soaring high in the sky above, though, thankfully, no such behemoths have yet made it to the Material Plane.

When powerful mages experiment with magic, strange and terrible creations are the inevitable result. The prismatic ooze is one potential consequence of such eldritch tinkering. Shimmering with vibrant iridescent colors, a prismatic ooze dazzles its victims before subjecting them to a myriad of harmful magical effects.

## PRISMATIC OOZE

CREATURE 17

RARE N LARGE MINDLESS OOZE

**Perception** +23; magic sense 120 feet, no vision

**Skills** Athletics +34

**Str** +9, **Dex** -4, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

**Magic Sense** (arcane) A prismatic ooze can sense the presence of magic.

**AC** 28; **Fort** +31, **Ref** +19, **Will** +23

**HP** 450; **Immunities** acid, auditory, cold, critical hits, divination, electricity, fire, force, mental, negative, petrification, poison, positive, precision, sonic, unconscious, visual; **Resistances** ranged weapon ammunition 15, thrown weapons 15

**Prismatic Vulnerability** A prismatic ooze is vulnerable to certain spells, which correspond to certain colors. When the prismatic ooze is targeted by one of the spells listed below, the caster can make a counteract check (9th level, DC 33). If successful, the spell counteracts the corresponding color of the prismatic ooze. Counteracting a color removes the ooze's immunities and resistances that correspond to that color and disables that color of the ooze's Prismatic Touch.

A prismatic ooze's colors, the spell that can counteract each color, and the resistances and immunities disabled when the color is counteracted are: **Red** *cone of cold* (fire immunity and ranged weapon ammunition resistance); **Orange** *gust of wind* (thrown weapons resistance); **Yellow** *disintegrate* (acid, cold, electricity, force, negative, positive, and sonic immunities); **Green** *passwall* (poison immunity); **Blue** *magic missile* (auditory and petrification immunities); **Indigo** *searing light* (divination immunity); **Violet** *dispel magic* (none).

**Speed** 20 feet, fly 20 feet

**Melee** **◆** pseudopod +34 (reach 25 feet), **Damage** 3d10+19 bludgeoning plus Improved Grab and Prismatic Touch

**Consume Magic** **◆◆** **Requirements** A creature grabbed by the prismatic ooze is affected by an ongoing spell; **Effect** The prismatic ooze attempts to counteract (counteract modifier +27 and counteract level 8) the highest-level spell affecting the grabbed creature. If successful, the spell is counteracted and the prismatic ooze regains 30 Hit Points.

**Dazzling Burst** **◆** (visual) **Frequency** once per minute; **Effect** Each creature in a 30-foot burst must attempt a DC 37 Fortitude save. A creature is dazzled for 1 round on a success, blinded for 1 round on a failure, and blinded for 1 minute on a critical failure.

**Engulf** **◆◆** DC 38, 3d10 bludgeoning plus Prismatic Touch, Escape DC 38, Rupture 30

**Prismatic Touch** (arcane) A creature hit by the prismatic ooze's pseudopod or grabbed by the prismatic ooze at the start of the ooze's turn experiences an additional effect depending on which color the ooze is at that moment. The creature is then immune to Prismatic Touch until the start of the ooze's next turn. Roll 1d8 to determine which color affects the target. If the color has been counteracted (see Prismatic Vulnerability), then Prismatic Touch has no effect. Each effect is DC 38.

- 1. Red:** 3d6 fire (basic Reflex save)
- 2. Orange:** 3d8 acid (basic Reflex save)
- 3. Yellow:** 4d6 electricity (basic Reflex save)
- 4. Green:** 2d6 poison plus enfeebled 1 for 1 minute (basic Fortitude save; no enfeebled on a success)
- 5. Blue:** *flesh to stone*
- 6. Indigo:** *warp mind*
- 7. Violet:** The target is slowed 1 for 1 minute. A successful Will save negates; on a critically failed save, the target is sent to another plane, with the effect of *plane shift*.
- 8. Potent Strike:** The target is affected by two colors—roll twice, rerolling duplicates or results of 8.

# PUPPETEER

BY FRANÇOIS POTVIN NAUD



Puppeteers are mysterious, powerful construct beings that manipulate their lifeless dolls on invisible, ethereal strings. Neither living nor dead, puppeteers are made from the same wood and glue as their favorite toys, though they also possess an eerie—and often malevolent—intellect.

Many believe that puppeteers are mundane mannequins possessed by the evil spirit of a passionate performer's ghost, but the truth is far stranger. Puppeteers result from a humanoid who spends years of obsessive toil honing their craft and manipulating puppets in the presence of weird occult energies. Either through the magic of their workshop, a visit from a trickster spirit, or a doomed pact with a devil causes these artists to turn into a wooden simulacrum of themselves. In exchange, this transformation gives them near-perfect control of their marionettes. Depending on the puppeteer, this transformation is either a blessing or a curse.

## PUPPETEER

## CREATURE 11

UNCOMMON N MEDIUM CONSTRUCT

**Perception** +22; low-light vision

**Languages** Common

**Skills** Acrobatics +24, Crafting +23, Deception +23, Occultism +23, Puppetry Lore +25, Stealth +24, Thievery +24

**Str** +3, **Dex** +7, **Con** +0, **Int** +4, **Wis** +3, **Cha** +6

**Items** *bag of holding type II*, small wooden puppets (5)

**AC** 29; **Fort** +17, **Ref** +24, **Will** +20

**HP** 250; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 10

**Speed** 30 feet

**Melee** ♦ fist +23 (agile, finesse, magical), **Damage** 2d12+11 bludgeoning

**Melee** ♦ wire +23 (agile, finesse, magical, reach 10 feet), **Damage** 2d8+11 slashing plus Trip

**Attach Strings** ♦♦ (concentrate, manipulate) **Frequency** once per minute; **Effect**

The puppeteer ties invisible, intangible strings to up to five adjacent Medium or smaller puppets. If the puppeteer has puppets in a *bag of holding*, it can withdraw up to five of these puppets as part of this action. The puppets gain the minion trait under the puppeteer's control. Each puppet cannot move more than 120 feet from the puppeteer and falls to the ground, lifeless, after 1 minute. The puppeteer can talk, sense, deliver Strikes, use skills, and take basic actions through its puppets (these actions gain the manipulate trait), though the puppeteer can't use its other special abilities through a puppet. If the puppeteer gives it no other commands, a puppet spends its turn swaying and casually dancing in place. The puppeteer can have no more than five puppets active at a time and can end this effect at any time as a free action. Each puppet is an attended object that can be targeted as a creature; a puppet uses the same stats as the puppeteer, including AC, saving throws, and Hit Points. Any damage or effects aimed at a puppet affect the puppeteer instead, though the puppet's Hardness reduces damage dealt in this way. A typical puppet has Hardness 10; without the puppeteer's attached strings, a puppet is an inanimate object with HP 20 and BT 10.

**Manipulate Puppets** ♦ (manipulate) The puppeteer commands up to two puppets to either Strike or Stride. Each Strike counts toward the puppeteer's multiple attack penalty, and the multiple attack penalty increases after each attack.

**Pull Taut** ♦♦ (evocation, force, manipulate, occult) The puppeteer flings intangible marionette strings at up to five creatures or unattended objects within 30 feet, then yanks mightily. The puppeteer attempts a single Puppetry Lore check to Disarm, Shove, or Trip all the affected creatures at once, comparing the result of its check to each creature's Fortitude DC. For each creature targeted beyond the first, the puppeteer takes a cumulative -2 circumstance penalty to its Puppetry Lore check (to a maximum penalty of -8).

## NEVER ALONE

A puppeteer without a puppet is like a master sword-fighter without a blade, and puppeteers are fully aware of this fact. To ensure it is never without its precious toys, a puppeteer typically carries a bag of holding filled with such dolls—plus a few spares stuffed among its own clothing. The best way to strike a bargain or make a serious deal with a puppeteer is to corner it alone.



# REAYER BEAVER

BY ISAAC KERRY

## REAYER BEAVER TACTICS

In combat, reayer beavers unleash volleys of acidic spittle before swarming forward in an ungainly rush. They often work in tandem with disturbing coordination, one attacking a target's legs to topple them to the ground, the other using its powerful tail to pulverize the now-prone victim.

When seen from a distance, there is little to distinguish the reayer beaver from its more innocuous namesake, save its much larger size. Upon closer examination, the differences become obvious and terrifying. Glowing red eyes filled with hate squint over a snarling, acid-coated maw dominated by two incisors the size of daggers. A thick, leathery tail covered in jagged barbs extends from the back of a stocky frame which is up to 8 feet long and can weigh over 300 pounds.

Prevailing wisdom suggests that evil druids created reayer beavers as a weapon to unleash upon settlers and despoilers of nature, but no one can claim to know the monsters' origins for certain. What is known for sure is that reayer beavers possess a malicious intellect entirely out of line with their animalistic forebears and that they are driven to terrorize anyone who encroaches upon their domain. Hunters, farmers, and miners are all often targets of their predations. Reayer beavers seem to harbor a specific hatred for lumberjacks; often the first signs of a nearby colony of reayer beavers are the remains of a destroyed lumber camp or sawmill. Survivors who can speak of the assault are rare, but the monsters' grisly tendency to gnaw off their victims' legs and leave the shredded appendages behind leave little doubt as to the culprits.

Reayer beavers are equally as industrious as normal beavers, but, in a perverse echo of their natural kin, they favor not wood as their primary building material but rather the bodies of their victims. Horrific "corpse dams" upriver from settlements can obstruct the flow of water as well as befoul it with disease. Reayer beavers' colonies are constructed in the same way, often supplementing humanoid corpses with those of other animals to create obscene mounds of rotting flesh. These gruesome dens are usually built near the shore of a lake and extend underneath the surface, with the entrance accessible only by diving beneath the fetid water.

## REAYER BEAVER

CREATURE 5

NE MEDIUM BEAST

Perception +12; scent (imprecise) 60 feet

Languages Druidic (can't speak any language)

Skills Athletics +11, Stealth +12 (+14 while underwater)

Str +4, Dex +3, Con +5, Int -2, Wis +3, Cha +0

AC 20; Fort +14, Ref +10, Will +12

HP 95

**Tail Sweep**  $\curvearrowright$  **Trigger** A creature within the beaver's reach uses the Stand action; **Effect** The reayer beaver makes a tail Strike against the triggering creature. If the attack is a critical hit, the action is disrupted.

Speed 20 feet, swim 30 feet

**Melee**  $\blacklozenge$  jaws +15 (acid), **Damage** 2d4+7 piercing plus 2d4 acid

**Melee**  $\blacklozenge$  claw +15 (agile), **Damage** 2d4+7 slashing

**Melee**  $\blacklozenge$  tail +13, **Damage** 2d6+7 bludgeoning plus Knockdown or concussive slap

**Ranged**  $\blacklozenge$  acid spit +14 (acid, range increment 30 feet), **Damage** 2d8+5 acid

**Concussive Slap** If the reayer beaver's tail Strike hits a prone creature, that creature must make a DC 22 Fortitude save as it is slammed into the ground.

**Critical Success** The creature is unaffected.

**Success** The creature takes 1d6 bludgeoning damage.

**Failure** The creature takes 2d6 bludgeoning damage and is clumsy 1 for 1 round.

**Critical Failure** As failure, but the creature is clumsy 2 for 1d4 rounds.

**Lumberjack Hatred** When the reayer beaver makes a melee Strike against a target that is wielding an axe, it gains a +1 status bonus to attack rolls and deals 2 additional damage on melee Strikes.



# ROPE GOLEM

BY DANIEL BAKER



Rope golems are made from hundreds of feet of knotted cotton, hemp, or silk rope twisted and coiled into a roughly humanoid shape. Spellcasting sailors or marina-frequencing wizards often create rope golems to guard their cargo holds, warehouses, and docks from pirates or thieves. As long as it remains still, a rope golem can easily pass for a mundane pile of ropes; the golem is typically instructed to wait in this guise until it can get the jump on intruders.

Even after it has pounced, a rope golem moves with eerie agility and deftness. It can silently strangle multiple opponents to death, one by one, before a group of raiders has discovered the monster for what it is. Rope golems instructed to take a nonlethal approach can readily bind and gag multiple opponents, restraining them until the town guard arrives on the scene.

## ROPE GOLEM

## CREATURE 6

UNCOMMON N LARGE CONSTRUCT GOLEM MINDLESS

**Perception** +10; darkvision

**Skills** Athletics +17

**Str** +5, **Dex** +4, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5


**Impersonate Rope** Over the course of a minute, a rope golem can unspool itself and collapse into an inconspicuous heap. In this guise, it has an automatic result of 22 on Deception checks and DCs to pass as a mundane pile of rope. The rope golem cannot use any of its abilities or attacks until it reconstructs itself by using a single action to Stand.

**AC** 22; **Fort** +15, **Ref** +16, **Will** +10

**HP** 125; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;


**Resistances** physical 5 (except adamantite or slashing)


**Golem Antimagic** harmed by fire (4d6, 2d6 from areas and persistent damage); healed by plant or water (area 2d6 HP); slowed by acid

**Tangle Up**  **Trigger** An adjacent creature critically fails a melee attack roll against the rope golem; **Effect** The triggering creature must attempt a DC 24 Reflex saving throw. On a failure, the rope golem tangles up the creature's appendage with its ropy body. The creature is grabbed and moves with the golem until it rolls a successful DC 22 check to Escape.


**Vulnerable to Grease** Rope golems are affected by areas of the *grease* spell normally. A caster can target a rope golem with *grease* even though the golem is not an object. When a rope golem enters the area of a *grease* spell or is targeted by *grease*, any creatures grabbed by the golem can attempt an immediate check to Escape, and the golem cannot use its rope whip's Grab ability for the duration of the spell.


**Speed** 25 feet

**Melee**  fist +17 (magical, reach 10 feet), **Damage** 2d8+8 bludgeoning

**Melee**  rope whip +17 (magical, reach 20 feet), **Damage** 2d4+8 slashing plus Grab

**Constrict**  1d8+8, DC 23

**Strangle**  **Requirements** The rope golem has a creature grabbed; **Effect** The golem wraps one of its cords around the creature's throat, strangling it. A strangled creature can't speak or cast spells with a verbal component, and it must hold its breath to avoid suffocating.

**Toss Away**  **Requirements** The rope golem has a creature grabbed; **Effect** The rope golem forcefully tosses the creature up to 20 feet away in a direction of its choice. The thrown creature lands prone and takes 4d8 bludgeoning damage.



# RUIN BRUISER

BY BRIAN NOWOSATKA

## ERASING TRACKS

The first ruin bruisers were created by a group of vile dwarven witches who, tired of living on the outskirts of civilization, sought to integrate themselves into nearby towns and cities. They created ruin bruisers to systematically destroy their former hideouts, fortresses, and dungeons, which had become too numerous to remember and contained equally innumerable evidence tying the witches to their foul deeds. That was long ago, however; since then, ruin bruisers have spread far beyond the mountains from which they originated.

Ruin bruisers are stony agents of entropy—stout constructs made of heavy marble inlaid with bands of bronze, whose sole aims are to expedite the natural deterioration of architecture and items in ancient and abandoned castles, dungeons, and vaults. They are patient and methodical in this goal, as it can take a group of ruin bruisers months or years to erode and erase the last specks of a particular fortress or stronghold.

Ruin bruisers resemble suits of animated ceremonial full plate armor made of marble, inlaid with bronze. The ornate designs are caked with grime and worn with age. A dull red glow emanates from within the joints of the armor, and large, ovular eyes glow golden from beneath the full helm. They carry marble shields, banded with iron and bearing symbols of forgotten meaning.

Ruin bruisers typically appear in groups of up to a half dozen in old underground locations, such as remote dungeons and forgotten tombs. They use their decaying touch to crumble worked stone and wood, destroy traps and passages, and cause tools and weapons to rust away. Any magical items or artifacts which resist ruin bruisers' powers wind up in deep holes the bruisers dig under the place's foundation specifically to hide such things. Many adventurers have spent their entire lives scouring locations effaced by ruin bruisers in the hopes of finding one of these treasure-filled chasms. For their part, ruin bruisers tend to ignore living creatures, only attacking in self-defense or as necessary to continue their mission. Canny treasure hunters can take advantage of a site being dismantled by ruin bruisers, as traps may no longer function, guardians creatures may have been dealt with, and treasure may already be consolidated into a neat pile.

## RUIN BRUISER

## CREATURE 6

UNCOMMON LN MEDIUM CONSTRUCT EARTH

**Perception** +13; darkvision

**Skills** Athletics +15

**Str** +5, **Dex** +1, **Con** +4, **Int** -4, **Wis** +3, **Cha** -5

**Items** +1 stone shield boss (Hardness 7, HP 28, BT 14)

**AC** 25, (27 with shield raised); **Fort** +16, **Ref** +11, **Will** +13

**HP** 75; **Immunities** bleed, death effects, doom, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 5 (except adamantite)

**Bruising Block** When the ruin bruiser uses Shield Block, the attacking weapon (or creature, in the case of an unarmed attack) takes 7 points of bludgeoning damage.

**Shield Block** ↷

**Weight of Ages** (arcane, aura, enchantment) 20 feet. Creatures in the ruin bruiser's aura are encumbered.

**Speed** 20 feet

**Melee** ♦ shield boss +18 (magical), **Damage** 2d6+9 bludgeoning

**Melee** ♦ fist +17 (agile, chaotic, magical), **Damage** 1d6+7 bludgeoning plus 1d4 persistent chaotic

**Decaying Fist** (arcane, chaotic) A ruin bruiser's fist inflicts the destructive effects of unbridled entropy on any creature or thing it touches. The persistent chaotic damage dealt by the ruin bruiser's fist Strike affects objects as well as creatures. Each round, an affected object rolls a DC 15 flat check to end the persistent damage.

**Ruinous March** ♦ The ruin bruiser Strides up to its Speed, violently pushing back each creature whose space it moves into. A creature can attempt to stop the ruin bruiser by attempting a DC 23 Fortitude save.

**Critical Success** The creature stops the ruin bruiser's movement.

**Success** The creature stops the ruin bruiser's movement but takes 1d6+9 bludgeoning damage.

**Failure** The creature is pushed back 5 feet by the ruin bruiser and takes 2d6+9 bludgeoning damage.

**Critical Failure** The creature is pushed back 5 feet by the ruin bruiser and takes 4d6+9 bludgeoning damage.

# RUNEBRANDED AUROCHS

BY AARON B. BRADFORD

This wild bovine stands out among its ancient herd. Easily a hand taller, with darker leathery skin, pockmarked with glowing scars that look like incomplete runes, its eyes shine with an ornery light. It looks wary and ready for a fight, and its horns and hooves shine like polished metal.

In the wild places where the ancient breed of cattle known as aurochs roam, there are those specimens that, whether through magical accident, fate, or manipulation, develop to be even wilder, stronger, and deadlier than their already formidable kin, with powers over the very elements of the natural world. These extraordinary aurochs become legendary and prized among those who hunt such creatures for meat, leather, or sport or those who seek to tame such wild beasts. The strange markings that develop along their hides have given these creatures the name “runebranded aurochs,” though other colorful names exist as well, such as elemental aurochs, storm cattle, and lightning bulls.

While a skinned runebranded aurochs can provide strong leather suitable for crafting, the rune markings on its hide rarely possess any lasting magic after the creature’s death. Only the most powerful or eldest runebranded aurochs—those who have thrived in the wilds for an exceptionally long time or were otherwise subject to excessive whims of destiny—might bear runes on their hides capable of being transferred to weapons or armor. Such aurochs are apt to develop even stranger abilities such as magical flight, total immunity to their element, and even advanced size and intellect.

## RUNEBRANDED AUROCHS

## CREATURE 4

**N** **LARGE** **ANIMAL**

**Perception** +9; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +14

**Str** +6, **Dex** +2, **Con** +5, **Int** -4, **Wis** +1, **Cha** +2

**AC** 20; **Fort** +15, **Ref** +10, **Will** +9

**HP** 75; **Resistances** electricity 5

**Buck**  $\curvearrowright$  DC 20

**Lightning Horns**  $\diamond$  (electricity, magical) **Trigger** The runebranded aurochs takes electricity damage; **Effect** Blue bolts of electricity crackle between the aurochs’s horns as though they were a pair of lightning rods. The next time the runebranded aurochs touches another creature, the electricity discharges. The touched creature takes electricity damage equal to the electricity damage that triggered this ability.

**Speed** 35 feet

**Melee**  $\diamond$  hoof +14, **Damage** 2d6+6 bludgeoning

**Melee**  $\diamond$  horns +12 (deadly 1d8), **Damage** 2d6+6 piercing

**Storm Step** (electricity, magical)

Whenever the aurochs moves at least its full Speed as part of a Stride or Trample action, it rises off the ground on a billow of thunderous storm clouds.

Until the end of its next turn, the aurochs can effortlessly climb vertical and horizontal surfaces, it takes no damage from falls, and its attacks deal an additional 1d6 electricity damage.

**Trample**  $\diamond\diamond\diamond$  Medium or smaller, hoof, Reflex DC 20

## RARER BREEDS

The runebranded aurochs presented here was created by a magically charged storm or some other electrical process. Although this is a common form of the animal, other sources can make runebranded aurochs attuned instead to fire, cold, or more exotic elements. Such aurochs possess similar abilities, but their attacks and resistances are of a different energy type.

## UNBREAKABLE

A runebranded aurochs will rarely take a rider or do domesticated work willingly. Beastmasters may find means by which to keep such animals for show or as particularly brutish guard beasts, but runebranded aurochs will always try to break free in order to seek the wilds and other aurochs.





# SALT STALKER

BY MARK T. ADKINS

## SALT STALKER ROLES

Different kinds of salt stalkers have evolved to fill different niches within their packs.

A pack might include just one type of salt stalker or a mix of different types. The latter variety of pack tends to have a much more complicated social structure and power hierarchy, with different roles and even sub-roles for the different kinds of salt stalkers present. Regardless of the pack's complexity, though, few people could hope to understand the beasts' inscrutable social customs, mating dances, and their range of screeching yips and hair-raising calls, all of which strongly suggest a creature that is quite literally an alien to this world.

Salt stalkers are cunning ambush predators that rely on pack tactics in order to harry and exhaust their prey, which includes any animal foolhardy enough to wander through salt stalkers' stretch of desert. Salt stalkers live in only the hottest and driest deserts, where few people even dare to go. In these uninhabitable sandscapes, where even a single cactus fails to take root, salt stalkers flourish.

Unlike nearly every other form of life, salt stalkers regard water as anathema. Their alien anatomy violently revolts if they so much as try to digest fluids, and so salt stalkers rely on a strict diet of dehydrated meat. Fortunately for them, salt stalkers' unusual biology also makes it easy for them to dry out wet food: a salt stalker's bite injects a potent hygroscopic venom, dramatically dehydrating afflicted creatures in a matter of minutes. Once the poison has done its work, the salt stalkers in the hunting pack howl terribly, signaling to the rest of their kin that it's time to feast.

## SALT STALKER

The most typical variety of salt stalker is called just that: a salt stalker. These individuals are the de facto hunters, scouts, and caretakers of their packs, and they find a great level of community among their kind. Salt stalkers regard their less-common kin—salt scorchers, stalk stalkers, and the terrifying salt mother—as overbearing but necessary elements to maintain the harmony of the pack.

An adult salt stalker resembles a greyhound crossed with a giant lizard, possessing rock-brown skin, double-jointed legs, and wicked claws. The salty bile they naturally secrete from their scaly, chitinous skin culminates in brittle, jagged “spines” that poke out from every part of their bodies. These spines break off easily, but also regrow rapidly. Although its primary means of offense are its wicked teeth and powerful jaws, a salt stalker can also forcibly eject its venom-loaded spines and ably aim them toward distant prey.



### SALT STALKER CREATURE 4

N MEDIUM BEAST

**Perception** +12; **fluidsense** (1 mile)

**Skills** Acrobatics +11, Athletics +12, Stealth +13, Survival +10

**Str** +4, **Dex** +5, **Con** +4, **Int** -3, **Wis** +2, **Cha** +0

**Fluidsense** Salt stalkers can detect fluids up to a mile away, from large bodies of water to potions to even the blood in a prey animal's body. This is an imprecise sense, and salt stalkers cannot pick out smaller amounts of liquid within large amounts of liquid. For example, a salt stalker couldn't detect a creature hiding within a lake with fluidsense, only the lake.

**AC** 20; **Fort** +10, **Ref** +13, **Will** +10

**HP** 70; **Weaknesses** water vulnerability

**Water Vulnerability** Water rapidly degrades the spines that cover a salt stalker. A salt stalker immersed in water, stuck in a rain storm, or otherwise soaked is slowed 1. Spells or effects that temporarily drench a salt stalker, such as *hydraulic push* or a bucket of water, cause the salt stalker to become slowed 1 for 1d4 rounds. As long as it is slowed in this way, a salt stalker cannot make spines Strikes.

**Speed** 30 feet, climb 25 feet

**Melee** ♦ jaws +14, **Damage** 2d8+6 piercing plus desiccation venom

**Melee** ♦ claw +14 (agile), **Damage** 2d6+6 slashing

**Ranged** ♦ spines +15 (range increment 60 feet), **Damage** 2d4+4 piercing plus desiccation venom

**Ambush Attackers** When two or more salt stalkers are adjacent to the same foe, salt stalkers' attacks deal an additional 1d6 damage to that foe.

**Desiccation Venom** (injury, poison) A salt stalker's teeth and spines inflict a

# SALT STALKER



BY MARK T. ADKINS

terrible, toxic bile that violently dehydrates the target, making them more susceptible to heat. The sickened condition and weakness to fire can't end or be reduced until the poison is cured; **Saving Throw** DC 20 Fortitude; **Maximum Duration** 1 hour; **Stage 1** 2d4+4 poison damage plus weakness to fire 3 (1 minute); **Stage 2** 2d6+4 poison damage plus weakness to fire 6 (1 minute); **Stage 3** 2d8+4 poison damage plus sickened 1 and weakness to fire 9 (10 minutes).

## SALT SCORCHER

Salt scorchers are a fire-spitting off-shoot of the typical salt stalker. Slightly shorter and much stockier than their kin, salt scorchers frequently lead salt stalker hunting parties, if only because, in addition to possessing fiery tempers, they are natural-born bullies. Salt scorchers rarely band together with other salt scorchers since they often let their pride get the better of them.

The viscous grease that salt scorchers spray from their mouths is no mere spittle; the caustic sputum eats through living and non-living matter much like acid, though it is plain to all who experience it that the potent goo courses with flame, pure and simple. Worse, this greasy mixture reacts violently with water, making a bad situation worse for anyone unfortunate enough to try and douse the grease with a canteen or, gods forbid, jumping into a pond.

Hunting packs led by salt scorchers toe a precarious line. All salt stalkers, scorched included, are dramatically weakened by water, yet salt scorchers' caustic grease often causes its prey to seek out exactly that. If a burning victim were to fling a wineskin full of water at the salt stalkers rather than attempt to douse its own grease fire, that creature would be much better off, and the salt stalkers weakened. Luckily for the salt stalkers, most prey don't figure this out before succumbing to their wounds.

### SALT SCORCHER

### CREATURE 6

**N** **MEDIUM** **BEAST**

**Perception** +14; fluidsense (1 mile)

**Skills** Acrobatics +10, Athletics +15, Stealth +10, Survival +12

**Str** +5, **Dex** +2, **Con** +5, **Int** -3, **Wis** +2, **Cha** +4

**Fluidsense** As salt stalker.

**AC** 22; **Fort** +17, **Ref** +12, **Will** +12

**HP** 120; **Immunities** fire; **Weaknesses** water vulnerability

**Water Vulnerability** As salt stalker.

**Speed** 30 feet, climb 25 feet

**Melee** ♦ jaws +17, **Damage** 2d8+8 piercing plus desiccation venom

**Melee** ♦ claw +17 (agile), **Damage** 2d6+8 slashing

**Ranged** ♦ spines +16 (range increment 60 feet), **Damage** 2d4+6 piercing plus desiccation venom

**Ambush Attackers** As salt stalker.

**Desiccation Venom** (injury, poison) As salt stalker, but DC 23.

**Hot Water** A salt scorcher's fiery grease explodes violently on contact with water.

This is typically triggered in one of two ways: either the salt scorcher targets a creature that is already drenched or standing in water, or a creature covered in fiery grease attempts to douse the flames with water. In the latter case, if the creature was dousing itself to roll a flat check to end the persistent fire damage, it automatically fails this check.

When either of these triggers occurs, the fiery grease covering a creature explodes, dealing 4d6 fire damage to each creature in a 15-foot burst, including the creature covered in the grease (DC 21 basic Reflex save). The fiery grease covering a creature can explode up to once per round.

**Spew Fiery Grease** ♦♦ (evocation, fire, primal) The salt scorcher spits a thick, steamy, 30-foot line of smoldering, highly flammable grease. Creatures in the area must succeed at a DC 23 Reflex save or be covered in the sticky, hot grease, which deals 1d6 persistent fire damage and explodes on contact with water (see Hot Water). The salt scorcher can't Spew Fiery Grease again for 1d4 rounds.



# SALT STALKER

BY MARK T. ADKINS

## AIR DROPS

In mixed hunting packs, salt gliders famously enjoy lifting and carrying their pack mates across the battlefield, though they can only do so for short distances. This ability dramatically enhances the maneuverability of all salt stalkers involved and enables the pack to conduct harrowing surprise attacks.

## SALT GLIDER

Salt gliders loom high overhead in pale desert skies, acting as the far-seeing eyes of their salt stalker packs. Experienced desert travelers recognize a salt glider as the herald of an impending salt stalker attack. In most cases, the mere sight of a salt glider indicates that it may already be too late.

Whereas salt stalkers already have eerily thin, membranous hides, salt gliders take this attribute to its extreme. With their insectile wings, spindly legs, and bulging red eyes, one could be forgiven for mistaking a distant salt glider for an oversized mosquito or flying termite. Up close, however, a salt glider leaves little doubt as to its relation, however warped or monstrous, to its similarly alien salt stalker kin.

On land, salt gliders can roll up their wings into tight tubes and balance on them to walk about like grotesque stilts. Nevertheless, their long, clumsy torsos makes land-based movement difficult, so salt gliders almost always choose to fly. This same torso is light and flexible enough that salt gliders can whip their spines up to twice as far as other salt stalkers—a tactic they make frequent use of as they harry their prey from above.

Salt gliders' usefulness toward their pack extends beyond just combat. Tiny filaments on their wings allow gliders to detect changes in weather patterns with incredible accuracy, and they relay this information to their kin with sharp, rasping barks. A salt glider flies for cover at the merest hint of encroaching rain or sandstorm. Canny desert wanderers who spot salt gliders on the retreat can reliably bet that foul weather is just over the horizon.

### SALT GLIDER

### CREATURE 8

**N** **LARGE** **BEAST**

**Perception** +16; fluidsense (1 mile), rainsense

**Skills** Acrobatics +18, Athletics +16, Stealth +18, Survival +19

**Str** +4, **Dex** +6, **Con** +2, **Int** -3, **Wis** +5, **Cha** -2

**Fluidsense** As salt stalker.

**Rainsense** A salt glider can sense minute changes in atmospheric pressure in order to accurately predict the weather for the next 24 hours.

**AC** 27; **Fort** +12, **Ref** +20, **Will** +17

**HP** 100; **Weaknesses** water vulnerability

**Water Vulnerability** As salt stalker.

**Speed** 20 feet, fly 60 feet; sand stilts

**Melee** ♦ jaws +19 (reach 10 feet), **Damage** 2d12+8 piercing plus desiccation venom

**Melee** ♦ claw +19 (agile, reach 10 feet), **Damage** 2d6+8 slashing

**Ranged** ♦ spines +19 (range increment 120 feet), **Damage** 2d8+8 piercing plus desiccation venom

**Ambush Attackers** As salt stalker.

**Desiccation Venom** (injury, poison) As salt stalker, but DC 24.

**Fling Spines** ♦♦ **Requirements** The salt glider is flying; **Effect** The salt glider whips its body about violently, flinging a volley of spines at enemies below. The salt glider makes three spines Strikes. Its multiple attack penalty doesn't increase until after it makes all three attacks.

**Gliding Drop** ♦♦ The salt glider Strides, grabs a willing Medium or smaller creature, then Flies up to its fly Speed while carrying its ally. At the end of this movement, the salt glider drops the creature onto the ground below. The dropped creature takes 10 less damage than usual for a fall from that height. If the carried creature was a salt stalker and it lands adjacent to an enemy, it can spend a reaction to make a melee Strike against that creature.

The salt glider can grab an unwilling creature with this ability by succeeding at an Athletics check against the creature's Fortitude DC. On a failure, the salt glider fails to grab the creature, though it can still finish its movement.

**Sand Stilts** Salt gliders ignore difficult terrain in sandy deserts.





BY MARK T. ADKINS

## SALT MOTHER

In the largest salt stalker burrows, the hulking matriarch called the salt mother reigns supreme. Other salt stalkers fear and respect the salt mother due to her size, her strength, and her vital role to the pack. Like a queen bee, the salt mother oversees, commands, and produces all the salt stalkers beneath her.

Beyond hunting for food and maintaining the security of their territory, salt stalkers' overarching objective is to ensure the safety and prosperity of their mother. Intruders should make no mistake, though—a salt mother on her own is far from defenseless. Her thick spines are massive enough to impale creatures and inject ounces of toxic venom at a time. Likewise, anyone caught on the wrong end of a salt mother's tail are sure to receive a face full of these terrible barbed weapons.

### SALT MOTHER

CREATURE 10

UNCOMMON N HUGE BEAST

**Perception** +21; fluidsense (1 mile)

**Skills** Acrobatics +16, Athletics +23, Stealth +16, Survival +21

**Str** +7, **Dex** +4, **Con** +6, **Int** -3, **Wis** +5, **Cha** +4

**Fluidsense** As salt stalker.

**AC** 28; **Fort** +22, **Ref** +16, **Will** +19

**HP** 220; **Weaknesses** water vulnerability; **Resistances** fire 10

**Water Vulnerability** As salt stalker.

**Speed** 35 feet, burrow 25 feet, climb 25 feet

**Melee** ♦ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing plus desiccation venom

**Melee** ♦ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

**Melee** ♦ tail +21 (reach 20 feet, sweep), **Damage** 2d8+13 bludgeoning plus desiccation venom and barbed spines

**Ranged** ♦ spines +20 (range increment 60 feet), **Damage** 2d8+9 piercing plus desiccation venom and barbed spines

**Ambush Attackers** As salt stalker.

**Barbed Spines** A salt mother's spines have barbed tips and are much stronger than other salt stalkers', easily becoming lodged in victims and allowing the salt mother's desiccating bile to sink deeper into the victim's body. When a salt mother deals damage with her tail or spines Strike, the damaged creature becomes enfeebled 1 (or enfeebled 2 on a critical hit). As long as the spines are embedded in the creature, the result of the creature's saving throws against desiccation venom are one degree worse than whatever the creature rolls.

A creature can remove spines from itself or an adjacent ally by spending 1 action to perform a DC 26 Medicine check (this action has the Interact trait). On a failed check, the spines are still removed, but the creature takes 2d8 piercing damage.

**Desiccation Venom** (injury, poison) As salt stalker, but DC 30.

**Frenzied Hiss** ♦♦ (auditory, emotion, enchantment, mental, primal) The salt mother hisses terribly, spurring her entire pack into a violent frenzy. The salt mother and all salt stalkers within 60 feet deal 4 additional damage with melee Strikes and take a -1 status penalty to AC. These effects last for 1 minute, after which affected creatures are temporarily immune to the salt mother's Frenzied Hiss for 1 hour. When a salt mother uses Frenzied Hiss, each affected salt stalker can spend its reaction to Stride up to its Speed, but it must end its movement closer to either the salt mother or a visible enemy.

### SALT STALKER HEROES

Common salt stalkers cower helplessly beneath the dominating power of a particularly strong variety of salt stalker such as a salt scorcher or salt mother. Rarely, a common salt stalker hero might rise from the rest of its kin in order to defeat and displace a pack's resident bully or tyrant. Such packs tend to be much happier and more democratic as a result of their champion's usurpation—at least until this "hero" gets a bit too cocky during hunts or lax with caretaking duties, in which case the violent cycle is apt to repeat itself.



# SANGUINE ROSE

BY JASON ARENDT

## GRAVE LILIES

Several varieties of sanguine rose exist, including the much rarer grave lily, which supposedly feasts upon undead creatures rather than the living. Particularly ancient specimens of either variety have been known to gain a modest level of intelligence, and with it, foul primal magical powers such as *cloud kill* or *horrid wilting*.

Created by vampires and planted in their dour garden spaces, sanguine roses are slow-moving plants fertilized with the remains of victims who perished before the vampire could finish drinking their blood. The few remaining drops of blood in such fertilizer are enough to give this eerie flower its crimson hue—or so the stories go. Whatever the case, sanguine roses combine the sturdy physiology and classical beauty of a rose bush with the unnatural and evil powers of undeath, making them terribly potent guardians of vampiric estates.

Usually planted in gardens or along exterior walls amid mundane plants that serve as camouflage, sanguine roses attack any living creatures that draw near in order to soak the soil around them with fresh blood. Like true roses, sanguine roses emit a pleasant aroma, but the odor of these monstrous plants is far more potent than any mundane flower. They draw humanoids and animals toward them using this seductive scent, then explode into a frenzy of thorny attacks.

A sanguine rose can easily be identified by its unnaturally dusky leaves and vines, which make its bright red flowers and inch-long thorns stand out all the more. Regardless of their telltale features, countless animals and humanoids fall prey to sanguine roses since knowledge of these wretched plants is a well-kept secret among vampires and other cunning undead.

Sanguine roses and their varieties (see sidebar) can be created with the *create undead* ritual like other undead. The caster of this ritual can substitute Nature (expert) for the usual primary skill check. This makes sanguine roses particularly popular among evil druids and their ilk.

## SANGUINE ROSE

CREATURE 4

NE LARGE MINDLESS PLANT UNDEAD

Perception +11; lifesense 30 feet

Skills Athletics +12

Str +4, Dex +3, Con +5, Int -5, Wis +0, Cha -4

AC 20; Fort +13, Ref +11, Will +8

HP 65, negative healing; Immunities death effects, disease, mental, paralyzed, poison, unconscious; Weaknesses fire 5, positive 5

**Deathly Blossom** (divine, necromancy, negative) When the sanguine rose is destroyed, the necromantic energy within the plant explodes in a 20-foot burst, dealing 5d6 negative damage to creatures in the area (DC 20 basic Reflex save). Any creature slain by this burst is corrupted by the rose's magic. Unless the corpse is cremated or is buried in consecrated ground, it rises as a sanguine rose within 1 week.

**Seductive Scent** (aura, divine, enchantment, olfactory) 60 feet. A sanguine roses constantly emits a potent and alluring magical perfume to puts its prey off guard. A creature that starts its turn in the aura must succeed at a DC 18 Will save or become flat-footed for 1 round. On a success, the creature is immune to this aura for 1 hour.

Speed 10 feet

**Melee** ♦ vine +14 (reach 15 feet), Damage 2d8+7 slashing plus Grab

**Blood Drain** ♦ **Requirements** The sanguine rose has a creature grabbed; **Effect** The sanguine rose's roots sup up the blood of the grabbed creature. This deals 2d6 piercing damage, and the sanguine rose gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a sanguine rose is drained 1 until it receives healing of any kind or amount.

**Swallow Whole** ♦ (attack) Medium, 1d8+4 bludgeoning plus 1d8+4 piercing, Rupture 10

# SAPPHIRE DRAKE

BY DARRAN CALDEMEYER



Sapphire drakes stalk mineral-rich caverns and volcanic islands all over the world, appearing in roughly the same locales as their namesake gemstones. With beautiful crystalline scales, broad blue wings, and ferocious tempers, sapphire drakes strike a surprising balance between beauty and brutality.

Even more so than most drakes, sapphires are extremely covetous of treasures such as gold, jewels, and pieces of art. Unfortunately for many would-be treasure hunters, sapphire drakes are also extremely good at hiding their wealth. These greedy dragons tend to quietly lair in remote places far from humanoid settlements, such as sea caves on distant islands, the lowest levels of gem-encrusted caverns, or the outer rims of scorching, sacrifice-laden volcanoes.

Sapphire drakes are also prone to enslaving smaller creatures, which they accomplish by playing on humanoids' predictable tendency toward greed. To acquire such servants, a sapphire drake will simply grant a humanoid supplicant a grandiose title, some chosen trinkets from its hoard, and command this new minion to dominate its fellows. While sapphire drakes are not particularly intelligent creatures, they understand their own weaknesses and value the knowledge and loyalty of their humanoid prizes. Sapphire drakes strongly detest falsehoods or illusions, and quickly eradicate any underlings they suspect of treachery.

## DRAKES OF AVARICE

According to popular legends, sapphire drakes were originally created by greedy pirate-wizards who attempted to cross-breed jungle drakes and flame drakes. Their hope was to create a subservient species of drake to protect the pirates' treasure hoards and gem-filled mine shafts. The resulting sapphire drakes proved more than up to the task, quickly eradicating their former masters and claiming the bounty for themselves.

## SAPPHIRE DRAKE

## CREATURE 7

NE LARGE DRAGON EARTH

**Perception** +15; darkvision, scent (imprecise) 30 feet

**Languages** Draconic

**Skills** Acrobatics +14, Athletics +17, Intimidation +17, Stealth +12

**Str** +6, **Dex** +3, **Con** +5, **Int** -1, **Wis** +2, **Cha** +2

**AC** 24; **Fort** +18, **Ref** +15, **Will** +11

**HP** 120; **Immunities** paralyzed, unconscious;

**Resistances** fire 5, piercing 5, slashing 5

**Harden Scales**  $\curvearrowright$  (arcane, earth, transmutation)

The sapphire drake temporarily hardens its body against threats; **Frequency** once per minute; **Trigger** The sapphire drake fails a Fortitude save; **Effect** The drake improves the result of its save by one degree, turning a failure into a success or a critical failure into a failure. For the next 1d4 rounds, the sapphire drake gains a +1 status bonus to AC and a -10-foot status penalty to Speeds.

**Speed** 20 feet, climb 25 feet, fly 50 feet

**Melee**  $\blacklozenge$  fangs +17, **Damage** 2d10+8 piercing

**Melee**  $\blacklozenge$  tail +17 (reach 10 feet), **Damage** 2d8+8 bludgeoning

**Bone-Shaking Hum**  $\blacklozenge$  (incapacitation, manipulate, sonic)

**Frequency** once per minute; **Effect** The sapphire drake strikes its own crystal hide, causing its body to emit a resonating hum. Each non-dragon creature within a 20-foot burst must attempt a DC 24 Fortitude save. On a failure, the creature is slowed 1; on a critical failure, it is slowed 2.

**Draconic Frenzy**  $\blacklozenge\blacklozenge$  The sapphire drake makes one fangs Strike and two tail Strikes in any order.

**Embershard Breath**  $\blacklozenge\blacklozenge$  (arcane, earth, evocation, fire) The sapphire drake exhales flaming blue crystals that deal 4d6 fire and 4d6 piercing damage in a 30-foot cone (DC 24 basic Reflex save). The area becomes difficult terrain; the first time a creature enters an affected square each round, that creature takes 1d6 fire and 1d6 piercing damage (DC 24 basic Reflex save). The sapphire drake can't use Embershard Breath again for 1d6 rounds.

**Speed Surge**  $\blacklozenge$  (move) The sapphire drake moves up to twice its Speed. It can do this three times per day.



# SCROLL MOLD

BY ROBERT GARLAND

## HUNGRY FOR KNOWLEDGE

Scroll molds have a particular taste for magic items. If a scroll mold senses magic and there is no one around, it might make its way over to the source and attempt to consume the item to incorporate it into itself. Utilizing this process, it can learn spells or develop powerful new abilities.

Many students of the arcane have muttered to themselves about a case of scrolls “wandering off on its own.” Most of the time, they’ve simply misplaced the item. But now and again, when the conditions are right, their absurd ramblings are more right than they realize.

Scroll molds are colonies of color-shifting mold that have permeated and incorporated a decaying wooden scroll case into their masses, the scrolls within rendered slimy and blank. They are typically the result of magic scrolls left abandoned for too long in some musty basement or dank cavern. After extended exposure to the magic contained within the scroll case, a patch of otherwise ordinary mold develops strange new abilities—and the beginnings of consciousness.

Scroll molds can barely move. Instead, they rely on their spells, camouflage, and distractions to stay safe. They generally hide in out-of-the-way spaces, preferably damp and dark nooks and crannies, tuning their color to blend in with their surroundings. If they sense approaching creatures, they instinctively create illusions to distract other creatures from their location. If still approached, a scroll mold will often try to put interlopers to sleep before casting *longstrider* to slither away to a new hiding place. As a last resort, the scroll mold can use its few offensive spells, although doing so makes it obvious it is not merely a decaying scroll case to be left alone to decompose.

## SCROLL MOLD

CREATURE 0

N TINY FUNGUS

**Perception** +6; motion sense 30 feet, no vision

**Skills** Deception +6, Stealth +8

**Str** -5, **Dex** -5, **Con** +2, **Int** -4, **Wis** +3, **Cha** +2

**Camouflage** The scroll mold can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

**Motion Sense** Scroll molds can sense nearby creatures through vibration and air or water movement.

**AC** 12; **Fort** +6, **Ref** +0, **Will** +9

**HP** 16; **Immunities** critical hits, precision, unconscious, visual

**Speed** 0 feet

**Arcane Innate Spells** DC +16, attack +8; **1st** *burning hands*, *color spray*, *illusory object* (see nascent mind), *longstrider*, *sleep*; **Cantrips (1st)** *chill touch*, *detect magic*, *electric arc*, *ghost sound* (see nascent mind)

**Nascent Mind** The mind of a scroll mold is barely conscious and has difficulty imagining things it has not already perceived. As it has no sense of sight, visual illusions (such as those created by *illusory object*) tend to appear as a shifting, shapeless blob. Auditory illusions (such as those created by *ghost sound*) tend to be distorted reflections of sounds the scroll mold has recently heard.

**Subtle Caster** When using an innate spell, the scroll mold must expend 1 more action than that spell would usually require. However, it does not need to use somatic or verbal components, and

the spell does not create obvious sensory manifestations that would make spellcasting obvious to those nearby. This ability obscures only the spell's casting, not its effects, so an observer would still see a gout of flame or an arc of lightning emitting from the scroll mold.

# SEA SQUIRT, GIANT

BY AARON B. BRADFORD



These ovoid, translucent filter-feeders have markings that resemble a bleach-white skull and ribcage. Although sea squirts (known more formally as ascidians) usually pose no more threat than a loofah, some species—such as the infamous “death’s head” variety—can deliver painful stings or even pose a mortal threat to coastal swimmers and reef explorers.

Particularly among the crowded coral reefs they call home, the skeleton image on a giant sea squirt’s mostly transparent body provides natural and effective camouflage. In addition, the skull and ribcage markings serve as a rudimentary nervous system, allowing them to perceive the aquatic world immediately around them, even despite their nonexistent vision or even a brain.

A giant sea squirt’s size is dictated by its diet; those intelligent species that use sea squirts as indiscriminate waste disposal systems may find their living trash compactors grown to a size that they become a threat to the unwary. Animals as large as full-grown sharks have been found paralyzed, drowned, and slowly digesting in a sea squirt’s gut.

## SEA SQUIRT GARDENS

Some aquatic species that worship death or the cycle of life hold these creatures in high regard and cultivate whole gardens of them. Certain merfolk and culdewen societies predisposed to necromancy, for example, find death’s head sea squirts to be quite beautiful—not to mention helpful in trapping animals and intruders.

## GIANT SEA SQUIRT

CREATURE 5

**N** **MEDIUM** **ANIMAL** **AQUATIC** **MINDLESS**

**Perception** +9; no vision, wavesense 60 feet

**Skills** Acrobatics +11, Athletics +12, Stealth +13

**Str** +5, **Dex** +2, **Con** +5, **Int** -5, **Wis** +0, **Cha** -4

**AC** 20; **Fort** +14, **Ref** +13, **Will** +7

**HP** 110; **Immunities** mental, precision, visual; **Weaknesses** slashing 5; **Resistances** bludgeoning 5, poison 5

**Reflexive Squirt** **Requirements** The giant sea squirt is not fatigued; **Trigger** The sea squirt is removed from water; **Effect** The sea squirt violently expels the venom-laced seawater inside of it, exposing each creature in a 10-foot burst to sea squirt venom. The sea squirt is fatigued until it is submerged in water for at least 1 minute.

**Speed** swim 20 feet

**Melee** **Siphon** +15 (agile, reach 10 feet), **Damage** 2d6+8 bludgeoning plus sea squirt venom and Grab

**Aquatic Ambush** **Reach** 30 feet. The giant sea squirt must remain underwater during its movement.

**Sea Squirt Venom** (incapacitation, poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and clumsy 1 (1 round); **Stage 2** 2d8 poison damage and clumsy 2 (1 round); **Stage 3** 2d8 poison damage and paralyzed (1 round)

**Swallow Whole** **Attack** Small, 2d4+6 bludgeoning plus 1d4 poison, Rupture 14

## SEA SQUIRT HAZARD

Even normal-sized sea squirts can constitute a simple (but deadly) hazard for unwary swimmers.

## SEA SQUIRT PATCH

HAZARD 4

**AQUATIC** **ENVIRONMENTAL**

**Stealth** DC 24 (expert)

**Description** This patch of venomous sea squirts blends in seamlessly with the coral reef around it.

**Disable** DC 22 Survival (trained) to remove the sea squirts

**AC** 18; **Fort** +15; **Ref** +13

**HP** 35 (BT 17); **Immunities** mental, precision, visual; **Resistances** bludgeoning 4, poison 4; **Weaknesses** slashing 4

**Seep Venom** **Trigger** A creature touches the sea squirt swarm.

**Effect** The creature takes 1d4 piercing damage and is afflicted with sea squirt venom (DC 24 Fortitude save).





# SEMUVIG, THE PAW'S MONKEY

BY W. BRIAN LANE

## SEMUVIG'S PAW

Semuvig yearns for its missing hand and possesses a modicum of power over it while in its vicinity. When Semuvig is within 120 feet of the *monkey's paw*, it can make a wish on behalf of the paw's wielder. (The rules for the *monkey's paw* can be found in the *Pathfinder Second Edition Gamemastery Guide*.)

Many have heard of the fabled *monkey's paw*, an artifact capable of granting a mortal's greatest wishes but at equally great cost. Few, however, know of the cursed thing's origins. Those who have borne the paw and lived through the experience sometimes tell of a wicked wailing monkey pursuing them in their nightmares. With the body of a desiccated dead chimpanzee, an eerily human shriveled face, and a missing hand, this violent being is far from mere phantasmagoria. The legendary primate indeed walks the mortal world, not just in dreams. It calls itself Semuvig, though, in visions and legends, it is also known as the Yowling Simian, or "the paw's monkey."

It is unknown whether Semuvig's present state is the result of a cruel god's vindictive curse or whether the Yowling Simian chose this life for itself. Equally mysterious is the relationship between paw and owner: Perhaps the paw is a scout, though it is equally possible that the paw is fleeing Semuvig for its own reasons, possibly to prevent its master's ascent to even greater power. Whatever the true story, legends agree that the Yowling Simian must be kept away from its paw at all costs.

## SEMUVIG

CREATURE 23

UNIQUE CE SMALL UNDEAD

**Perception** +41; darkvision

**Languages** Abyssal, Aklo, Infernal, Necril

**Skills** Acrobatics +44, Arcana +39, Athletics +38, Deception +40, Intimidation +40 (+44 against any creature holding the *monkey's paw*), Occultism +39, Stealth +42, Survival +39

**Str** +9, **Dex** +11, **Con** +8, **Int** +6, **Wis** +10, **Cha** +9

**AC** 48; **Fort** +35, **Ref** +42, **Will** +41; +1 status to all saves vs. positive

**HP** 455, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fear of stillness; **Resistances** physical 25 (except magical bludgeoning)

**Fear of Stillness** Semuvig's only known weakness is a petrifying fear of being kept in place. While Semuvig is immobilized, paralyzed, or restrained, it is also frightened 2.

**Frightful Presence** (aura, emotion, fear, mental) 60 feet, DC 44

**Rejuvenation** (arcane, necromancy) When Semuvig is destroyed, its soul immediately transfers to its paw, which acts like a lich's phylactery (*Pathfinder Second Edition Bestiary*). Necromantic energies rebuild Semuvig's body over 1d10 days. Upon regenerating, Semuvig reappears at a random location anywhere in the multiverse.

**Speed** 50 feet

**Melee** ✦ hand +42 (agile, finesse, magical), **Damage** 2d12+14 slashing plus 2d12 negative and paralyzing touch

**Melee** ✦ jaws +40 (magical), **Damage** 2d12+24 piercing plus 2d12 negative

**Arcane Spontaneous Spells** DC 48; **10th** (1 slot) *alter reality*; **9th** (3 slots) *eclipse burst*, *paralyze*, *phantasmal calamity*; **8th** (3 slots) *finger of death*, *horrid wilting*, *spirit song*; **Constant (8th)** *locate (monkey's paw only)*

**Three Curses** ✦✦ (arcane, curse, necromancy) **Frequency** once per target per day; **Effect** Semuvig curses a creature within 60 feet. The target must attempt a DC 46 Will save. On a failure, the target is cursed by one of the following effects (randomly selected); on a critical failure, two curses apply instead.

• **Doom:** Increase the target's doomed value by 1.

- **Backlash:** For 1 minute, any weapon the target holds erupts into flames and acid, dealing 5d6 fire damage and 5d6 acid damage (DC 46 basic Reflex save) to the weapon and the target at the beginning of the target's turn.
- **Inversion:** For 1 minute, the effects of healing and damaging spells are reversed when applied to the target. Spells that cause damage heal the target, and spells that restore Hit Points deal damage to the target. If the spell requires a saving throw, the target must roll that saving throw; the target does not get to roll a saving throw against spells that don't require a saving throw.

# SENIDAEEMON (ENTROPY DAEMON)

These daemons embody death at the merciless hands of the laws of nature—the inexorable march of entropy itself. Senidaemons are horrifying to look upon, their insubstantial bodies as devoid of light and color as the deepest spaces between stars.

Senidaemons lack strong emotion or wit or even most trappings of individuality. Rather, their lives are as hollow as their forms, their alien minds unconcerned with hope, meaning, or even survival. Senidaemons exist to destroy, and if one believes a course of action leading to its death would lead toward a faster extinction of the universe than would its survival, it will go unflinchingly to its demise.

## SENIDAEEMON

## CREATURE 8

NE MEDIUM DAEMON FIEND INCORPOREAL

**Perception** +16; darkvision, lifesense 30 feet

**Languages** Daemonic (can't speak any language); telepathy 100 feet

**Skills** Stealth +20

**Str** -5, **Dex** +6, **Con** +3, **Int** +2, **Wis** +4, **Cha** +4

**Silent Casting** The senidaemon can substitute somatic components for verbal components of any spell it casts.

**AC** 26; **Fort** +13, **Ref** +20, **Will** +16

**HP** 130; **Immunities** death effects, disease, poison, precision; **Weaknesses** good 10;

**Resistances** all damage 10 (except force or *ghost touch*; double resistance vs. non-magical)

**Aura of Unmaking** (aura, divine, necromancy, negative) 30 feet. The senidaemon radiates entropic energy, threatening the physical and spiritual integrity of living things around it. The senidaemon can manifest this ability in one of two ways: unraveling or heat shimmer. Any creature that enters or begins its turn in the aura is affected. If the senidaemon is emitting an unraveling aura, creatures take 2d6+6 negative damage (DC 24 basic Fortitude save); if it is emitting a heat shimmer, each creature must attempt a DC 24 Fortitude save.

**Success** The creature is unaffected.

**Failure** The creature is dazed.

**Critical Failure** The creature is dazed and fatigued. The senidaemon can change its aura from unraveling to heat shimmer and vice versa, or cease or activate its aura, by spending a single action, which has the concentrate trait.

**Malignant Entropy** ⚡ (divine, transmutation) **Trigger**

The senidaemon takes acid, cold, physical, or positive damage; **Effect** The senidaemon glows faintly as it converts the damage it just took into raw power.

Until the end of its next turn, the senidaemon's Strikes deal additional damage equal to the number of dice rolled in the triggering attack.

**Soul Erosion** (curse, divine, necromancy) The senidaemon's presence intensifies spiritual destruction. Any living creature brought to 0 HP within the senidaemon's aura of unmaking must attempt a DC 24 Will save.

**Success** The creature is unaffected.

**Failure** The next time the creature dies, the caster of a spell to return it to life must succeed at a DC 25 Religion check. On a success, the curse is lifted and the creature is returned to life as normal for the spell. On a failure, the spell is wasted and the creature remains dead.

**Critical Failure** As failure, and the creature becomes doomed 1.

**Speed** fly 40 feet

**Melee** ♦ molten hand +18 (evil, finesse, magical),

**Damage** 2d6+4 fire plus 2d6 evil

**Divine Innate Spells** DC 24; *4th dimension door* (at will), *silence*; **1st** *detect alignment*

(at will, good only); **Constant (2nd)** *silence* (self)

BY CLARA BARRS

## SENIDAEEMON TACTICS

Senidaemons are masters of stealth, bodiless, and shrouded in perpetual silence. They care nothing for spectacle or creativity, and their methods of destruction are brutally direct: They bide their time in hiding, and when the opportunity presents itself, they absorb energy and transform it into its most disorderly form—heat—upon which they use their blazing hands to wreak further injury and devastation.



# SHADOW THIEF

BY MICHAEL ROBINSON

## WILLING HOSTS

The experience of having one's shadow stolen by a shadow thief is not pleasant—but stories exist of mortals who form friendships with shadow thieves, willingly allowing the monsters to accompany them on their journeys. For unwilling hosts, the easiest way to rid oneself of a shadow thief is to offer the being a tantalizing morsel of knowledge.

One of the many creations of the unfathomable denizens of the distant cosmos, shadow thieves are small creatures with strangely angular bodies that lie underneath a veil of shadow. Despite the aura of dusk that perpetually surrounds them, shadow thieves are corporeal and remain as such even when they merge with a mortal creature to steal the mortal's shadow.

Shadow thieves were initially created to gather information for their alien masters. By assuming the form of different mortal creatures' shadows, a shadow thief could infiltrate society via progressively more important figures. At least, this was their creators' intention. However, as the first shadow thieves traveled through the vastness of space, they lost their connection to their elder creators—but not their interest in the societies of mortals. Now they wander the planet with their own mysterious designs in mind.

## SHADOW THIEF

## CREATURE 2

UNCOMMON N SMALL ABERRATION

**Perception** +7; darkvision

**Languages** Aklo, Common

**Skills** Acrobatics +8, Deception +9, Society +9, Stealth +10, Thievery +8

**Str** +1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

**AC** 17; **Fort** +5, **Ref** +12, **Will** +7

**HP** 30

**Coalesce Memories** ⤴ (occult) **Requirements** The shadow thief is merged with a creature;

**Trigger** The creature attempts to Recall Knowledge; **Effect** The shadow thief attempts to retain its hold on the creature's wandering mind. The creature compares its Recall Knowledge check result to the shadow thief's Will DC (17 for most shadow thieves).

**Critical Success** The shadow thief's Penumbra Theft ability ends.

**Failure** The creature is stupefied 1 for 1 round.

**Critical Failure** As failure, and the creature is also stunned 1.

**Darkness Dissolution** ⤴ (conjunction, occult) **Frequency** once per week;

**Trigger** The shadow thief is reduced to 0 Hit Points; **Effect** The shadow thief remains at 1 HP and instantly teleports to an area of darkness within 1,000 feet. If there is no area of darkness within 1,000 feet, the shadow thief is destroyed.

**Swap Shadows** ⤴ (occult, transmutation) **Requirements** The shadow thief is merged with a Tiny or smaller creature; **Trigger** The merged creature moves within 5 feet of a larger creature; **Effect** The shadow thief uses Penumbra Theft on the larger creature. The larger creature's initial saving throw against this ability is treated as one degree of success worse.

**Speed** 25 feet

**Melee** ⚔ claw +10 (agile, finesse), **Damage** 1d6+3 slashing plus 1d4 cold

**Penumbra Theft** ⚔⚔ (occult, shadow, transmutation) The shadow thief absorbs the shadow of a creature within reach and takes its place. The shadow thief's body merges with that of the target, who must attempt a DC 19 Will save. While merged, the target's shadow moves erratically, inflicting a -1 circumstance penalty to Make an Impression, Hide, or Sneak. The shadow thief cannot act while merged, except to Swap Shadows or Coalesce Memories or to end the merge by spending two actions, which have the concentrate trait. An affected creature can be identified by their shadow's oddities with a successful DC 21 Occultism or Perception check.

**Critical Success** The merge is unsuccessful.

**Success** The shadow thief merges with the creature for 24 hours.

**Failure** The shadow thief merges with the creature indefinitely.

# SHADOWLESS HOUSE DRAKE

Terrestrial societies have made a number of ill-fated journeys to the stars. Humanoids often take companions on such trips, and diminutive house drakes—the favored pets of the rich and powerful in certain metropolises—are no exception. Yet, as evidenced by the corrupt and malignant beings that often return from extraplanetary expeditions, perhaps it is better for some beings to simply stay home.

While many who return from the void are changed, it seems that house drakes are especially prone to such changes—and rarely for the better. Twisted by great evil beings residing in the farthest corners of space, these drakes continue their former activities of collecting hoards, terrorizing imps, and consorting with students of arcane academies, but with little of the carefree joy they may have once exhibited. All their capricious fervor is replaced with conniving, ruthless malice. Furthermore, these warped individuals bear none of the friendly nature that house drakes are known for and tend to spend much of their time brooding over stolen treasures.

The transformed house drake's appearance is what gives these creatures their moniker; their formerly lustrous and health violet scales change to a matte, bruised purple-black that scatters no light. Even the drake itself seems to cast no shadow, or its shadow is otherwise hazy and indistinct even in the hardest light. A shadowless house drake's tail also bears signs of the malformation, seemingly broken and rendered lifeless.

BY ELIZABETH HEYECK

## WORLDS OF POTENTIAL

Like typical house drakes (*Pathfinder Second Edition Bestiary 3*), shadowless house drakes are almost exclusively found in certain cosmopolitan cities. Unlike their mundane brethren, however, these shadowy dragons are not bound to just one planet. Indeed, their bizarre interactions with the greater cosmos has planted descendants of the original shadowless house drakes on every celestial body in the solar system.

## SHADOWLESS HOUSE DRAKE

## CREATURE 4

RARE NE SMALL ABERRATION DRAGON

**Perception** +11; darkvision

**Languages** Aklo, Common, Draconic

**Skills** Acrobatics +12, Arcana +13, Stealth +12, Thievery +12

**Str** +2, **Dex** +4, **Con** +3, **Int** +5, **Wis** +3, **Cha** +4

**Hoard Blight** Individuals who spend more than an hour in the

presence of a shadowless house drake's hoard, or any item taken from a shadowless house drake's hoard, are exposed to cosmic blight. If the shadowless house drake fails to visit its hoard for 1 week, the items become disease free.

**Items** 50 silver pieces

**AC** 20; **Fort** +11, **Ref** +14, **Will** +11

**HP** 60; **Immunities** paralysis, sleep

**Speed** 15 feet, fly 50 feet

**Melee** ♦ jaws +12 (finesse), **Damage** 2d4+4 piercing plus cosmic blight

**Occult Innate Spells** DC 21, attack +11; **2nd** darkness; **1st** charm, fear; **Cantrips (2nd)** daze, telekinetic projectile

**Breath Weapon** ♦♦ (arcane, evocation, negative) The shadowless house drake breathes a cloud of dark vapor in a 10-foot cone that deals 5d6 negative damage (DC 21 basic Reflex save). A creature that fails or critically fails the save is exposed to cosmic blight. The shadowless drake can't use Breath Weapon again for 1d4 rounds.

**Cosmic Blight (disease)** **Saving Throw** Fortitude DC 19; **Stage 1** carrier with no ill effect (1 week); **Stage 2** 1d6 mental damage, 2d6 negative damage and stupefied 1 (1 day); **Stage 3** 2d6 mental damage, 4d6 negative damage and stupefied 2 (1 day); **Stage 4** unconscious and gains no benefit from healing magic (1 day); **Stage 5** dead



# SHALE SPITTER

BY BRANT VALLIER

## PRIMAL POWERS

The source of shale spitters' amazing ability to summon rocky protrusions from the stone around them has stumped researchers for centuries. Cave druids maintain that the unique gemstone inside a shale spitter is responsible for this power, but so far, all experiments to eke out the tourmaline's magic have failed.

Earthen isopods that subsist on crystals and stones in order to proliferate under mighty mountains, shale spitters run the gamut in terms of the challenges they pose to spelunking adventurers. The lowliest of shale spitter kind are little more than scuttling nuisances or, at worst, swarms of stony spawn. On the other end of the spectrum are behemoths that might be called mountains in themselves—looming terrors that dominate entire caverns and give form to whole underground ecosystems. All share one common characteristic that makes every shale spitter highly sought after by fortune-seeking monster hunters: Their crystalline waste matter is literally worth more than its weight in gold.

## SHALE SPITTER

Resembling not much more than a pile of overlapping pieces of slate rock at first glance, the stalwart shale spitter is a skittering isopod with a rocky carapace. It thrives in mountainous and underground areas, where it gathers minerals for sustenance and reproduces asexually.

Similar to how common pearl oysters produce beautiful beads of polished nacre, shale spitters produce unique, iridescent tourmaline gemstones as a byproduct of their digestion process. These gems remain embedded in shale spitters' digestive tracts and help break down hard minerals, but people in fashionable social circles prize the tourmalines for jewelry and decoration.

This makes the harvesting of shale spitter gems an emerging enterprise—albeit a dangerous one, since as of yet, no one has quite figured out how to tame these crafty critters.

Shale spitters are notoriously territorial and typically congregate in small packs of three to five. Their social proclivities are hardly a result of a desire for companionship; shale spitters give their fellows a modest berth. Rather, these animals gather only to cast a wide defensive net in case intruders or predators threaten their feeding and breeding grounds.

Adventurers or miners hunting shale spitters must first slay a shale spitter before cracking it open to retrieve the tourmaline inside, but subduing these isopods is no easy task. Shale spitters have developed senses for detecting the faintest vibrations in their rocky homes, as well as sharp claws and teeth for burrowing away from threats. From the safety of a nook or hole, shale spitters can discourage predators by spitting stones at deadly speed or, amazingly, tapping into some primal connection with caves in order to instantaneously conjure stalagmites or stalactites.

### SHALE SPITTER

### CREATURE 2

**N** **MEDIUM** **ANIMAL** **EARTH**

**Perception** +8; darkvision, tremorsense (imprecise) 60 feet

**Skills** Athletics +7, Stealth +6 (+8 in caves)

**Str** +3, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

**Items** tourmaline heart gem worth 4 gp

**AC** 18 (20 while curled up); **Fort** +11, **Ref** +8, **Will** +6

**HP** 30; **Immunities** bleed; **Resistances** piercing 3, slashing 3

**Curl Up** **Trigger** The shale spitter is targeted by an attack; **Effect** The shale spitter recoils into its carapace, gaining a +2 circumstance bonus to AC against the triggering attack. It retains this bonus to AC and is slowed 1 until it uncurls by spending an action (this action has the move trait).

**Speed** 20 feet, burrow 30 feet, climb 20 feet; rock stride

**Melee** **◆** claw +11, **Damage** 1d6+4 slashing

**Ranged** **◆** rock +10 (range increment 60 feet), **Damage** 1d8+4 bludgeoning

**Drop Stalactites** **◆◆** (conjunction, earth, primal) **Requirements** The shale spitter is underground;

# SHALE SPITTER



BY BRANT VALLIER

**Frequency** once per hour; **Effect** The shale spitter glows bright orange and emits a magical shockwave, causing spires of rock to fall from the ceiling in a 20-foot burst centered on a point within 120 feet. Creatures in the area take 3d6 piercing damage (DC 18 basic Reflex save) and the area becomes difficult terrain. The shale spitter can't Drop Stalactites again for 1d4 rounds.

**Rock Stride** A shale spitter ignores difficult terrain in caves and rocky mountains.

**Spit Shale** ♦♦ (earth, evocation, primal) The shale spitter violently regurgitates a hail of rock and dust in a 15-foot cone that deals 2d6 piercing damage (DC 18 basic Reflex save). Targets who critically fail their saving throw are also dazzled for 1 round.

## SHALE SWARM

When the time is right, shale spitters lay clutches of pebble-like eggs in the walls of their burrows. Shale spitter clutches—also called shale swarms or “compactions”—tend to emerge from their eggs all at once. Newly hatched, shale spitters are less dangerous than common voles, and so they must rely on their compaction's sheer numbers for safety. Only a few shale spitters out of a hundred survive to adulthood.

Shale swarms are as adept at rooting through rock as scuttling atop it. The activity of so many little chomping mouths means that shale swarms leave trails of churned stone and rock dust behind them, much like woodlice leave trails of sawdust as they wind through tree trunks.

### SHALE SWARM

### CREATURE 3

**N** **LARGE** **ANIMAL** **EARTH** **SWARM**

**Perception** +8; darkvision, tremorsense (imprecise) 60 feet

**Skills** Acrobatics +9, Athletics +8, Stealth +9 (+13 in caves)

**Str** +3, **Dex** +4, **Con** +4, **Int** -4, **Wis** +1, **Cha** -4

**AC** 19; **Fort** +11, **Ref** +9, **Will** +6

**HP** 30; **Immunities** bleed, precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** piercing 3, slashing 3

**Speed** 20 feet, burrow 20 feet, climb 20 feet; rock stride

**Churning Wake** A shale swarm leaves behind a trail of furrowed earth and scree as it burrows through the earth. After a shale swarm burrows, any spaces above the swarm's path (including open spaces such as a cavern floor) become difficult terrain.

**Cloud Cover** ♦♦ Each individual in the shale swarm rapidly gnaws on nearby rock material and kicks apart clods of loose dirt, causing a dust cloud to form in the shale swarm's space. Any creatures in the affected area, including the shale swarm, are concealed, and any creatures outside the cloud are concealed to creatures within the cloud. The dust cloud lasts for 1 minute or until it is dispersed by a strong wind.

**Rock Stride** A shale swarm ignores difficult terrain in caves and rocky mountains.

**Swarming Bites** ♦

Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save).



# SHALE SPITTER

BY BRANT VALLIER

## OF HORNS AND EGOS

Shale chargers grow hard, jagged horns atop their skulls, which aid them in both fighting as well as digging. When two shale chargers meet, the two are prone to joust for days on end, heedless of any other creatures around them. It's not uncommon for the winner of such jousts to achieve victory by snapping off the horn of its opponent. While its broken horn regrows over a course of months, a defeated shale charger is considerably more subdued, even skittish. Wounded shale chargers offer more than enough proof that these animals can feel emotions such as pride as well as humiliation.

## SHALE CHARGER

Shale chargers are an extraordinarily large subspecies of shale spitter. Unlike their more sedentary cousins, shale chargers take a far more active role in their pack's ever-expanding search for new mineral deposits. Rushing forth on its cascading rows of legs and slamming its reinforced chitinous plating into anything in its path, the shale charger silently implores anyone opposing it to stand aside—and it doesn't ask twice.

Chargers can burrow at great speed, rapidly digging through even solid rock and opening up new tunnels for their smaller comrades to explore. Whereas the more common shale spitter might embed itself in an area and spend months or even years scouring a single cavern for minerals, a shale charger essentially feeds as it goes. Its simple digestive system sorting soil and sand from its nutrient-rich content as quickly as it can churn through the earth.

Dwarven spelunkers and other explorers of the subterranean world rejoice at finding shale charger droppings. Where there's a shale charger, riches are sure to abound, so the thinking goes—assuming you don't first find yourself going down the wrong direction a charger's one-way tunnel.

### SHALE CHARGER

CREATURE 6

N LARGE ANIMAL EARTH

**Perception** +13; darkvision, tremorsense (imprecise) 60 feet

**Skills** Athletics +14, Stealth +13 (+17 in caves)

**Str** +4, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

**Items** opal heart gem worth 30 gp

**AC** 24 (26 while curled up); **Fort** +17, **Ref** +15, **Will** +11

**HP** 100; **Immunities** bleed; **Resistances** piercing 5, slashing 5

**Curl Up** As shale spitter.

**Speed** 40 feet, burrow 30 feet; rock stride

**Melee** horn +17 (deadly 1d8), **Damage** 2d8+8 piercing

**Ranged** rock +16 (range increment 60 feet), **Damage** 2d4+8 bludgeoning

**Spew Shale** (earth, evocation, primal) The shale charger spews forth a frothy mix of scree and mud in a 20-foot cone, dealing 4d6 piercing damage (DC 23 basic Reflex save). Creatures who critically fail their saving throw are also dazzled for 1 minute.

**Rock Stride** A shale charger ignores difficult terrain caused in caves and rocky mountains.

**Rock Tunneler** A shale charger can burrow through solid stone at a Speed of 15 feet, leaving behind a tunnel.

**Tunneling Charge** The shale charger Strides in a straight line up to twice its burrow Speed, charging through creatures and loose gravel alike. The charger's movement can be any combination of moving on land and burrowing, and it can move through the spaces of any creatures in its path. When the charger moves through the space of a Large or smaller creature, the creature must attempt a DC 24 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 3d6 bludgeoning damage and is knocked aside; the creature chooses an adjacent space and Steps there.

**Failure** The creature takes 5d6 bludgeoning damage and is knocked prone.

**Critical Failure** The creature takes 7d6 piercing damage and is pushed in a straight line along the shale charger's path. The creature stops moving at the end of the shale charger's Stride.

# SHALE SPITTER



BY BRANT VALLIER

## OBSIDIAN SHALE BEAST

At first glance, obsidian shale beasts look more like walking mounds of knives than living creatures. But these strange grasshopper-like beings do share the same lineage as common shale spitters; their stony exteriors have simply morphed from many years of consuming and digesting brittle, vitreous minerals and rocks such as quartz, calcite, and obsidian.

When encountered on their own, obsidian shale beasts are typically found much deeper underground than most shale spitters. They have a particular fondness for veins of molten rock, and are more prevalent in mountains with active volcanoes, where searing heat and incredible pressure hone their bodies into jagged weapons. Old obsidian shale beasts who have spent decades or even centuries near lava flows or magma veins can grow to incredible sizes and develop brutally sharp, extra-dense carapaces.

Owing to their brittle and oblong bodies, obsidian shale beasts cannot curl up into protective balls like most shale spitters. Rather, obsidian shale beasts rely on their natural armor, which is as brittle and sharp as an obsidian blade, to protect them from inter-pack tussles, attacks from predators, and sudden cave-ins.

### OBSIDIAN SHALE BEAST

CREATURE 10

N MEDIUM ANIMAL EARTH

**Perception** +19; darkvision, tremorsense (imprecise) 60 feet

**Skills** Acrobatics +22, Athletics +19, Stealth +20 (+24 in caves)

**Str** +5, **Dex** +6, **Con** +5, **Int** -4, **Wis** +5, **Cha** +2

**Items** sapphire heart gem worth 140 gp

**AC** 31 (28 when broken); obsidian armor; **Fort** +21, **Ref** +20, **Will** +17

**HP** 170; **Hardness** 10; **Immunities** bleed; **Weaknesses** sonic 10; **Resistances** fire 10

**Obsidian Armor** An obsidian shale beast's hide is made of brittle obsidian, which has Hardness.

This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an obsidian shale beast is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its obsidian armor breaks, removing the beast's Hardness and reducing its Armor Class to 28.

**Thousand Cuts** As long as the obsidian shale beast's Obsidian Armor is unbroken, any creature that hits the obsidian shale beast with an unarmed attack, tries to Grapple it, or otherwise touches the obsidian shale beast is slashed by its razor-sharp carapace. The creature takes 3d6 slashing damage (DC 26 basic Reflex save; on a critical failure, the creature also takes 1d6 persistent bleed damage).

**Speed** 40 feet, burrow 30 feet

**Melee** ♦ obsidian claw +21 (agile), **Damage** 2d6+12 slashing plus 1d6 persistent bleed

**Ranged** ♦ obsidian shard +22 (range increment 90 feet), **Damage** 2d8+12 piercing plus 1d6 persistent bleed

**Rock Stride** An obsidian shale beast ignores difficult terrain in caves and rocky mountains.

**Song of the Earth** ♦♦ (auditory, healing, primal, transmutation)

**Frequency** once per minute; **Effect**

The obsidian shale beast rubs the sharp edge of one of its legs against its own hide, creating a subsonic hum that both soothes and stimulates other shale spitters. Other shale spitters within 120 feet lose the clumsy, enfeebled, and stupefied conditions (if they had any) and become quickened 1 for 2 rounds (they can use their extra action only to Stride or Strike).





# SHALE SPITTER

BY BRANT VALLIER

## PRICELESS CARAPACE

A shale behemoth's body is covered in a dragon's horde worth of rubies, sapphires, emeralds, and other gemstones. Mysteriously, many shale behemoths grow not only mundane minerals and gems on their carapaces, but also alchemical and magical stone items such as thunderstones, *elemental gems*, and even powerful *crystal balls*.

In addition to the mundane gems and the magical items that protrude from a shale behemoth's body, this gentle giant grows a unique form of acoustically sensitive crystal that can generate and amplify deafening sonic signals. A shale behemoth won't usually go out of its way to attack smaller creatures, but when threatened, the animal can use its resonant crystals to generate bone-shaking shockwaves and eardrum-rupturing reverberations.

## SHALE BEHEMOTH

The most venerable of all shale spitters are called shale behemoths. These mountainous monstrosities resemble quaking mounds of chitinous plating, sedimentary rock, and mineral formations. Countless crystalline structures and gemstone deposits pock the ancient being's carapace, creating a constellation of dazzling jewels that range from common quartz to lustrous diamond. Their massive size means shale behemoths confine themselves to only the largest underground caverns. When it must relocate, a behemoth's lumbering journey shakes the entire mountain in which it dwells.

### SHALE BEHEMOTH

CREATURE 18

UNCOMMON N GARGANTUAN ANIMAL EARTH

**Perception** +30; darkvision, tremorsense (imprecise) 120 feet

**Skills** Athletics +36, Stealth +27 (+31 in caves)

**Str** +10, **Dex** +5, **Con** +9, **Int** -4, **Wis** +7, **Cha** +1

**Items** rare gems worth 4,500 gp

**AC** 41; **Fort** +33, **Ref** +25, **Will** +30

**HP** 415; **Immunities** bleed; **Resistances** piercing 15, slashing 15

**Speed** 30 feet, burrow 30 feet

**Melee** ♦ claw +36 (reach 20 feet), **Damage** 3d12+18 piercing plus Improved Grab

**Ranged** ♦ crystal shard +36 (brutal, range increment 120 feet, sonic), **Damage** 3d8+18 piercing plus 2d12 sonic

**Crystal Prison** ♦ **Requirements** The shale behemoth has a creature grabbed in one of its claws;

**Effect** The shale behemoth impales the grabbed creature on the sharp crystal spikes that protrude from the shale behemoth's carapace, dealing 2d12+18 piercing damage (basic DC 40 Reflex save). If the creature fails its save and is Large or smaller, it's impaled on the jagged crystals. It moves with the shale behemoth and takes 3d12 persistent bleed damage until it either Escapes or someone uses Force Open to break the crystals (either is DC 40).

**Hurl Supersonic Shard** ♦♦ (sonic) The shale behemoth flings a sonically resonant crystal shard from its back, making three crystal shard Strikes against one to three creatures within 120 feet. Its multiple attack penalty doesn't increase until after all three attacks. Regardless of whether or not a shard hits, each shard lands in the space of the targeted creature and begins to violently hum as a supersonic shockwave vibrates through it. A creature that begins its turn adjacent to a shard must succeed at a DC 40 Fortitude save or become clumsy 2 for 1 round. On the shale behemoth's next turn, each shard explodes in a cacophonous burst of sharp crystals, dealing 3d10 sonic damage and 3d10 piercing damage to creatures in a 10-foot emanation (basic DC 40 Reflex save).

**Screaching Scrape** ♦♦ (incapacitation, sonic)

The shale behemoth rubs its crystalline joints against the ground or a nearby wall, causing a deafening squeal of mineral on rock, dealing 10d12 sonic damage in a 60-foot emanation. Creatures in the area must attempt a DC 39 Fortitude save. The shale behemoth can't use Screaching Scrape again for 1d4 rounds.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage and is clumsy 1 for 1 round.

**Failure** The creature takes full damage, is deafened for 24 hours, and is stunned 1.

**Critical Failure** The creature takes double damage, is permanently deafened, and is stunned 2.



# SHINGLELURK

BY EREN CHRISTENSON



The bane of roof runners, cat burglars, and sneak thieves in metropolises the world over, shinglelurks are simpleminded nocturnal hunters that have adapted to the spread of urban cityscapes. Wide, heavy, and thin, a shinglelurk's tough, rubbery body blends seamlessly with common roofing materials such as stone, slate, and tile. Shinglelurks wait on such roofs for unsuspecting prey to traipse over them, then strike with deadly speed and efficiency.

The first shinglelurks were created by spellcasting urbanites who sought to devise a camouflaged solution for home defense. These wizards experimented on cloaklers, mimics, and ochre jellies to create their ideal monstrous defender. In the process, they released untold numbers of specimens into the city before ultimately creating the hybrid known as the shinglelurk.

Occasionally, a bold landowner might lure a shinglelurk onto their property with the hopes the creature will take up residence. Without magical coercion, such landowners find the erratic-minded shinglelurk an unreliable partner. Thankfully, a shinglelurk tends to leave its hunting ground once it has devoured a burglar or two or otherwise compromised its hiding spot.

## SHINGLELURK

## CREATURE 7

**N** **HUGE** **ABERRATION**

**Perception** +13; darkvision, tremorsense (imprecise) 30 feet

**Languages** Common (can't speak any language)

**Skills** Acrobatics +16, Athletics +17, Deception +14 (+20 to impersonate roof tiles, slate, or stonework), Stealth +18

**Str** +6, **Dex** +5, **Con** +4, **Int** +0, **Wis** +2, **Cha** +3

**AC** 23; **Fort** +17, **Ref** +18, **Will** +13

**HP** 125; **Weaknesses** piercing 5; **Resistances** bludgeoning 10

**Speed** 15 feet, fly 35 feet

**Melee** ♦ pseudopod +17 (agile, reach 10 feet), **Damage** 2d6+8 piercing plus Improved Grab

**Constrict** ♦ 1d6+6 bludgeoning plus 3d4 acid, DC 25

**Desperate Dive** ♦♦ **Requirements** The shinglelurk has one or more creatures grabbed; **Effect**

The shinglelurk flies up to triple its fly Speed, then purposefully falls, letting gravity slam its body and prey into the ground below. The shinglelurk and each grabbed creature take bludgeoning damage equal to half the distance fallen (for example, 10 bludgeoning damage for 20 feet fallen).

The grab ends and each creature lands prone in the nearest empty square.

**Envelop** ♦♦ (attack) The shinglelurk makes an attack roll with a +16 bonus against the Reflex DC of up to three Medium or smaller creatures that are adjacent to or on top of the shinglelurk. This attack is automatically successful against creatures who are already grabbed. On a success, the shinglelurk envelops the creature, who is grabbed and slowed 1.

The shinglelurk can envelop up to 3 Medium or smaller creatures at a time. Attacks that hit the shinglelurk split damage evenly between the shinglelurk and the enveloped creatures. The shinglelurk's flying speed is reduced by 10 feet per creature engulfed.

When the shinglelurk moves, it moves enveloped creatures with it.

**Mimic Surface** ♦ The shinglelurk flattens its body so it is flush with a hard flat surface such as a rooftop. While flattened, the shinglelurk has an automatic result of 30 on Deception checks and DCs to pass as the surface that it's mimicking. As long as it is flattened, a shinglelurk can share its space with any creatures that walk on top of it.



# SILK-TAILED BEETLE

BY K.M. KOVALCIK

## STOLEN BARBS

A silk-tailed beetle's venom remains viable for a few days after its barbs are removed.

Clever animals such as tool-wielding primates, crows, and many of the cunning beasts of the fey realm sometimes form symbiotic relationships with silk-tailed beetles, stealing the barbs the beetles use to protect their hovels for their own purposes.

Silk-tailed beetles are 3-foot long insects that hail from the fey realm. They are named after their waxy, iridescent tails, which appear soft and silky but are in fact made up of millions of tiny, sharp, brittle barbs, each no wider than a strand of human hair. Each tail hair is coated in a dangerous venom that damages as well as bewilders foes.

The distinctive markings on a silk-tailed beetle's shell further confound predators. To the uninitiated, the shell appears to be some kind of disturbing face, with the beetle's tail resembling a spiky tongue. But creatures who try to attack the silk-tailed beetle from behind find themselves with a mouthful of sticky, bitter-tasting fibers instead of a tasty treat. While the would-be predator reels from the venom, the beetle makes a quick getaway.

In the realm of the fey, gremlins, brownies, and other miniature fey sometimes use silk-tailed beetles as mounts or beasts of burden. These beetles are surprisingly clever, making them easy to befriend or train for simple tasks but also prone to disobedience. While larger fey tend to keep silk-tailed beetles to milk their venom and farm their barbs, some train them as battle companions. When treated kindly and with respect, a silk-tailed beetle is a loyal ally who might even put its life on the line to protect its master.

In the wild, silk-tailed beetles use their saw-like front limbs to chop off small branches to make tiny hovels for shelter. During mating season, males create elaborate hovels, using their barbs to create glittering masterpieces on the ground. Before they sleep or mate, they implant a few of the barbs from their tails into the ground to ward off predators.

## SILK-TAILED BEETLE

## CREATURE 2

**N** **SMALL** **BEAST** **FEY**

**Perception** +7; darkvision, scent (imprecise) 30 feet

**Skills** Acrobatics +8, Athletics +9, Deception +9, Survival +7

**Str** +3, **Dex** +4, **Con** +3, **Int** -3, **Wis** +1, **Cha** +3

**AC** 18; **Fort** +9, **Ref** +10, **Will** +7

**HP** 30

**Buck**  $\curvearrowright$  DC 17

**Quick Escape**  $\curvearrowright$  **Trigger** The silk-tailed beetle becomes grabbed; **Effect** The silk-tailed beetle makes an Escape check.

**Speed** 35 feet

**Melee**  $\curvearrowright$  claw +11 (agile), **Damage** 1d8+3 slashing

**Melee**  $\curvearrowright$  tail +11, **Damage** 1d8+3 piercing plus silk-tail venom

**Dazzling Barbs**  $\curvearrowright\curvearrowright$  (enchantment, mental, primal, visual) The silk-tailed beetle shakes its tail, reflecting the sunlight in a dazzling display of sparkles and color that affects the minds of creatures who see it. Creatures within 10 feet that can see the silk-tailed beetle must attempt a DC 19 Will save.

**Success** The creature is unaffected.

**Failure** The creature is dazzled for 1 round.

**Critical Failure** The creature is dazzled for 1d4 rounds.

**Fling Barbs**  $\curvearrowright\curvearrowright$  The silk-tailed beetle flings the barbs on its tail in a 15-foot cone, dealing 1d6 piercing damage to creatures in the area (DC 17 basic Reflex save). A creature that rolls a failure on its saving throw gets a critical failure instead. A creature damaged by this attack is also exposed to silk-tailed venom.

**Silk-Tail Venom** (poison) **Saving Throw** Fortitude DC 17; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and flat-footed (1 round); **Stage 3** 1d8 poison, flat-footed, and confused (1 round)



# SILUVAIN (MEMENTO DEVIL)



BY WILLIAM FISCHER

Memento devils sow discord on the Material Plane by assuming the identities of the dead. So long as it possesses a cherished item (such as a ring, knife, or other memento) buried with the corpse, a memento devil can transform itself into a perfect copy of any deceased mortal. While in this form, the memento devil can access the deceased's memories and use this knowledge to torment the living.

A memento devil's first mission on the Material Plane is to locate a dead person to impersonate. After transforming, the devil hides or otherwise disposes of the deceased's remains, then explains to the deceased's loved ones its "miraculous" return to the ranks of the living. Once it has overcome these obstacles, the memento devil connivingly sets the deceased's loved ones against each other or spurs them into acts of depravity.

In its true form, a memento devil appears as a lithe humanoid with matte black skin and smooth, genderless features. Before they find a corpse to impersonate, memento devils avoid contact with the living, preferring to slink into the shadows rather than risk discovery. Once it has adopted a disguise, a memento devil becomes furious if unmasked, hurling itself at the creature who revealed it.

## SILUVAIN

## CREATURE 4

LE MEDIUM DEVIL FIEND

**Perception** +10; greater darkvision

**Languages** Celestial, Common, Infernal; telepathy 100 feet

**Skills** Acrobatics +12, Athletics +9, Deception +15, Diplomacy +13, Religion +10, Society +9, Stealth +12

**Str** +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5

**AC** 20; **Fort** +8, **Ref** +14, **Will** +10; +1 status to all saves vs. magic

**HP** 40; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 5

**Speed** 25 feet

**Melee** ♦ claw +12 (agile, finesse), **Damage** 2d6+5 slashing

**Divine Innate Spells** DC 21; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *charm* (×3), *invisibility* (at will; self only), *phantom pain* (at will)

**Rituals** DC 21; *infernal pact*

**Assume Identity** ♦ (concentrate, divine, polymorph, transmutation)

**Requirements** The memento devil is holding a cherished possession that was buried with a Small or Medium humanoid corpse (such as a wedding ring, locket, or weapon); **Effect** The memento devil takes on the appearance of the cherished item's former owner. While in this form, the devil gains the memories of the item's former owner, including languages, proficiencies, and class features, if any. This doesn't change the devil's Speed or its attack and damage bonuses with its Strikes but might change the damage type its Strikes deal (typically to bludgeoning). If the required item is destroyed or the devil loses it, the devil automatically reverts to its natural form.

**Shatter Hope** ♦♦ (divine, emotion, enchantment, mental) **Requirements** The memento devil is currently disguised by its Assume Identity ability; **Effect** The memento devil smashes the memento it is carrying, filling the hearts of all around it with painful anguish. This permanently destroys the memento and ends the devil's Assume Identity effect. Enemies in a 15-foot radius take 4d8 mental damage (basic DC 21 Will save). If any of the affected creatures were charmed by the devil or knew the destroyed memento's owner in life, those creatures' saves are one degree worse than the actual result of the saving throw.



# SITEBOUND SPIRIT

BY ALEX G. FRIEDMAN

## EASY LOOT?

A wispy wayfarer's raging soul can be quieted only once all the treasure aboard its ship is removed—a challenge most adventuring parties wholeheartedly welcome. However, if even one copper piece remains aboard its ship, the wayfarer will continue to manifest, stubborn to the end.

When a mass tragedy like a shipwreck or theatre fire claims the lives of sailors, performers, or other inhabitants whose identities were inextricably tied to the vessel or building in which they perished, the end result is often a malevolent spirit such as a wispy wayfarer. These ghostly beings cling to the Material Plane with a vengeance, assuming billowy shapes that reflect the trappings of their sacred place of work.

## WISPY WAYFARER

When a greedy soul perishes amid the wreckage of a treasure-laden pirate ship, sometimes their desire to keep stolen booty overrides their spirit's natural ascent to the afterlife. Such is the case for wispy wayfarers, whose essence is infused with the suffocating violence of the maelstrom that swallowed up its living body. Adventurers looking for forgotten bounties aboard a sunken or beached shipwreck would do well to watch out for this ghostly warden.

Wispy wayfarers generally guard a shipwreck alongside sturdier corporeal undead such as draugr. They prefer not to announce their presence, perhaps hiding in plain sight as a ragged cloak strewn over a cobwebbed stair rail. Once battle is joined, they take advantage of their ability to pass through walls and floors to creep up on and silence any spellcasters, especially clerics and champions. Because their own last words were lost in the raging wind and rain of a terrible storm, nothing disturbs a wispy wayfarer more than mortal prayers. From afar a wayfarer is hauntingly silent, though upon approaching the thing one can hear a soft howl, as of distant winds.

A wispy wayfarer resembles a humanoid skull missing its lower jaw and with coins over its eye sockets. The skull hovers above the animated tatters of an old canvas sailcloth draped over a disembodied ship mast. The sail flaps in a slow-motion fury, even when there is no wind present, as though constantly remembering the storm that sent it to its doom.



### WISPY WAYFARER

CREATURE 2

NE SMALL INCORPOREAL SPIRIT UNDEAD

Perception +11; darkvision

Languages Common

Skills Acrobatics +7, Deception +8 (+12 to Impersonate a plain cloth or sheet), Sailing Lore +7, Stealth +8

Str -5, Dex +3, Con +0, Int +1, Wis +2, Cha +4

Site Bound Wispy wayfarers are bound to the ship on which they died.

AC 18; Fort +4, Ref +7, Will +6

HP 20, negative healing, rejuvenation; Immunities death effects, disease, paralyzed, poison, sleep, unconscious; Resistances all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When a wispy wayfarer is destroyed, it re-forms after 2d4 days on board the ship it is bound to, fully healed. A wispy wayfarer can be permanently destroyed only if the ill-gotten treasure aboard its ship is removed from the hull, at which point the wayfarer moves on to the afterlife.

Sailcloth Magical effects that push by force of air, such as the spell *gust of wind*, push the wispy wayfarer twice as far as they normally would. Wispy wayfarers pushed in this way are not impeded by walls or objects. If the wispy wayfarer is pushed more than 15 feet off of its ship in this way, it is destroyed but can still rejuvenate.

Speed fly 20 feet

Melee ♦ wispy tatters +9 (agile, finesse, magical), Damage 1d8+4 negative plus hushing whisper

Hushing Whisper (divine, enchantment) The touch of a wispy wayfarer can silence a mortal's tongue as effectively as torrential rain and flapping sails. When the wispy wayfarer damages a living creature with its wispy tatters Strike, the target must make a DC 18 Will save. On a failure, the target can't speak or use any abilities or actions with the auditory or sonic trait, including casting spells that include verbal components. This effect lasts until the end of the wayfarer's next turn. On a critical failure, the effect lasts 1 minute.





BY ALEX G. FRIEDMAN

## DISHRAG DERVISH

Clattering down stained hallways, sloshing across warped bars, and looming in dusty closets, the swarming spirits called dishrag dervishes haunt the ruins of pubs, bars, and other communal places of libationary indulgence.

The hardest-working employees of public houses and taverns—waiters, servants, bar hands, and others at the bottom rungs of the business—typically sustain the most abuse and indignity from guests and employers alike. Tragically, when destruction visits the establishment in the form of riotous mobs or belligerent arsonists, these same workers are also among the most likely to perish in the attack. Perhaps it is no wonder, then, why sometimes in the aftermath of an attack these poor souls refuse to move onto the afterlife until the indignities they've suffered have been set right.

To haunt the building that caused them so much agony in life, these vengeful souls manifest as grubby dishrags, splintered brooms, and buckets of scummy dishwater that clatter across the drinking hall and terrorize anyone who still dares patronize the sinful business. It isn't long before the haunted drinking establishment goes out of business completely; yet, still, a dishrag dervish will go on haunting the ruins of its former tormentors until the last drop of alcohol is scrubbed from the building's floorboards.

### TEMPESTUOUS TEETOTALERS

In abandoned taverns, dishrag dervishes hide in plain sight as discarded cleaning supplies or common trash until their sordid domain is disturbed. These spirits particularly despise rowdy revelers, unrepentant litterers, and anyone who openly worships a god of debauchery or libations. In combat, a dishrag dervish will single-mindedly target such bacchant and braggadocios, ignoring all others until it has slated its thirst for vengeance.

### DISHRAG DERVISH

### CREATURE 4

CE LARGE INCORPOREAL SPIRIT SWARM UNDEAD

**Perception** +10; darkvision

**Languages** Common

**Skills** Alcohol Lore +11, Intimidation +12, Stealth +13

**Str** -5, **Dex** +5, **Con** +0, **Int** +1, **Wis** +2, **Cha** +4

**Site Bound** A dishrag dervish cannot stray more than 120 feet from the taproom or drinking hall to which it is bound.

**AC** 19; **Fort** +12, **Ref** +14, **Will** +8

**HP** 35, negative healing, rejuvenation;

**Immunities** death effects, disease, paralyzed, poison, precision, swarm mind, unconscious;

**Weaknesses** area damage 5, splash damage 5; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical), bludgeoning 5, piercing 5

**Incorporeal Swarm Defenses** Damage dealt with ghost touch weapons is still reduced by the dishrag dervish's bludgeoning and piercing resistances.

**Rejuvenation** (divine, necromancy) When a dishrag dervish is destroyed, it re-forms after 2d4 days within the taproom or drinking hall it is bound to, fully healed. A dishrag dervish can move onto the afterlife only if someone cleans up its tavern, which might take hours or days depending on the state of the place.

**Speed** fly 25 feet

**Ranged** ♦ ectoplasmic splash +12 (magical, range increment 30 feet), **Damage** 1d6+4 negative plus ectoplasmic dishwater

**Ectoplasmic Dishwater** (divine, necromancy, poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and flat-footed (1 round); **Stage 2** 1d6 poison damage, flat-footed, and sickened 1 (1 round); **Stage 3** 1d6 poison damage, flat-footed, and sickened 2 (1 round)

**Greasy Spill** ♦♦ The dishrag dervish dumps grimy buckets and wrings out filthy sponges, creating a slippery puddle in a 15-foot burst that lasts for 1 minute. Each creature standing in the area must succeed at a DC 20 Reflex save or Acrobatics check or fall prone. Creatures using an action to move into the affected area must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.

**Swarming Rags** ♦ (divine, evocation) Each enemy in the dishrag dervish's space takes 1d8 bludgeoning damage (DC 21 basic Reflex save) plus ectoplasmic dishwater.



# SITEBOUND SPIRIT

BY ALEX G. FRIEDMAN

## SOULFUL SONGSTERS

A curtain caller can speak and understand whatever languages its constituent souls understood in life, but the entity never willfully communicates in a clear or calm manner. Rather, curtain callers are divas even in death, compelled to constantly sing, serenade, shriek, or croon—even to an empty audience.

## CURTAIN CALLER

A curtain caller manifests from the shared horror of an entire company of performers whose stage production became their deathtrap. These dozens of souls are trapped and compounded into a single tortured, wrathful entity, doomed to haunt its theatre for eternity. Only the bravest and most talented troupe of heroes can hope to reenact the spirit's fateful performance to its climax and, in doing so, put the curtain caller to rest at last.

Curtain callers have egos as big as their own ghostly forms, and they despise anyone who dares to interrupt their singing with a counter-performance. Conversely, a performer who plays along with or augments the curtain caller's eternal concert might win the caller's favor—so long as the interloper makes no attempt to upstage or outdo the spirit.

### CURTAIN CALLER

CREATURE 10

CE GARGANTUAN INCORPOREAL SPIRIT UNDEAD

**Perception** +21; darkvision, lifesense 120 feet

**Languages** Common

**Skills** Deception +22, Intimidation +22, Occultism +19, Performance +22, Stealth +21

**Str** -5, **Dex** +5, **Con** +0, **Int** +3, **Wis** +5, **Cha** +8

**Site Bound** A curtain caller cannot stray more than 120 feet from the stage, theater, or opera house to which it is bound.

**AC** 27; **Fort** +16, **Ref** +19, **Will** +23

**HP** 180, all-around vision, negative healing, rejuvenation; **Immunities** death effects, disease, flat-footed, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Deafening Reverb** ⤴ (divine, evocation, sonic) **Trigger** A creature sensed by the curtain caller **Casts a Spell** with the auditory or sonic trait; **Effect** The curtain caller bounces some of the sound waves into a powerful echo, hitting the triggering creature with a deafening reverb that deals 6d6 sonic damage. The creature must attempt a DC 26 Fortitude save.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is clumsy 1 for 1 minute.

**Critical Failure** The creature takes double damage and is clumsy 2 and deafened for 1 minute.

**Rejuvenation** (divine, necromancy) When a curtain caller is destroyed, it reforms after 2d4 days at the stage, theater, or opera house it is bound to, fully healed. A curtain caller can be permanently destroyed only if the interrupted show that spelled its demise is performed to completion on its stage.

**Speed** fly 30 feet

**Melee** ♦ curtain hook +22 (magical, reach 15 feet, sweep), **Damage** 2d12+12 piercing

**Melee** ♦ sandbag +22 (magical, range increment 60 feet), **Damage** 2d8+12 bludgeoning  
**Occult Innate Spells** DC 30, attack +22; **5th** *crushing despair*, *illusory scene*; **4th** *spiritual weapon*; **3rd** *hideous laughter*, *paralyze*, *sound burst*; **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

**Backdrop** ♦ (manipulate) **Trigger** The curtain caller's last action was a successful curtain hook Strike against a Large or smaller creature; **Effect** The curtain caller swings the struck creature up and over. The creature must succeed at a DC 30 Fortitude save or it is repositioned to an empty space on the curtain caller's opposite side (on a critical failure, the creature also falls prone). The creature's new space must be the same distance from the curtain caller as its starting space.

**Frightful Chorus** ♦♦ (auditory, divine, emotion, enchantment, fear, mental) The curtain caller laments its fate. Each living creature within 120 feet must attempt a DC 29 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this curtain caller's Frightful Chorus for 1 minute.



# SKELETAL MONSTROSITY



BY K.M. KOVALCIK

Rumor has it the first skeletal monstrosity was a red dragon who was interrupted during her ritual to become a ravener. The resulting calamity left the once-dragon weak and monstrous, a mockery of her former might and a far cry from her aspirations as an undead tyrant. She was grounded in her new, terrible form, stripped of her intellect and magic, and cursed to walk the world until merciful destruction released her soul once and for all.

While there is plenty of truth to this tale, necromancers, evil clerics, and other harbingers of undeath more often create their own versions of these brutish horrors. Because collecting the bones of a dragon is impractical (to say the least), such crafters typically scrape together the bones of multiple smaller creatures, then glue them together with resin or magic before animating the monstrosity. Tyrannosaurus and other large dinosaurs are popular bases to work from. The crafter can then take the bones of smaller animals, sharpen them, and fasten them around the dinosaur skeleton to create jagged spines, extra tails, bladed elbows, or “wing scythes.”

## BONE SPITTERS

Skeletal monstrosities can fling their very bones at foes, either sending a single large rib slicing through the air or exhaling a violent blast of fine bone shards. Because they are able to consume other creatures' bones and incorporate them into their own bodies, skeletal monstrosities never lack ammunition.

## SKELETAL MONSTROSITY

CREATURE 10

NE GARGANTUAN MINDLESS SKELETON UNDEAD

**Perception** +16; darkvision

**Skills** Athletics +23, Intimidation +18

**Str** +7, **Dex** +3, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

**AC** 29; **Fort** +18, **Ref** +17, **Will** +16

**HP** 160, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

**Destructive Collapse** (divine, evocation) When the skeletal monstrosity is destroyed, its bones collapse in a massive heap as the necromantic energy holding the skeleton together suddenly evaporates. Creatures adjacent to the skeletal monstrosity take 10d6 slashing damage (DC 28 basic Reflex save).

**Speed** 30 feet

**Melee** ♦ jaws +23 (reach 20 feet), **Damage** 2d8+13 piercing plus Grab

**Melee** ♦ wing scythe +23 (agile, reach 15 feet, sweep), **Damage** 2d6+13 slashing

**Melee** ♦ foot +23 (reach 10 feet), **Damage** 2d12+13 bludgeoning

**Ranged** ♦ bone splinter +19 (range increment 60 feet), **Damage** 2d6+13 piercing

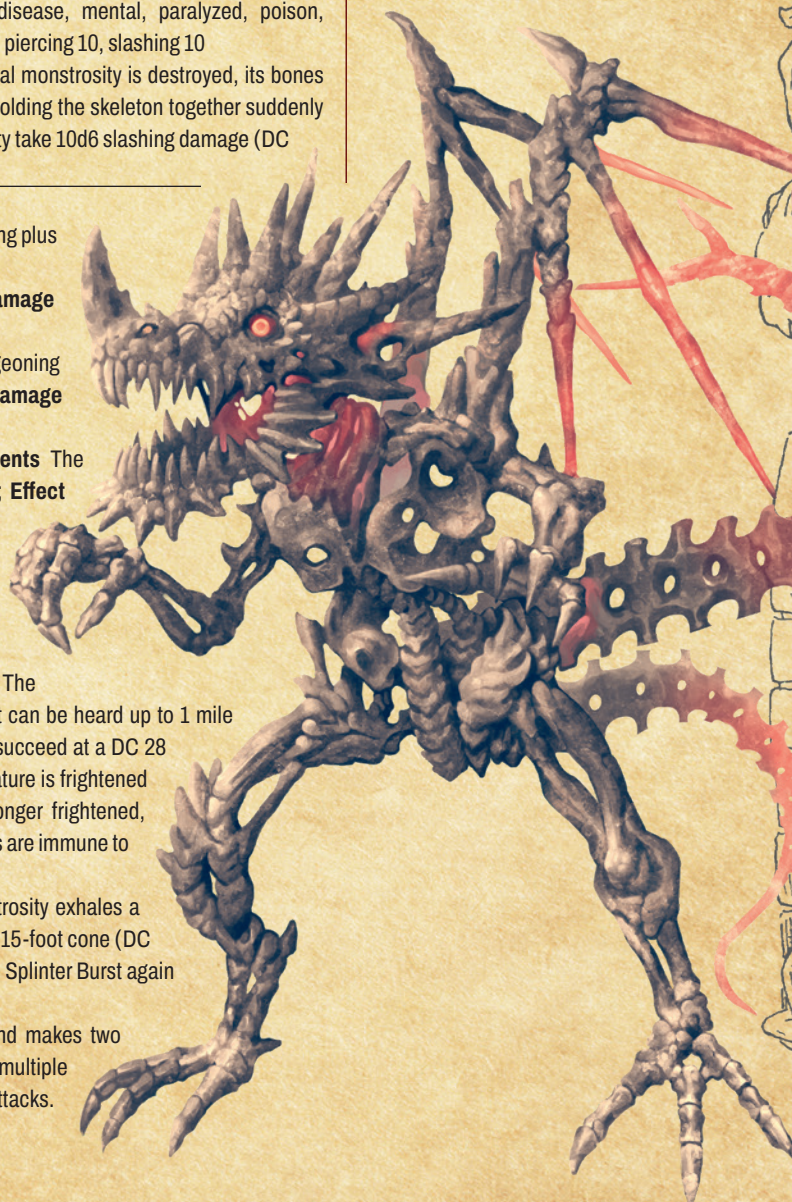
**Eat Marrow** ♦ **Frequency** once per round; **Requirements** The skeletal monstrosity has a creature grabbed in its jaws; **Effect** The skeletal monstrosity chews on the grabbed creature and saps its leaking marrow, dealing 3d12+11 bludgeoning damage (DC 29 basic Fortitude save). The skeletal monstrosity regains Hit Points equal to the damage dealt.

**Screech** ♦♦ (auditory, divine, enchantment, fear, mental) The skeletal monstrosity unleashes a bloodcurdling roar that can be heard up to 1 mile away. Creatures within 500 feet that hear the roar must succeed at a DC 28 Will save or be frightened 2. On a critical failure, the creature is frightened 3 and is also fleeing for 1d4 rounds or until it's no longer frightened, whichever comes first. Regardless of their save, creatures are immune to the skeletal monstrosity's Screech for 24 hours.

**Splinter Burst** ♦♦ (divine, evocation) The skeletal monstrosity exhales a spray of sharp bones, dealing 7d10 slashing damage in a 15-foot cone (DC 28 basic Reflex save). The skeletal monstrosity can't use Splinter Burst again for 1d4 rounds.

**Sweeping Slash** ♦♦ The skeletal monstrosity Strides and makes two wing scythe Strikes, each at any point during its Stride. Its multiple attack penalty does not increase until after it makes both attacks.

**Trample** ♦♦♦ Large or smaller, foot, DC 29





# SKLAGGAN

BY JON HEWITT

## ORGANIC SHIFTERS

Sklaggans shift from their subterranean laboratories to other planes and back via strange rituals that make use of their unique bio-technology. Non-sklaggan researchers' attempts to replicate these rituals always result in failure and, more often than not, nightmarish physical mutations.

Hailing from the subterranean depths of the Plane of Shadow, sklaggans are scrawny, bipedal abominations with mouthless faces, wiry limbs, and spindly fingers tipped with dirt-encrusted claws. They invade other planes and use perverse organic technology to capture and conduct experiments on native inhabitants. To a sklaggan, every living creature is worthy of invasive—and thorough—examination.

The organic materials and weapons sklaggans employ are far from any natural substance familiar to dwellers of the Material Plane. Rather, these tools are as alien as the sklaggans themselves, consisting of disturbing biological parts such as writhing coils made of muscle tissue, slimy stones that visibly inhale and exhale from microscopic pores, and tentacular rods of spongy brain-like matter wrapped in slick black chitin.

One of a sklaggan's most popular implements is a throbbing, fist-sized siphoning device called a skagappa. When a sklaggan has selected a subject for experimentation, it notes the creature's sleeping patterns and hides a skagappa near the subject's bedside. Repeated exposure to this device, usually about a week, can leave a subject exhausted enough for easy capture, to say nothing of the psychic information intercepted by and stored within the skagappa.

Sklaggans set up semi-mobile laboratories in remote parts of the region they are studying in order to conduct their gruesome experiments on abducted locals more quickly.

## SKLAGGAN

## CREATURE 5

NE MEDIUM ABERRATION SHADOW

Perception +13; darkvision

**Languages** Aklo, Sklaggan, Shadowtongue (can't speak any language); telepathy 100 feet

**Skills** Acrobatics +13, Deception +11, Medicine +13, Occultism +13, Stealth +13, Thievery +15

**Str** +3, **Dex** +4, **Con** +5, **Int** +4, **Wis** +2, **Cha** +2

**Items** skagappa (page 163)

**AC** 22; **Fort** +16, **Ref** +15, **Will** +9; +1 status to all saves vs. mental

**HP** 65

**Snag Weapon** ↻ **Trigger** A creature attempts to attack the sklaggan with a melee weapon and rolls a critical miss; **Effect** The sklaggan encloses its biological armor around the attacker's weapon. The sklaggan attempts to Disarm the triggering creature, using its Thievery modifier in place of Athletics.

**Speed** 30 feet

**Melee** ✦ fist +13 (agile, finesse), **Damage** 2d4+5 bludgeoning

**Occult Innate Spells** DC 22, attack +14; **7th plane shift** (self only; to Shadow Plane only); **3rd dream message, vampiric touch**; **2nd blur** (self only), **calm emotions, status**; **1st mindlink** (×3); **Cantrips (3rd) daze, shield, telekinetic projectile**

**Toxic Shadows** ✦✦ (mental, shadow) The sklaggan releases shadowy organic compounds in its armor to debilitate creatures it approaches. The sklaggan Strides up to its Speed. Any creature within 5 feet of the Sklaggan's path takes 4d6 mental damage and must attempt a DC 22 Fortitude save. The sklaggan can't use Toxic Shadows again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is sickened 1.

**Critical Failure** The creature takes double damage and is sickened 2.

# SKOTOGELIA

BY JUSTIN PATERA



## GUARDIANS OF LORE

Though skotogelias are best known for their sheer studiousness and peaceful bookkeeping, there is no quicker way to rouse a skotogelia's ire than by threatening the library in which they dwell. If the safety of its research is compromised, a skotogelia will stop at little—risking life itself, if need be—to protect its domain.

Skotogelias are wispy, wraith-like humanoids who originate from rare regions of the fey realm that somehow mix and mingle with the Shadow Plane. They are most often encountered in libraries, academies, and other places of higher learning, where they are understandably mistaken at first glance for violent ghosts or other spirits. To the contrary, skotogelias are peaceful and bookish researchers who are only too happy to help a fellow lover of knowledge or bibliophile.

Skotogelias eschew the capricious and oft-frivolous lifestyles of most of their fey brethren, instead single-mindedly focusing their efforts on researching and preserving lore about a particular area of study. They follow, examine, and catalog everything they can about their subject of choice. To organize and preserve their research, skotogelias maintain vast libraries in the fey realm using a magical umbral script scrawled in the shadows of the ever-shifting towering trees, rolling hills, and spinning lakes of their native plane. Of course, skotogelias recognize that not every creature is fluent in their incredibly complex written language. So they often make copies of their findings in more common tongues, then disperse such scrolls and tomes by leaving them in the nooks and crannies of libraries all over the Material Plane.

Skotogelias do realize that some knowledge is best kept under wraps or at least not freely dispersed. If a book or resource seems particularly dangerous, a skotogelia is apt to secret it somewhere on the fey realm, logging the forbidden lore's exact location only in the fortified lockbox of the skotogelia's own mind. Wily skotogelias have, however, been known to occasionally leave clues or tracks to such dangerous documents in places where a skilled and knowledgeable creature might be able to find them; such trails of clues are the skotogelia's "test" to determine if a being is worthy of bearing such powerful knowledge.

## SKOTOGELIA

## CREATURE 5

UNCOMMON N TINY FEY INCORPOREAL SHADOW

**Perception** +12; darkvision

**Languages** Common, Shadowtongue, Sylvan

**Skills** Arcana +14, Lore (any Three) +16, Nature +11, Occultism +14, Religion +11, Stealth +13

**Str** +2, **Dex** +4, **Con** +3, **Int** +5, **Wis** +2, **Cha** +1

**Solidifying Light** Skotogelias have the material consistency of a ghost or spirit as long as they remain in shadows or darkness. However, any time a skotogelia is in an area of bright illumination, it snaps into focus and loses the incorporeal trait and its resistances.

**Spell Esoterica** A skotogelia can use Occultism to Identify Magic on any spell, magical item, location, or ongoing effect, regardless of tradition.

**AC** 20; **Fort** +10, **Ref** +15, **Will** +13

**HP** 70; **Weaknesses** cold iron 5; **Resistances** all damage 5 (except force, *ghost touch*; double resistance vs. non-magical)

**Speed** fly 25 feet

**Melee** ♦ shadow fist +13 (finesse, magical), **Damage** 2d6+4 negative

**Occult Prepared Spells** DC 22, attack +14; **3rd** *hypercognition*, *mind reading*; **2nd** *comprehend language*, *darkness*, *touch of idiocy*; **1st** *floating disk*, *lock*, *mindlink*; **Cantrips (3rd)** *detect magic*, *message*, *read aura*, *stabilize*, *telekinetic projectile*

**Shadowy Smear** ♦ **Frequency** once per round; **Effect** The skotogelia makes a shadow fist Strike that deals no damage. Instead, on a hit, the target is dazzled for 1 round. On a critical hit, the target is blinded for 1 round, then dazzled for 1 round.

**Solid Umbra** ♦ (occult, shadow) Skotogelias can willfully shed their incorporeal guises for a short duration, typically to move or leave tomes or scrolls from the fey realm on the Material Plane; **Frequency** once per day; **Effect** The skotogelia loses the incorporeal trait and its resistances for 1 minute.



# SLAUGH

BY JASON DAUGHERTY

## TRAITOROUS COMMANDERS

Though the methods for creating slaughs are well known to lich kings and vampire overlords alike, few necromancers dare to raise such beings for their necrotic armies because slaughs have an outsized reputation for treachery and betrayal. Perhaps this trait shouldn't come as a surprise, considering the combative nature of the

numerous souls that compose a slaugh. At any rate, the fact remains that even the most loyal-seeming slaugh can be trusted for only so long.

Slaughs are towering undead abominations who lead powerful armies of skeletons, ghouls, and other unliving horrors. Clad only in simple rags and wielding a fearsome skull-bedecked scythe, the slaugh strikes an imposing image whether at the forefront of a zombie militia or amid the center of a bloodthirsty vampire mob.

A troop led by a slaugh is a troop to be feared. Although they are not necessarily tactical masterminds, slaughs can push their units to their physical limits using profane powers to inspire and intimidate in equal measure. That said, slaughs are never content to sit on the sidelines while their minions do the fun work of slaughtering enemies. Slaughs wade into the battlefield with glee, setting a prime example for their underlings in the ways of war and brutality.

Slaughs arise not from a single restless soul but from many. In order to create a slaugh, a necromancer must collect a retinue of formidable souls, each from a different army, militia, or war party—only the strongest and most imposing warriors will do. Then, a single hulking corpse is used to bind these souls into one being. Each of the dozens of magical runes etched upon a slaugh's body represent a separate soul bound to the monster. A slaugh can tap into the power of its constituent souls to either release waves of potent necromantic energy or funnel incredible power into its devastating strikes.

## SLAUGH

## CREATURE 8

UNCOMMON NE LARGE UNDEAD

Perception +17; darkvision

Languages Abyssal, Common, Necril

Skills Athletics +20, Intimidation +18, Religion +14, Warfare Lore +14

Str +6, Dex +1, Con +0, Int +2, Wis +4, Cha +6

Items +1 striking scythe

AC 26; Fort +16, Ref +11, Will +19

HP 190, negative healing; Immunities death effects, disease, mental, paralyzed, poison, unconscious; Weaknesses positive 10

### Attack of Opportunity ☞

Speed 35 feet

**Melee** ✦ scythe +20 (deadly d10, magical, reach 10 feet, trip), **Damage** 2d10+10 slashing

**Melee** ✦ fist +20 (agile, reach 10 feet), **Damage** 2d8+9 bludgeoning

**Divine Innate Spells** DC 24; 4th *bind undead*, *harm* (×2); 3rd *animate dead* (×3), *circle of protection* (good)

**Necromantic Blow** ✦ (divine, incapacitation, necromancy, negative) The runes on the slaugh's body glow white with unholy power as the slaugh channels its constituent souls' strength into a single powerful blow. The slaugh makes a fist Strike against a creature within range. On a hit, the creature must attempt a DC 26 Fortitude save; regardless of the result, the creature still takes the usual damage from the slaugh's fist Strike. The slaugh is flat-footed until its next turn, and it can't use Necromantic Blow again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d6 negative damage and is enfeebled 1 for 1 round.

**Failure** The creature takes 4d6 negative damage and is enfeebled 1 for 1d4 rounds.

**Critical Failure** The creature takes 8d6 negative damage, is stunned 2, and is enfeebled 1 for 1 minute.

**Reap** ✦ **Frequency** once per round; **Effect** The slaugh swings its scythe at one foe, then deftly twists the weapon's handle to knock a different opponent off balance. The slaugh Strikes one creature in range, then Trips a separate foe in range. Both actions count toward the slaugh's multiple attack penalty, but the penalty doesn't increase until after both actions are completed.

**Tyrant's Command** ✦✦✦ (auditory, concentrate, divine, linguistic, necromantic) The slaugh exerts its incredible will to command up to 4 mindless undead creatures within 60 feet to plunge into battle. Each affected undead creature can Stride or Strike without spending an action. This ability can affect only mindless undead whose level is 3 or lower.

# SOLOVEI

BY VADIM HESIN



Soloveis are bizarre, flightless scavenger birds with powerful legs and beaked humanoid heads. They are best known for their morbid fascination with valuables; like magpies, soloveis are drawn to shiny trinkets and intricate baubles, and so these birds frequently menace adventurers and other humanoids who cross through their territory. A solovei subdues its prey with its supernaturally shrill screeching, which stuns nearby creatures, allowing the solovei to tear its helpless victims apart before absconding with their jewelry and coins. In this way, the aftermath of a solovei attack often resembles a fatal highway robbery, causing no shortage of confusion and panic in nearby villages.

Soloveis usually make their nests in the lower branches of large or intertwined trees, preferring to settle near roads where they can spot approaching prey while staying hidden. Their vestigial wings are all but useless, and so soloveis rely on their muscular legs and hand-like feet to scabble up and down trees as needed.

The vibrations induced by a solovei's warbling are so powerful that they disrupt organic matter. This includes the very trees that soloveis call home. Thus, savvy travelers might notice and avoid a solovei's nest if they're able to recognize ahead of time the distinct patches of warped and decaying vegetation in the tree canopy above.

## SOLOVEI

## CREATURE 6

**N** **MEDIUM** **ANIMAL**

**Perception** +14; low-light vision

**Skills** Acrobatics +15, Athletics +13, Stealth +15, Thievery +15

**Str** +3, **Dex** +5, **Con** +2, **Int** -4, **Wis** +4, **Cha** +5

**AC** 23; **Fort** +10, **Ref** +17, **Will** +14

**HP** 90; **Immunities** sonic

**Speed** 35 feet, climb 20 feet

**Melee** ♦ beak +15 (finesse), **Damage** 2d8+5 piercing

**Melee** ♦ fist +15 (agile, finesse), **Damage** 2d6+5 bludgeoning

**Snatch** ♦ **Trigger** The solovei deals damage with its beak Strike; **Effect** The solovei rolls a Thievery check to Steal an object of negligible Bulk from the damaged creature. The solovei can do this even while its target is in combat or on guard.

**Sneak Attack** The solovei deals an additional 1d6 precision damage to flat-footed creatures.

**Thundering Tremolo** ♦♦ (auditory, sonic) The solovei lets loose a terrible screech and sends a powerful shockwave reverberating through the air, dealing 5d6 sonic damage in a 30-foot cone. Each creature in the area must attempt a DC 25 Fortitude save. The solovei can't use Thundering Tremolo again for 1d4 rounds or until it has successfully stolen an item worth at least 10 gp, whichever comes first.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is clumsy 1 and deafened for 1 minute.

**Critical Failure** As failure, except the creature takes double damage and is also knocked prone.

**Withering Whistle** ♦♦♦ (auditory, sonic) **Requirements** The solovei can use Thundering Tremolo; **Effect** The solovei unleashes the full devastating power of its supernatural voice. The solovei uses Thundering Tremolo, which affects a 20-foot burst instead of a cone. In addition, any vegetation in the area warps and withers, becoming difficult terrain. Any non-living organic matter in the area, such as food items, decomposes into rotting sludge.



# SPRINGJAW DOLL

BY DANIEL AZNAVORIAN

## GUARDED TREASURES

Springjaw dolls have no treasure on their own, but they are often used to guard the treasures of their creators. Once disabled, a springjaw doll itself makes a fine prize for a burglar who knows how to rewind and reprogram the complex toy.

A springjaw doll appears to be nothing more than a finely made porcelain doll standing about 2-1/2 feet tall and weighing 20 pounds. Underneath its innocent exterior, however, the doll hides a complex structure of heavy clockwork machinery. When a springjaw doll attacks, its face splits open, revealing terrifying metallic jaws capable of clamping down and rending flesh.

Tinkers and toymakers construct springjaw dolls to guard their shops and domiciles. Most people don't even realize that these unassuming dolls are fierce—and even sometimes deadly—wardens. Like other clockwork creatures, upon its creation a springjaw doll can be programmed to perform a small selection of actions or a specific routine. A particularly talented or haughty engineer might craft a springjaw doll for a purpose as menial as cracking walnuts; while springjaw dolls have no will or personality of their own, dolls created to perform such inglorious drudgery nevertheless have a peculiar tendency to nip at their master's fingers a little more often than can be attributed to pure chance.

The complex machinery inside a springjaw doll is valuable to those interested in machinery, trap creation, or clockwork devices. It takes 1 hour and a successful DC 20 Crafting check to properly disassemble a springjaw doll. The value of the springjaw doll's internal parts should be appropriate to its level (refer to *Pathfinder Second Edition Core Rulebook* Treasure guidelines).

Every springjaw doll looks different depending on the whims of its creator, but some dolls have vastly different abilities than the one presented here. Such dolls might fire bolts of electricity out their fingers (in which case they lack weakness to electricity), while others might instead breathe oil and fire. Larger variants of springjaw dolls also exist; such human-sized dolls might be mistaken for wax sculptures, lifelike mannequins, or common dressmakers' dummies to better surprise would-be thieves.



## SPRINGJAW DOLL

## CREATURE 1

**N** **SMALL** **CLOCKWORK** **CONSTRUCT** **MINDLESS**

**Perception** +7; **darkvision**

**Skills** Athletics +7, **Stealth** +7

**Str** +3, **Dex** +4, **Con** +1, **Int** -5, **Wis** +0, **Cha** -5

**Nondescript Doll** The springjaw doll has an automatic result of 18 on Deception checks and DCs to pass as a simple porcelain doll.

**Wind-Up** 24 hours, DC 13, **standby**

**AC** 16; **Fort** +10, **Ref** +7, **Will** +2

**HP** 25; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 3

**Wind-up Scream** **☞** (sonic) **Frequency** once per day; **Trigger** The springjaw doll is hit with a melee attack; **Effect** The springjaw doll lets loose a shrill, mechanical screech to alert its master of dangerous intruders. Creatures within 5 feet of the doll must succeed at a DC 15 Fortitude save or be deafened for 1 round. On a critical failure, a creature is also flat-footed for 1 round.

**Speed** 20 feet

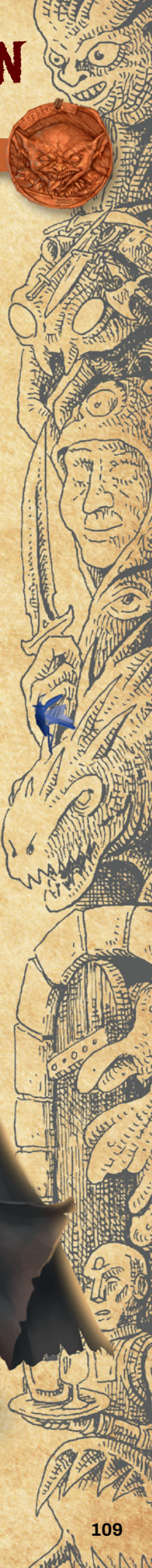
**Melee** **☛** jaw +9, **Damage** 1d4+3 piercing plus **Grab**

**Ranged** **☛** finger bolts +9 (range increment 20 feet), **Damage** 1d6+3 bludgeoning

**Gnaw** A creature grabbed by the springjaw doll's jaw takes 1d4 persistent bleed damage as long as it is grabbed.

**Turn the Screws** **☛☛ Requirements** The springjaw doll has a creature grabbed in its jaw; **Effect** The springjaw doll jabs its metallic fingers into the creature. The doll makes a melee finger bolts Strike with a +9 attack roll modifier against the grabbed creature; if it rolls a failure to hit, it gets a success instead, and if it rolls a success it gets a critical success.

# SWARM ASSASSIN



BY CRUNCH MCDABBLES

Created by means of a powerful shadowy summoning ritual, a swarm assassin arrives on the Material Plane replete with an ominous black shortsword and billowing dark robes that obscure its features. Anyone unfortunate enough to catch a glimpse of the visage beneath the robes sees a swarming mass of insects where flesh should be. These insects are poisonous black locusts native to the Shadow Plane, bound together in humanoid shape with powerful unholy magic.

Once summoned, a swarm assassin awaits orders from its summoner and carries out its duties to the best of its ability. Swarm assassins remain on the Material Plane until their orders are completed or for one moon cycle, whichever comes first. Once back on the Shadow Plane, a swarm assassin reincorporates into a humming mass of bugs that skitter to the plane's dark corners.

Evil wizards occasionally summon swarm assassins to serve as their bodyguards, but more often, vile clerics summon these fiendish servants to deal with heretics or enemies of their order. Swarm assassins excel at tracking down their targets and typically do so under cover of night. They avoid civilized areas, though their basic level of intellect allows them to interact with unsuspecting individuals when necessary. Roadside innkeepers whisper of the disturbing hum that emanates from such occasional cloaked guests, who pay for information and rumors with the distinct dragon-stamped coinage of the Shadow Plane.

A swarm assassin typically attacks its targets when they are alone or far from the nearest settlement. It launches its assault from dark corners or bushes, weakening foes with poison before slipping back into the shadows, spreading out as a bug swarm, then reincorporating at a different spot on the battlefield and attacking once more.

## SWARM ASSASSIN

## CREATURE 3

LE MEDIUM HUMANOID SHADOW SWARM

**Perception** +10; greater darkvision

**Languages** Shadowtongue

**Skills** Acrobatics +11, Athletics +8, Stealth +11

**Str** +1, **Dex** +4, **Con** +2, **Int** -1, **Wis** +3, **Cha** -4

**Items** assassin's clothes, shortsword

**AC** 17; **Fort** +9, **Ref** +11, **Will** +8

**HP** 50; **Immunities** grappled, precision, prone, restrained, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 3, piercing 5, slashing 5

**Reactive Sting** **Trigger** An adjacent creature hits the swarm assassin with a Strike;

**Effect** A swarm erupts from the impacted part of the swarm assassin and leaps out at the attacker. The triggering creature must succeed at a DC 17 Reflex save or be afflicted with shadow locust poison.

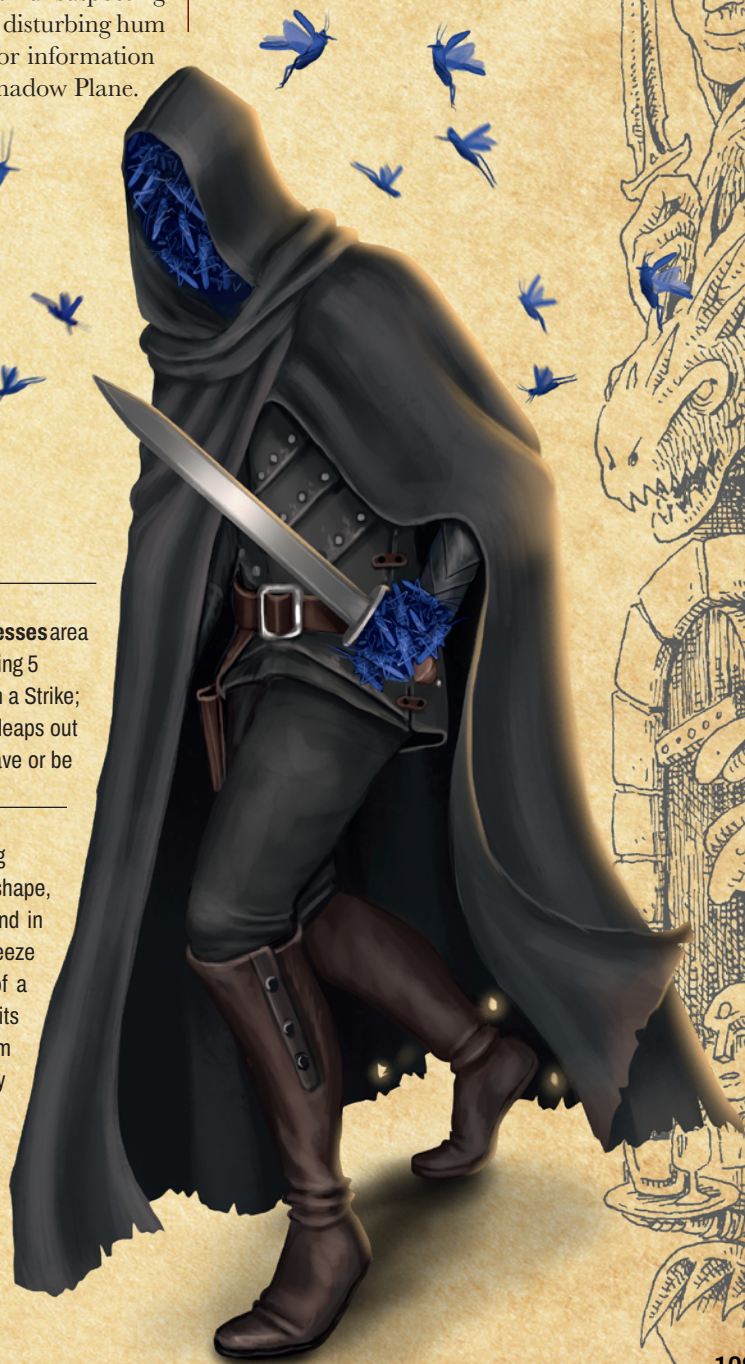
**Speed** 25 feet

**Melee** **◆** shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

**Disincorporate** **◆◆◆** (move) The swarm assassin dissolves its humanoid shape, becoming a shapeless swarm of locusts. Its equipment falls to the ground in its current space. In its disincorporated form, the swarm assassin can squeeze through any space as wide as a locust. Its statistics change to those of a centipede swarm (*Pathfinder Second Edition Bestiary*), but it retains its Intelligence and inflicts shadow locust poison instead of centipede swarm venom. It cannot use any of its other abilities until it reincorporates itself by spending an action (this action has the move trait).

**Poison Weapon** **◆** (manipulate) The swarm assassin secretes its shadow locust poison onto its weapon.

**Shadow Locust Poison** (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and drained 1 (1 round); **Stage 3** 1d6 poison damage, drained 1, and blinded (1 round)



# TEMPORAL MANIFESTATION

BY ERIC SKLAVOS

## UNKNOWABLE PLANS

Temporal manifestations have their own inscrutable agendas—agendas that rarely bode well for mortals and other creatures from the Material Plane.

When something or someone moves from one point in time and space to another, such as through summoning or teleportation, the magical energy expended in the process isn't always transferred properly. Sometimes, an excess of energy is left in one reality and a void is left in the other. Such unbalanced energies can materialize as a temporal manifestation—a shadowy void being who defies the laws of time and space.

Temporal manifestations appear as roughly humanoid-shaped voids filled with images of the night sky. Upon closer examination, one can see that the images are that of time moving in all directions at once: stars dying and being reborn, galaxies expanding and collapsing, universes forming from a singularity then dissipating into a cold, lifeless, dark ending. Those who get too close to a temporal manifestation can utterly lose themselves as they stare at such a pure expression of time.

## TEMPORAL MANIFESTATION

CREATURE 5

RARE NE MEDIUM ABERRATION TIME

Perception +14; darkvision

Languages Aklo

Skills Acrobatics +13, Athletics +12, Occultism +10, Stealth +13

Str +3, Dex +4, Con +2, Int +1, Wis +5, Cha +0

AC 22; Fort +11, Ref +15, Will +12

HP 70, force healing; Immunities bleed, disease, paralyzed, poison, sickened, sleep, slowed, unconscious

**Force Healing** The temporal manifestation bends the laws of space and time to repair itself. Force damage heals a temporal manifestation rather than dealing damage.

**Singularity** (evocation, force, occult) When the temporal manifestation is destroyed, it implodes into a singularity before disgorging any swallowed creatures and disappearing from existence. Nearby creatures are sucked toward the being and feel as though they are being ripped apart. Creatures within 15 feet of the temporal manifestation take 3d6 force damage and must attempt a DC 19 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is sickened 1.

**Critical Failure** The creature takes double damage, is sickened 1, and is pulled to an empty space adjacent to the temporal manifestation.

**Slow Aura** (aura, time) 30 feet. Creatures that start their turn in the aura must attempt a DC 19 Will save. On a failure, the creature is slowed 1; on a critical failure, the creature is also sickened 1. A creature that succeeds its save is immune to slow aura for 24 hours.

**Speed** 40 feet; time step

**Melee** ♦ tendril +15 (agile, finesse), **Damage** 2d6+5 force plus Grab

**Ranged** ♦ energy bolt +15 (force, range increment 60 feet), **Damage** 2d6+5 force

**Occult Innate Spells** DC 20; 3rd *haste*, *slow*

**Time Step** ♦ (conjunction, occult, teleport) **Frequency** once per round; **Effect** The temporal manifestation opens a rift in space-time, disappearing from its current space and reappearing in a free space within 30 feet. This movement does not trigger reactions.

**Swallow Whole** ♦ (attack) Medium, 3d6+3 force, Rupture 10. Creatures swallowed by a temporal manifestation are subsumed into a unique temporal pocket. This temporal pocket has no dimensions, so the temporal manifestation can fit any number of Medium or smaller creatures within itself.

Time does not function normally within the temporal pocket. Each round at the beginning of its turn, a swallowed creature must succeed at a DC 19 Fortitude save; on a failure, the creature is slowed 2 that round instead of slowed 1. Creatures who suffocate within the temporal pocket do not die, but rather remain unconscious in a kind of stasis, never aging, until the temporal manifestation is destroyed or another trapped creature ruptures the temporal manifestation. Once the temporal manifestation ruptures, all creatures in the pocket dimension fall out; unconscious creatures regain consciousness but are sickened 1 from the sudden shift in the laws of time.

# THORN CRAWLER

BY DANIEL AZNAVORIAN



Thorn crawlers resemble massive centipedes made entirely of twisted roots, branches, vines, and undergrowth, with every inch of the monstrosity's body covered in razor-sharp thorns. These carnivorous plant creatures roam only the world's most primeval forests, using their ability to scent blood from a mile away to track down and consume injured prey. Despite their massive size, thorn crawlers are adept at navigating dense forests; they easily squeeze under tree roots and scurry through weed-choked gulches, even climbing into the forest canopy to better survey the ground and get the drop on unsuspecting prey.

Like many carnivorous plants, thorn crawlers feed on bodily fluids, leeching blood and humors into their root systems. A thorn crawler's digestive organs, such as they are, are located along the inner diameter of a hollow cavity in the monster's body. Thorn crawlers tuck captured forest critters and unwary travelers in this cavity, piercing its prey with sharp roots and swiftly draining the creature of vital fluids. Days later, a thorn crawler unceremoniously expels the victim's desiccated husk onto the forest floor.

A newly introduced thorn crawler can challenge a forest's apex predators and decimate the local ecosystem if left unchecked. Rulers of nations whose forests are beleaguered by thorn crawlers sometimes arrange for formal hunts of the creatures. Because the peasantry would turn such a hunt into little more than a slash and burn of the entire forest, rulers prefer to send adventurers who have a lighter touch to hunt down and eliminate the pesky plants.

## VARIANT THORN CRAWLERS

Their ability to traverse a wide variety of terrain means that thorn crawlers can be found in forests throughout the world. Those in temperate forests typically become dormant during the winter, slumbering in thicketed ravines; those in tropical climates, however, are active year-round. Some species develop a natural paralytic poison that afflicts anyone on the wrong end of their thorns, while others have been afflicted by powerful consumed magic items or artifacts which have unlocked theretofore unknown primal powers.

## THORN CRAWLER

CREATURE 10

**N** **HUGE** **PLANT**

**Perception** +19; blood scent, tremorsense (imprecise) 120 feet

**Skills** Acrobatics +19, Athletics +21, Stealth +19 (+23 in forests)

**Str** +7, **Dex** +5, **Con** +7, **Int** -4, **Wis** +3, **Cha** -4

**Blood Scent** The thorn crawler can smell blood in the air up to 1 mile away.

**AC** 29; **Fort** +21, **Ref** +19, **Will** +15

**HP** 215; **Weaknesses** fire 10

**Speed** 30 feet, climb 15 feet; woodland stride

**Melee** **◆** jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing plus Improved Grab

**Melee** **◆** branch +23 (agile, reach 15 feet), **Damage** 2d6+13 slashing plus 1d6 bleed

**Primal Innate Spells** DC 27; **2nd** *entangle* (at will); **Constant (2nd)** *pass without trace*

**Drain Fluids** **◆** (necromancy, primal) **Frequency** once per round; **Requirements** The thorn crawler has one or more creatures swallowed whole; **Effect** The thorn crawler uses its sharp, hollow roots to suck vital fluids from swallowed creatures' bodies. Each swallowed creature must make a DC 29 Fortitude save.

**Success** The creature is unaffected.

**Failure** The creature is drained 1 and the thorn crawler regains 15 HP.

**Critical Failure** The creature is drained 2 and the thorn crawler regains 30 HP.

**Swallow Whole** **◆** (attack) Large, 2d8+13 piercing, Rupture 30. A thorn crawler can have up to two Medium creatures swallowed at a time.

**Thorn Burst** **◆◆** (evocation, primal) The thorn crawler thrusts its branches into the ground and up through the surrounding plants, causing sharp thorns to explode from every direction. Other creatures in a 10-foot emanation take 11d6 piercing damage (DC 29 basic Reflex save). The thorn crawler can't use Thorn Burst again for 1d4 rounds.

**Woodland Stride** The thorn crawler ignores difficult terrain and greater difficult terrain from nonmagical foliage.





# TOY SPY

BY K.M. KOVALCIK

## PROXY'S PROXIES

Aristocrats and nobles steeped in politics and rivalries prize toy spies for their ability to gather intel. However, divination experts are more than capable of tracing a captured toy spy back to its tracking stone. To throw off an investigator's search, toy spy owners sometimes give the spy's tracking stone to another minion, such as a golem or animated object with orders on how and when to use the stone.

The toy spy is an unassuming yet versatile constructed minion useful in manners of espionage and security. It is a popular contraption among protective noble parents, paranoid shopkeepers, and wily wizards with questionable senses of humor. Most toy spies are crafted in the shape of a cute stuffed animal or a common nicknack unlikely to draw undue attention. In this unassuming guise, the toy spy does exactly what its name suggests, performing surveillance or reconnaissance on its creator's behalf.

Parents and guardians sometimes gift their wards toy spies in order to determine when a child breaks a house rule or otherwise makes itself a menace. Other times, a toy spy might serve as a discrete and inexpensive way to protect one's home. Tinkers, inventors, and crafters learned long ago that toy spies make for much more affordable (and much less destructive) watchdogs than larger golems or animated objects.

Toy spies are not designed for combat, though they do possess a few offensive capabilities, which they typically resort to only if attacked or if some other pre-specified condition is met. In addition, each toy spy is keyed to a special stone that allows its owner to identify its location and also order the spy to cast a simple spell such as *sleep*. Once it has disabled or distracted a threat, a toy spy typically escapes as quickly as possible to safety.

## TOY SPY

## CREATURE 3

**N** **TINY** **CONSTRUCT** **MINDLESS**

**Perception** +9; darkvision

**Skills** Acrobatics +9, Stealth +11

**Str** -3, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5

**Inconspicuous** Toys and curiosities are fairly common items among the nobility, and the toy spy uses this fact to its advantage. It can move 5 feet farther when it takes the Sneak action, up to its Speed. In addition, as long as it continues to use Sneak actions and succeed at its Stealth check, a toy spy doesn't become observed if it doesn't have cover or greater cover and isn't concealed at the end of the Sneak action, as long as it has cover or greater cover or is concealed at the end of its turn.

**Keep Track** Upon its creation, a toy spy is connected to a mundane rock called a tracking stone. While holding the stone and speaking to the toy spy directly, the wielder can instruct the toy spy to perform a simple action with a trigger. When a specified trigger occurs, the tracking stone vibrates. The stone's holder can spend an action at any time to know a toy spy's relative location up to 500 feet away. In addition, the stone's holder can spend an action to order the toy spy to attack whatever triggered the stone to vibrate. Up to three actions can be specified as triggers for this ability. This ability does not interfere with the toy spy's Mimic Toy action.

**AC** 18; **Fort** +8, **Ref** +11, **Will** +7

**HP** 40; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** bludgeoning 5

**Speed** 25 feet, climb 15 feet

**Melee** ♦ fist +9 (finesse, nonlethal), **Damage** 1d4-3 bludgeoning

**Ranged** ♦ needle +11 (range increment 20 feet), **Damage** 1d4 piercing plus needle poison

**Arcane Innate Spells** DC 15; **2nd** *glitterdust*; **1st** *color spray*, *sleep*; **Cantrips (2nd)** *daze*, *ghost sound*

**Mimic Toy** ♦ (concentrate) Until the next time it acts, the toy spy appears to be a toy. It has an automatic result of 23 on Deception checks and DCs to pass as a toy.

**Needle Poison** A toy spy's needle Strike inflicts whatever injury poison is loaded into the spy's cartridge—typically something nonlethal like lethargy poison. A toy spy's creator can Interact with a toy spy in order to load it with a dose of poison.

# TOY SWARM

BY WILLIAM BANNER



## PACIFYING TOY SWARMS

The easiest way to defeat a toy swarm is to agree to play with it. A toy swarm in the company of a bored child or a restless fey trickster is a happy swarm—at least for the moment.

Magically infused toys can provide a wonderful play partner for children throughout their early years. However, children outgrow their playthings and eventually discard old, worn, or musty toys—even magical ones. After enough time of neglect, the enchantments that control a wondrous toy begin to degrade or warp, and these once jovial dolls and baubles can morph into something sinister. Such a heinous phenomenon is compounded when a group of such twisted toys come together to form a toy swarm.

From animated toy soldiers to talking teddy bears, any toy that's been enchanted with magic can become part of a toy swarm. Although forgotten or discarded toys make up the majority of these amusing hoards, toy swarms can also comprise new toys. Such is sometimes the case when a group of children pester the local curmudgeonly wizard a few too many times and the wizard, fed up, transforms their toys and trinkets into a scuttling nightmare. Similarly, a toy chest accidentally exposed to a large quantity of enchantment or transmutation magic can similarly be transformed into a toy swarm.

Most toy swarms desire only to be reunited with their original playmates or find some other child to entertain, but the way they go about this can be frightening or dangerous indeed. A toy swarm on a mission to find a new playmate can rarely be deterred, and woe be unto anyone who stands in the way of the swarm and its fun.

## TOY SWARM

## CREATURE 2

**N** **LARGE** **CONSTRUCT** **MINDLESS** **SWARM**

**Perception** +7; darkvision

**Languages** Common

**Skills** Athletics +8, Stealth +8, Thievery +6

**Str** +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

**AC** 18 (14 when broken); construct armor; **Fort** +7, **Ref** +10, **Will** +5

**HP** 20; **Hardness** 2; **Immunities** bleed, death effects, disease, doom, drained,

fatigued, healing, mental, necromancy, nonlethal

attacks, paralyzed, poison, precision,

sickened, unconscious; **Weaknesses** area

damage 4, splash damage 4;

**Resistances** bludgeoning 2,

piercing 4, slashing 4

**Construct Armor** Like normal objects, a toy swarm has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a toy swarm is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 14.

**Speed** 30 feet, climb 10 feet

**Miniature Barrage** ◆ Each enemy in the toy swarm's space takes 1d6 piercing damage (DC 15 basic Reflex save). Creatures that fail their save also take 1d4 persistent bleed damage.

**Wind-up** ◆◆ Each toy in the toy swarm winds up a fellow toy. The toy swarm gains the quickened condition for 1d4+1 rounds. It can use the extra action each round only for Miniature Barrage and Stride actions.



# TRODAICHE-SIDHE

BY ADAM KESSLER

## THE WILD HUNT

The wild hunt is a group of enigmatic fey who hunt prey across not only the fey realm, but across the entire multiverse. Among the wild hunt, trodaiche-sidhes are considered highly reliable squires.

Often mistaken for incredibly beautiful elves, trodaiche-sidhes are a type of fey that participate in the wild hunt. With supernatural grace and lithe features, trodaiche-sidhes may be among the weakest of the wild hunt's supernatural stalkers and monster slayers, but they are still deadly in their own right, especially when encountered alongside their older and stronger kin. They serve as magnificent aids and attachés, deftly taking care of all the things that make a successful hunt possible. Duties range from sharpening weapons and oiling armor, crafting arrows, flushing game from bushes, and any other tasks that allow their superiors to focus entirely upon the hunt. Most of them do this only because they have been promised they will one day be invited to join the wild hunt proper, though how this process works—or how long a trodaiche-sidhe must endure being a servant—is not known.

Trodaiche-sidhes practice with all manner of arms and armor, though they are fond of elven weapons in particular. Even unarmed, a trodaiche-sidhe is more than a match for most mortals.

## TRODAICHE-SIDHE

CREATURE 6

CN MEDIUM FEY WILD HUNT

**Perception** +16; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +15, Athletics +14, Crafting +12, Hunting Lore +12, Nature +14, Stealth +15, Survival +16

**Str** +4, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +5

**Items** composite longbow (60 arrows), +1 *elven curve blade*, 2 lesser healing potions, hide armor

**AC** 24; **Fort** +13, **Ref** +17, **Will** +12

**HP** 90; **Weaknesses** cold iron 7

**Attack of Opportunity** ⤴

**Speed** 30 feet

**Melee** ⤴ *elven curve blade* +18 (finesse, forceful),

**Damage** 1d8+12 slashing

**Melee** ⤴ fist +17 (agile, finesse),

**Damage** 2d4+8 bludgeoning

**Ranged** ⤴ composite longbow +17 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+10 piercing

**Primal Innate Spells** DC 21; 3rd *jump*;

2nd *glitterdust*, *pass without trace*

**Equip Liege** ⤴ or ⤴⤴ **Requirements** The trodaiche-sidhe is adjacent to a willing ally;

**Effect** The trodaiche-sidhe deftly draws an item of 1 Bulk or less and hands it off to their ally with supernatural speed. The trodaiche-sidhe places the item in their ally's free hand or, if no hand is free, among their ally's gear. This ability takes 1 action if the item is of Light or negligible Bulk, or 2 actions if it is of 1 Bulk.

**Rapid Repair** ⤴⤴⤴ (primal, transmutation) The trodaiche-sidhe quickly repairs an item in their possession of 1 Bulk or less. They restore 15 Hit Points to the item, potentially removing the broken condition if this repairs it past the item's Broken Threshold.

**Suppressive Volley** ⤴⤴ The trodaiche-sidhe rapidly fires a hail of 5 arrows at a target within 100 feet, forcing it to move away or be assailed by the salvo. The target takes 3d8+6 piercing damage (DC 25 basic Reflex save). After rolling its save, the target can move 5 feet as a reaction to increase its save's degree of success by one step (from failure to success, for example). The creature must be able to spend a reaction to do this, and this movement triggers reactions as normal.

# UNARMORED

BY RYAN GRIGGS



Few things frustrate adventurers more than when essential gear goes missing, and this is doubly true for warriors and their precious armor. When a fighter spends their final moments lamenting their fate—believing they would have survived if only they had been wearing better armor—the individual's anger, despair, and obsession can cause their spirit to rise as an unarmored.

Anchored to the location of their demise and unable to move on from their grim fate, unarmored desire only two things: to acquire the perfect suit of armor and to inflict their tragedy upon others. They bear great hatred for anyone wearing particularly spectacular gear. To ensure such well-equipped individuals suffer the same loss as it, an unarmored spirits away its victim's armor to the Ethereal Plane before mercilessly striking down the suddenly unprotected warrior.

## UNARMORED

## CREATURE 12

CE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +23; armorsense (imprecise) 60 feet, darkvision

**Languages** Common

**Skills** Intimidation +25, Stealth +24


**Str** -5, **Dex** +6, **Con** +0, **Int** +0, **Wis** +5, **Cha** +7

**Armorsense** An unarmored can sense armor and similar protective equipment.

**AC** 30; **Fort** +18, **Ref** +26, **Will** +23

**HP** 190, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** positive 10;

**Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)


**Deny Shield**  (conjuration, divine, teleportation)

**Trigger** A creature within 30 feet of the unarmored that it can see uses the Shield Block reaction; **Effect** The unarmored wills the triggering creature's shield to momentarily dematerialize, allowing all incoming damage that triggered the Shield Block to bypass the Shield Block.

**Rejuvenation** (divine, necromancy) When an unarmored is destroyed, it re-forms after 2d4 days at the site to which it is bound, fully healed. An unarmored is permanently and instantly destroyed only if earnestly gifted a suit of armor worth at least 1,400 gp. The gifted suit of armor disappears along with the departing spirit.

**Speed** fly 60 feet

**Melee**  spectral hand +25 (agile, finesse, magical), **Damage** 3d6+15 negative

**Transport Armor**  (conjuration, divine, teleportation) Pointing a finger and issuing a silent scream, the unarmored targets a creature wearing armor within 30 feet. The unarmored attempts to sever the target's connection to its armor and whisk the armor to the Ethereal Plane. The target must attempt a DC 31 Will save.

**Success** The creature is unaffected.

**Failure** The creature's bond to its armor isn't strong enough to withstand the unarmored's meddling. The creature's armor turns ghostly and translucent as it is transported to the Ethereal Plane. The armor is instantly unequipped and becomes invisible and untouchable to creatures on the Material Plane. After 1 round, the armor rematerializes in the nearest empty space to where it was last worn.

**Critical Failure** As failure, but the armor remains on the Ethereal Plane for 1 minute. The armor rematerializes on the Material Plane in a random direction within 100 feet of where it was last worn.



# UNRAVELER

BY SHAWN POMMIER

## UNRAVELED ART

Some unravelers use their powers to create great works of abstract art, partially unraveling objects and materials into beautiful arrangements. Such unravelers substitute Crafting for the Nature or Occultism skill and can cast a 4th-level *slow* spell three times per day.

With their small gray bodies, striped conical heads, tattooed flesh, and constantly wriggling head-tentacles, unravelers make their utterly alien nature known at first glance. These strange beings are messengers and scholars of entropy, an interest that typically makes them unexpected guests at best or destructive invaders at worst.

Unsurprisingly for a being of pure chaos, it can be difficult to predict an unraveler's actions and motives. At times, an unraveler might visit only to sate its curiosity via harmless observation or inquiry; other times, it might be delivering a message for powerful beings across planes or great distances; still other times, it might go about unraveling everything in its path for reasons other beings simply cannot fathom.

## UNRAVELER

CREATURE 7

UNCOMMON CN MEDIUM ASTRAL CHAOTIC

Perception +18; darkvision

Languages Aklo; telepathy 60 feet

Skills Acrobatics +19, Arcana +16, Entropy Lore +16, Nature +16, Occultism +16

Str +5, Dex +6, Con +4, Int +5, Wis +3, Cha +2

**Starskin** (light, occult) An unraveler constantly sheds dim light in a 40-foot radius, shining like starlight.

**Voidflight** (concentrate, move) **Requirements** The unraveler is on the Astral Plane, Limbo, or in vacuum (such as outer space); **Effect** The unraveler travels long distances at an unimaginable speed. While using Voidflight, an unraveler can reach nearby worlds in 2d12 hours, nearby solar systems in 2d4 days, or other regions of space in 2d6 weeks. On the Astral Plane or Limbo, an unraveler can reach any location with which it is familiar in just 1d10 hours.

AC 25; Fort +13, Ref +19, Will +14; +1 status to all saves vs. transmutation

HP 90; Immunities chaotic, sleep; Weaknesses lawful 10;

Resistances physical 5

**Entropic Reprisal** **Trigger** The unraveler is damaged by a melee weapon; **Effect** The wielder of the triggering weapon must attempt a DC 22 Reflex saving throw. On a failure, the triggering weapon is affected by Unravel.

**Speed** fly 40 feet (120 feet in Astral Plane, Limbo, or vacuum)

**Melee** **◆** unraveling lash +17 (chaotic, finesse), **Damage** 1d6+8 bludgeoning plus 1d6 chaotic and unravel

**Ranged** **◆** entropic ray +17 (chaotic, magical, range increment 100 feet), **Damage** 2d8+8 chaotic

**Occult Innate Spells** DC 24, attack +16; **7th plane shift** (Astral Plane, Material Plane, and Limbo only); **4th mending** (×3);

**Cantrips (4th)** *dancing lights, detect magic, know direction, mage hand*

**Focus Entropy** **◆◆** (concentrate, occult) The unraveler funnels the forces of entropy toward a single point in space. The unraveler targets an adjacent creature or object currently affected by unravel. The target's persistent slashing damage is doubled for 1 round.

**Unravel** (magical, occult) Creatures or objects hit by an unraveler's Entropic Reprisal or unraveling lash Strike begin to physically fall apart at the seams like frayed rope. A creature or object affected by unravel takes 2d8 persistent slashing damage. As long as a creature is taking this persistent damage ("unraveling"), it is sickened 1. A creature wielding an unraveling weapon takes a -1 penalty to attack rolls, and a creature wearing unraveling armor reduces the armor's item bonus to AC by 1 (to a minimum of +0). An unraveling object makes a flat check each round, just like a creature, to stop the persistent damage. An unraveler can cast *mending* on any unraveling object or creature to immediately end the persistent damage.



A veenlijk comes into being when a humanoid is strangled to death and its corpse is disposed of in a swamp. The victim's spirit, which is too anguished to move on, and its body, preserved by the swamp's acids, harden into an undead creature whose sole motive is to haunt its sodden domain.

Some veenlijken are the result of murder or foul play, while others rise in the wake of sacrificial rites to swamp-dwelling gods and other occult powers. When the veenlijk rises, it may at first seek to avenge its death, hunting down anyone it deems complicit in its terrible fate. Dim-witted by death, however, most veenlijken end up indiscriminately targeting anyone who happens to cross their path. Particularly old or cunning veenlijken purposefully set up environmental traps, using magic to conceal quicksand and other hazards that might aid in their ambushes.

The most sinister veenlijken truly embrace their undeath, believing themselves destined to be the unholy protectors of their boggy demesnes. Such a veenlijk might lead its own elaborate rituals centered on human sacrifice—unholy rites modeled after its own undead genesis.

## DRUIDS AND VEENLIJKEN

Certain bog-dwelling druids reverentially tell stories of "primordial veenlijken," whom they regard as supernatural manifestations of the cycle of life and death in a swamp. The most ardent devotees of such radical beliefs dwell on the outskirts of veenlijken hunting grounds, luring travelers and adventurers into the swamp and personally abetting the primordial veenlijk's wicked ceremonies.

## VEENLIJK

## CREATURE 7

NE MEDIUM AMPHIBIOUS UNDEAD

**Perception** +17; darkvision, breathsense 30 feet

**Languages** Common

**Skills** Athletics +17, Nature +15, Religion +17, Stealth +12 (+18 in swamps)

**Str** +6, **Dex** +1, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

**Breathsense** (divination, primal) The veenlijk can precisely sense breathing creatures within the listed range.

**AC** 25; **Fort** +17, **Ref** +12, **Will** +15

**HP** 150, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10, positive 10; **Resistances** cold 10, physical 10

**Peat-Fire Immolation** (fire) A veenlijk's body is highly flammable, and when ignited it becomes a smoky conflagration. Whenever a veenlijk takes fire damage, it catches fire and takes 2d8 persistent fire damage (or more, if the source of the fire damage inflicts a more severe persistent damage).

As long as the veenlijk is on fire, it loses its weakness to fire. Each round at the end of its turn, the veenlijk deals splash damage to each creature within 5 feet equal to the amount of persistent fire damage it took that round. Finally, smoke billows from the burning veenlijk in a 10-foot emanation; all creatures in the smoke are concealed, and all other creatures are concealed to them.

**Speed** 20 feet, swim 20 feet; swamp dweller

**Melee** ♦ fist +18 (agile), **Damage** 2d8+8 bludgeoning plus Grab

**Primal Innate Spells** DC 22; **4th** *hallucinatory terrain*; **2nd** *obscuring mist*

**Constrict** ♦ 1d8+6 bludgeoning, DC 25 Fortitude

**Out of the Mists** ♦ **Frequency** once per round; **Requirements**

The veenlijk is concealed by mist or smoke; **Effect** The veenlijk Strides and makes a Strike at the end of that movement. If the veenlijk began this action hidden, it remains hidden until after this ability's Strike.

**Strangling Grasp** When a veenlijk Grabs a creature, it begins to strangle the target. The creature is suffocating and can't speak as long as it's grabbed. This prevents it from casting spells with a verbal component or activating items with a command component.

**Swamp Dweller** A veenlijk ignores difficult terrain caused by swamp terrain features.

A veenlijk always gains the benefits of Cover

Tracks in natural surroundings, even while moving at full speed.



# VENOMOUS SNAKEDeAD

BY HEINE STICK

## VENOMOUS SNAKEDeAD LOCATIONS

Venomous snakehead are more common in places where snakes are held in high regard and humanoids are not. Underground cities, desert temples, and jungle towers might all host these foul creatures, whether as sadists' slaves, pharaohs' servants, or wizards' guardians.

Venomous snakehead are horrific creatures created through vile arcane means during which the sacrificial victim—always a sentient, humanoid creature—is bitten numerous times by poisonous snakes. All the while, dark incantations are chanted and snake blood is poured onto the sacrifice's lacerations. These rites strip the creature of its sentience and transform it into a mindless abomination.

A venomous snakehead retains its humanoid body but shows clear signs of its fate. Its body is covered in bite marks and its veins swell with stagnant black, green, and purple fluids. The eyes of a venomous snakehead have a similarly black, green, or purple hue to them. Its mouth sports fangs dripping with venom, but most telling of all is the creature's sinewy neck, lengthened in the process of the creation rites and imbued with necromantic strength.

While a venomous snakehead is a mindless creature and, as such, does not have a sense of society, the arcane magic used to create it binds the creature to others of its kind. If its creator is killed or willingly releases the venomous snakehead, it will naturally be drawn to other snakehead. It is not unheard of for venomous snakehead to gather in large groups or even hordes, and witnesses of such phenomena speak of the beings' hivemind-like behavior and the display of their own unique profane rituals. What, exactly, these rituals accomplish is anyone's guess.

It is said that venomous snakehead were first created by a coven of witches serving strange serpentine demons. The witches sought to create a creature in their patrons' image, a creature that would do the witches' bidding in the mortal realm. They were more successful than they had dared hope, for the snakehead shared a mystical connection not only with the divine, but with other snakehead. Realizing the untapped potential of this link between snakehead to spread their demonic overlords' message, the witches spread the means of creating snakehead to other wizards and necromancers throughout the land, allowing their snakehead creations to gather together and wreak death upon the world.



## VENOMOUS SNAKEDeAD CREATURE 2

NE MEDIUM MINDLESS UNDEAD

Perception +6; low-light vision

**Skills** Acrobatics +7,

Athletics +8

**Str** +4, **Dex** +3, **Con** +3,

**Int** -5, **Wis** +0, **Cha** -2

**AC** 17; **Fort** +11, **Ref** +9,

**Will** +4

**HP** 40, negative healing;

**Immunities** death effects,

disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5

**Coiled Opportunity** ⚡ As Attack of Opportunity, but the venomous snakehead can use this reaction only if it's benefiting from Coil Neck.

**Speed** 20 feet

**Melee** ⚡ fangs +12 (reach 10 feet), **Damage** 1d8+6 piercing plus snakehead venom

**Melee** ⚡ fist +12 (agile), **Damage** 1d10+6 bludgeoning

**Coil Neck** ⚡ The venomous snakehead coils its neck, increasing its reach with its fangs from 10 to 15 feet. After the snakehead Strikes with its fangs, its neck becomes uncoiled.

**Snakehead Venom** (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1 (1 round)

**Winding Neck** A venomous snakehead's fangs Strike ignores cover and greater cover against creatures adjacent to the snakehead.

# WARP WYRM

BY SCOTT JANKE



## SADISTIC PREDATORS

Warp wyrms are smaller than most drakes, but no less vicious. Like cats or sadists, warp wyrms delight in playing with their victims before making the killing blow. Nothing gets a warp wyrm howling with laughter quite like leaping out of the Ethereal Plane to scare a victim or knocking prey through a dimensional portal toward its terrible demise.



Warp wyrms are small drakes capable of rapidly teleporting between the Ethereal and Material Planes, upon both of which they wreak incredible amounts of damage wherever they go. Whereas most drakes are at least prone to stay near their natural environs, warp wyrms know no such boundaries, making them a deadly menace in lands far and wide.

Whereas most drake collectives are known as rampages, a gang of warp wyrms is called a chaos, and rightly so, for few groups of monsters exhibit as much wanton mayhem and destructive curiosity as these cruel dragons. Even when a warp wyrm lacks prey with which to play, it will undoubtedly stick its nose in all manner of nooks and crannies, uncovering things that should remain hidden, releasing things that should be contained, and breaking things that are impossible to fix.

## WARP WYRM

## CREATURE 8

NE MEDIUM DRAGON ETHEREAL

**Perception** +16; darkvision, scent (imprecise) 30 feet

**Languages** Draconic

**Skills** Acrobatics +18, Athletics +16, Stealth +18

**Str** +4, **Dex** +6, **Con** +5, **Int** -3, **Wis** +2, **Cha** +3

**AC** 26; **Fort** +15, **Ref** +20, **Will** +12

**HP** 140; **Immunities** paralyzed, sleep

**Speed** 25 feet, fly 40 feet

**Melee** ♦ jaws +18, **Damage** 2d10+8 piercing

**Melee** ♦ claw +18 (agile), **Damage** 2d6+8 slashing

**Melee** ♦ tail +18 (reach 10 feet), **Damage** 2d6+8 bludgeoning

**Arcane Innate Spells** DC 25; 4th *blink*

**Blink Breath** ♦♦ (arcane, conjuration, teleportation) The warp wyrm spits a glob of ethereal ectoplasm to a range of 50 feet that explodes in a 15-foot burst. Creatures within the burst take 7d6 force damage (DC 25 basic Reflex save). A creature that fails its save is coated in the wyrm's ectoplasm, which causes the creature to potentially "blink" back to the area: At the beginning of its turn, an affected creature must succeed at a DC 25 Will save or be instantly teleported back to the spot where it was originally hit with Blink Breath. The creature remains coated in ectoplasm for 6 rounds, until it removes the ectoplasm by spending two actions (which have the Interact trait), or until the warp wyrm uses Blink Breath again, whichever comes first. The warp wyrm can't use Blink Breath again for 1d6 rounds.

**Blinking Slice** ♦♦ (arcane, conjuration, teleportation) The warp wyrm disappears into the Ethereal Plane, Strides, then reappears on this plane. If it ends this action adjacent to a creature, the warp wyrm can make a jaws Strike against that creature. On a hit, it deals an extra 2d6 precision damage.

**Draconic Frenzy** ♦♦ The warp wyrm makes two claw and one jaws Strike in any order.

**Warp Lash** ♦ (arcane, conjuration, teleportation) **Requirements** The warp wyrm's last action was a successful tail Strike; **Effect** The warp wyrm knocks the target through a dimensional portal. The target must succeed at a DC 26 Fortitude save or disappear onto the Ethereal Plane before reappearing on this plane in a space 1d4×5 feet away from its starting point. (Roll a d8 to determine which direction the target is knocked.)





# WILDFIRE LESHY

BY DAVID WALKER

## BORN OF FIRE

Wildfire leshies aren't the only such plant creatures to emerge from the ashes of a wildfire. Certain varieties of fungus leshies, for instance, can manifest only in the aftermath of a forest inferno, much like morel mushrooms.

Wildfire leshies arise from the charred remains of plants destroyed by wildfires, and they are perhaps as often misunderstood as their terrifying—but wholly natural—conflagratory namesakes. Like wildfires themselves, wildfire leshies are part of the miraculous and mysterious cycle of life, death, and rebirth.

Similar to other leshies, wildfire leshies typically arise when a druid infuses a body of vegetation with a nature spirit, but spontaneously manifested wildfire leshies are far from unknown. Their small, stocky bodies are formed of tightly packed charred wood and twigs, and their sunken eyes and mouth resemble smoldering embers. Druids mesmerized by the power and beauty of fire find a good ally indeed in the form of a wildfire leshy, whose gentle heat can keep their friend warm at night and whose gravelly voice is not dissimilar to the sound of crackling firewood.

Wildfire leshies have an intuitive understanding of the natural balance in highly flammable natural areas such as forests and plains. Although wildfires are anathema to many animals and plants, certain kinds of life—including wildfire leshies themselves—rely on the natural cycle of fire, decay, and regrowth in order to flourish. Wildfire leshies use their preternatural knowledge of this cycle both to fight premature wildfires and to spark the first flames in areas overdue for a fiery cleansing. Whenever possible, wildfire leshies recruit the aid of other wild creatures, including other types of leshies, to usher vulnerable creatures toward a safe refuge before starting their inferno. Since they require little air to breathe and can see through even the thickest smoke with ease, wildfire leshies are also excellent at rescuing creatures caught in a wildfire before it's too late.

## WILDFIRE LESHY CREATURE 2

CG SMALL LESHY PLANT

**Perception** +9; low-light vision, smoke vision

**Languages** Common, Druidic, Sylvan; *speaks with plants* (pyrophytic plants only)

**Skills** Athletics +8, Nature +7, Survival +7

**Str** +2, **Dex** +1, **Con** +4, **Int** -2, **Wis** +3, **Cha** +0

**Smoke Vision** Smoke doesn't impair a wildfire leshy's vision; it ignores concealment from smoke.

**AC** 16; **Fort** +12, **Ref** +5, **Will** +7

**HP** 40; **Weaknesses** water weakness; **Resistances** fire 5

**Burning Body** (evocation, fire, primal) A wildfire leshy is coated in living flame whose touch can burn other creatures. Any creature that hits a wildfire leshy with a melee attack or otherwise touches the leshy must roll a DC 16 Reflex saving throw.

**Critical Success** The creature is unaffected.

**Success** The creature takes 1 fire damage.

**Failure** The creature takes 1d6 fire damage.

**Critical Failure** The creature takes 2d6 fire damage and 1d4 persistent fire damage.

**Water Weakness** When the wildfire leshy starts its turn in water or is doused with water (either through a spell or some other effect, such as pouring a bucket of water over it or being caught in the rain), it takes 1d8 damage.

**Speed** 25 feet

**Melee** ♦ fist +8 (agile, finesse), **Damage** 1d6+2 bludgeoning

**Primal Innate Spells** DC 19, attack +11; **1st** *burning hands* (at will); **Cantrips (1st)** *produce flame*; **Constant (4th)** *speaks with plants*

**Change Shape** ♦ (concentrate, polymorph, primal, transmutation) The wildfire leshy transforms into a Small pyrophytic plant. This ability otherwise uses the effects of *tree shape*.

**Self-Immolate** ♦ (evocation, fire, primal) The wildfire leshy wills its own burning embers to flare up, creating a thick plume of opaque smoke where it stands in a 5-foot emanation. The wildfire leshy takes 4 points of damage. All creatures within the affected area are concealed, and all other creatures are concealed to them. The smoke persists for 1 minute or until it is dispersed by a strong wind.

# WINDBORNE DEAD



BY NATHAN WRIGHT

Power and creativity birth cruelty, and it is this combination that creates windborne dead. Sometimes cheekily referred to as “dropdeads,” these beings arise from spellcasters who die from terrible falls from tremendous heights. Specifically, many windborne dead manifest from sorcerers or witches whose teleportation magic goes terribly awry, leaving them stranded high into the atmosphere, and the haughty spellcaster failed to prepare the most basic *feather fall* spell as a contingency. Other times, windborne dead arise from powerful spellcasters who are simply and unceremoniously flung from the top of a rival wizard’s tower.

In any case, the fear of their final moments, the pain of their deaths, and the lingering teleportation magic used to bring about their downfall causes these doomed mortals to rise again as spiteful undead. These twisted souls go about the world seeking only to inflict their fate unto others, particularly spellcasters.

## WINDBORNE DEAD

CREATURE 10

RARE CE MEDIUM AIR UNDEAD

**Perception** +20; windsense 60 feet

**Languages** Common, Necril

**Skills** Acrobatics +23, Arcana +17, Intimidation +21, Occultism +19, Religion +17


**Str** +4, **Dex** +7, **Con** +5, **Int** +3, **Wis** +4, **Cha** +7

**Windsense** A windborne dead can detect the movement of nearby creatures and objects from the tiny gusts of wind created by their movements. This is a precise sense at the listed range, but it works only against creatures and objects that moved through air in the previous round.

**AC** 30 (28 indoors or in vacuum); **Fort** +19, **Ref** +23, **Will** +16


**HP** 170, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious;


**Weaknesses** fear of falling



**Accelerate Fall**  (abjuration, divine) The windborne dead alters the winds around a plummeting creature, increasing the impact of their fall; **Trigger** A creature the windborne dead can see falls or descends in altitude; **Effect** The falling creature takes an additional 1d6 damage for every 10 feet it fell. If the creature was under an effect to protect it from harm while falling, such as *featherfall*, or if it was making a controlled descent under magical flight, the windborne dead can attempt to counteract the protection as part of using this ability (counteract level 5, counteract modifier +23).

**Fear of Falling** Windborne dead still carry within them the memory of their final fall and are terrified of being reminded of it. Once per hour when a windborne dead touches the ground, even if it took no damage from falling, it takes 5d6 mental damage.

**Speed** 5 feet, fly 100 feet

**Melee**  fist +23 (agile, finesse, magical), **Damage** 2d12+10 bludgeoning

**Ranged**  air burst +23 (air, magical, range increment 30 feet), **Damage** 2d12+13 bludgeoning



**Crushing Vertigo**   (air, divine, illusion, mental) The windborne dead imparts the debilitating sensation of vertigo and falling from a great height onto a creature within 60 feet. The creature takes 5d8 mental damage and must roll a DC 29 Will save.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is sickened 1.

**Critical Failure** The creature takes double damage and is sickened 2.

**Hurl to the Winds**   (air, evocation, divine) The windborne dead summons powerful winds to whisk its foes into the air, flinging the victims to their doom. The windborne dead can choose to affect either a 5-foot burst originating from a point within 30 feet or a 15-foot cone originating from one corner of its own space. Creatures in the area must roll a DC 29 Reflex save.

**Critical Success** The creature is unaffected.

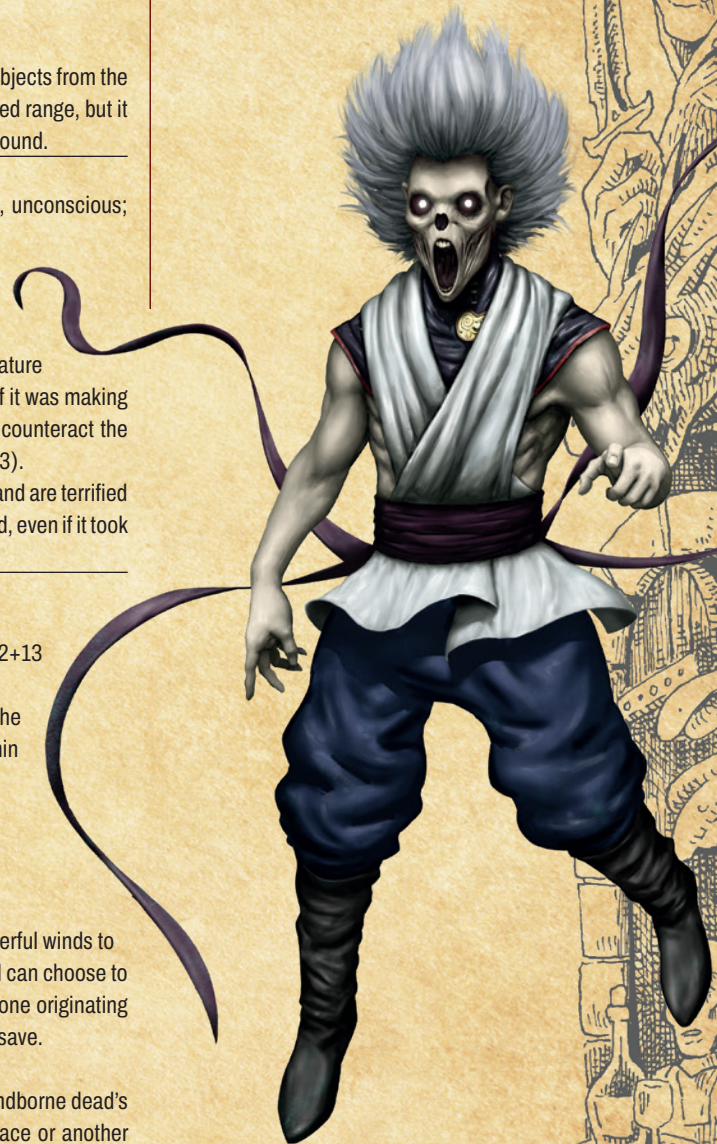
**Success** The creature is flung 10 feet in a straight line in any direction of the windborne dead’s choosing, including up into the air. If the creature collides with a solid surface or another creature, it takes damage as if it had fallen that distance.

**Failure** As a success, but the creature is flung 30 feet.

**Critical Failure** As a failure, but the creature windborne dead also automatically uses Accelerate Fall on the creature. The windborne dead doesn’t need to spend a reaction to do this.

## WINDBORNE SPELLCASTERS

Many windborne dead still bear fragments of the spell power they wielded in life, and such magically inclined dropdeads make powerful foes indeed. Evocation magic, especially spells with the air trait, are an obvious choice for windborne dead wizards, as are abjuration and illusion spells that can debilitate enemies and inflict mortal fear. However, regardless of its powers in life, a windborne dead can never cast *feather fall*—the spell which could have saved it from its horrible fate to begin with.



# YOMHIBDI

BY DANIEL AZNAVORIAN

## CREATIVE RELIANCE

Yomhibdi exists solely to feed on the negative emotions of creative mortals. If it is unable to find a source of sustenance—such as in wilderness or hyper-pragmatic societies that don't foster creativity—a yomhibdi will gradually unspool and melt into a puddle of ink.

Yomhibdis are information-devouring abominations that resemble floating humanoids made of ink-scrawled words, phrases, and symbols. They manifest on the Ethereal Plane from the wasted ink and squandered emotional energies of artists, poets, and writers who give up on works before they're finished. As soon as it manifests, a yomhibdi begins its never-ending search for the failed or self-sabotaging creatives on whom it feeds. Frustration, exhaustion, and despair are the yomhibdi's favorite dishes; once it has sapped a victim of these negative emotions, the yomhibdi consumes the creator whole.

The words and sentences that compose a yomhibdi typically twist together into a roughly humanoid shape, since humanoids are the most common providers of the emotions that lead to a yomhibdi's creation. They typically stand about 5 feet tall but weigh less than 20 pounds, though they can reconfigure their bodies to a certain extent, lengthening their inky "claws" to strike at distant foes.

Yomhibdis trapped on the Material Plane gravitate toward places of learning, art, and culture—anywhere that hacks and untalented creators might congregate. It is not unusual for a group of yomhibdis (called a story) to make their lair in the hidden nook of an old library or in the tunnels beneath great opera houses and theaters. There, they blend into the shadows and lie in ambush, ready to strike at any agonizing poets or playwrights who wander by lost in thought. As echoes of forgotten thoughts and stories, these creatures commonly steal works of writing from their victims, and their lairs might contain valuable books or even magic scrolls.

## YOMHIBDI

## CREATURE 4

CN MEDIUM ABERRATION ETHEREAL

**Perception** +7; darkvision

**Languages** Aklo, Common

**Skills** Acrobatics +13, Athletics +12, Stealth +11

**Str** +4, **Dex** +5, **Con** +3, **Int** +2, **Wis** +1, **Cha** +5

**AC** 20, all-around vision; **Fort** +13, **Ref** +15, **Will** +9

**HP** 70; **Immunities** blinded, critical hits, precision, sleep, unconscious;

**Weaknesses** water vulnerability

**Water Vulnerability** Water dilutes a yomhibdi's inky form and saps the monster of vitality. When the yomhibdi starts its turn in water or is doused with water (either through a spell or some other effect, such as pouring a bucket of water over it), it takes 2d6 damage.

**Speed** 25 feet

**Melee** **◆** tendril +12 (agile, reach 10 feet), **Damage** 2d6+4 bludgeoning

**Divine Innate Spells** DC 19; 5th *mind probe*

**Dredge Sorrow** **◆◆** (emotion, healing, mental) The yomhibdi plumbs the psyche of a creature within 30 feet and brings to the surface their feelings of self-doubt and unoriginality so that the yomhibdi can feast on these negative emotions. The target must attempt a DC 21 Will save. The yomhibdi can't Dredge Sorrow again for 1d4 rounds.

**Critical Success** The target is unaffected.

**Success** The target is stupefied 1 for 1 round.

**Failure** The target is stupefied 2 for 2 rounds, and the yomhibdi regains 14 Hit Points.

**Critical Failure** The target is stupefied 3 for 3 rounds, and the yomhibdi regains 28 Hit Points.

**Flick Ink** **◆** (visual) The yomhibdi flicks a glob of ink at a single opponent within 5 feet. The target must attempt a DC 17 Reflex save.

**Success** The creature is unaffected.

**Failure** The creature is blinded. The creature or an adjacent creature can spend 2 actions to wipe away the ink and remove the blinded condition.

**Critical Failure** As failure, but it takes 3 actions to wipe away the ink.

# ZUGGLE

BY EVAN COMMINS



These unassuming critters are a common sight on the elemental planes, where they crawl about in search of sustenance. Though their cute appearance is disarming and they are typically prey to the more powerful denizens of their home planes, zuggles still pose a threat to unwary or unprepared plane hoppers.

Dozens of varieties of zuggle exist—from common rock and fire zuggles to more exotic types like sirocco, mud, and brine zuggles. Nearly all zuggles share the same basic form, which resembles a large caterpillar or wood weevil made of elemental matter. Each zuggle has a central fin along its backside that expands to detect and absorb ambient elemental auras. Other than its fin, the body of a zuggle can vary greatly depending on what type of elemental aura it has recently absorbed. A zuggle on the Plane of Water might have fins and gills, whereas a zuggle on the Plane of Earth might have a rocky carapace and claws. Elsewhere in the multiverse, zuggles can be found trying to feed off of any elemental auras that they can get. In places suffused with all kinds of elemental magic, a zuggle might have a truly bizarre anatomy and might have any number of unique abilities.

While they aren't friendly by any means, zuggles are curious in a way that is often mistaken for an endearing disposition. It is not uncommon for a zuggle to follow around a spellcaster and sup up any spilled elemental byproducts from cast spells. A starving zuggle might display erratic behavior or aggression when it finally comes upon a source of elemental power. There have even been a few instances of a starving zuggle exploding after feasting too quickly on a potent elemental source.

## ZUGGLE ORBS

Zuggles naturally produce fist-sized globules of element-infused protein, which they store in specialized pouches that run the length of their spine near their fin. A zuggle can launch these globules at predators for self-defense, but alchemists and others prize these "zuggle orbs" (page 163) for their unique magical properties and take care to extract them without scaring or hurting the zuggle.

## ICE ZUGGLE

## CREATURE 2

CN SMALL COLD ELEMENTAL WATER

**Perception** +10; element sense (imprecise) 120 feet, low-light vision

**Skills** Athletics +5, Stealth +9, Survival +7

**Str** +1, **Dex** +3, **Con** +4, **Int** -4, **Wis** +3, **Cha** +0

**Element Sense** Zuggles can detect sources of elemental magic within the listed range as an imprecise sense. This includes any creatures, spells, or abilities with the elemental, air, earth, fire, or water trait.

**Items** zuggle orbs (1d6+2 orbs)

**AC** 17 (20 in Defensive Ball); **Fort** +10, **Ref** +7, **Will** +5

**HP** 30; **Immunities** bleed, cold, paralyzed, poison, sleep;

**Weaknesses** fire 5

**Defensive Ball** **Trigger** The zuggle is hit with a melee or ranged attack; **Effect** The zuggle curls into a defensive ball, granting it a +3 circumstance bonus to AC against the triggering attack. While in its defensive ball form, the zuggle's AC increases to 20, it can't perform melee Strikes, and it is immobilized until it spends an action to roll out of its ball (this action has the manipulate trait).

**Elemental Absorption** **Ice** zuggles feed on cold energy, but too much can cause them to explode.

**Trigger** The ice zuggle is hit by an effect that deals cold damage, but the damage hasn't yet been rolled; **Effect** The ice zuggle absorbs the energy, regaining Hit Points equal to the cold damage that would have been dealt. If this heals the zuggle in excess of its maximum HP, it gains the excess amount as temporary HP. If this would give the zuggle more than 15 temporary HP, it immediately explodes, destroying the zuggle and dealing 4d4 cold damage in a 10-foot burst (DC 18 basic Reflex save).

**Speed** 20 feet, climb 20 feet

**Melee** **horn** +7, **Damage** 1d4+1 piercing

**Ranged** **zuggle orb** +9 (cold, primal, range increment 20 feet), **Damage** 1d8+3 cold







# MONSTER PARTS



*As the creature leapt from the tree, I called upon my tokens to put up a barrier between us, but it decided to spew fire at me instead. Ah, how fortunate! I recently imbued my clothing to resist any harm from fire. Not only did that mean the blast barely singed me as I ducked to the side, it also meant once I killed the thing that I could use its parts to increase that imbuing even further! The only way this could possibly get better was if it knew some useful fire spells too...*

—Zara, Monster Mage



The Monster Parts system allows PCs to upgrade weapons and armor using pieces from foes they defeat. It is a perfect fit for adventures that take place far from civilization, where the PCs need to scrounge and forage for all the gear they need. However, the aesthetics of using the parts of defeated monsters to improve and customize gear can be exciting and rewarding for PCs in all sorts of campaigns. Monster parts can replace some or even all of the standard rewards that PCs would receive, depending upon what works best for your group.

With this system, PCs can gather parts from monsters they defeat and use them to upgrade weapons, armor, and even skill items. The upgrades come in two major types—refinement improves the fundamental abilities of the item, and imbuing adds increasingly powerful special properties, which can sometimes branch along multiple paths. As weapons and armor become more refined, they can eventually be imbued multiple times, becoming truly fearsome armaments. In order to achieve these upgrades, the PCs need to defeat monsters with parts that meet the requirements for the refinement or imbuing.

If you're a player, your next step is to check out the Quick Start Guide for PCs on the next two pages, which will let you know what you need to do to use the new system. In the end it's pretty simple: you kill monsters and use their parts to first create and then upgrade your weapons, armor, and gear, but as with all new things, it can take a little while to get used to the new way of handling treasure.

Next, you might want to check out some of the benefits you can gain on your items by refining or imbuing them, so you can start planning the paths you'll take and potentially aiming to kill specific types of monsters that provide the parts you'll need.

You can enhance your game further with the backgrounds, items, and especially the innovative archetypes at the end of the chapter, which allow a character to learn spells and special abilities from the monsters they defeat in battle.

If you're a GM, you can start instead with the Quick Start Guide for GMs on page 128. You'll need to make a few quick decisions on how you want to use the new system, which you can figure out together with the group.

Don't worry, all the math and extra work has been calculated for you, so once you know what you want to do, you'll find a comprehensive set of tables that do the work for you when it comes to figuring out how much value of monster parts to give the PCs so that they can create awesome new items out of monster parts. If you're midway through your campaign and want to convert midstream, there's also advice for how to swap over to the new system quickly and easily with the minimum amount of friction and time spent updating characters, so you can get right to the action.

There are even extra sidebars throughout the section with all sorts of additional tweaks and tips, as well as ways to combine these rules with other variants like automatic bonus progression and relics. The only limit is your own imagination!

## SECTION SUMMARIES

*Battlezoo Bestiary's* Monster Parts chapter has 8 sections, each detailing a variety of ways you can use parts from monsters to enrich your game. The first 6 sections are all connected to a brand new system to upgrade your equipment using monster parts, while the final two offer other ways to use monster parts.

### Quick Start Guide for PCs (page 126):

This section is a fast and easy way to learn what you need to know to use the new system for upgrading with monster parts for your PC.

### Quick Start Guide for GMs (page 128):

This section is a quick guide to the choices you need to make as the GM and how to implement the rules for upgrading with monster parts in your game.

**The Three Variants (page 130):** This section explains the three different versions of the new system you can use depending on how big a role you want monster parts to play in your game.

**Gathering Ingredients (page 132):** This section outlines how to gather ingredients from monsters in order to use them to upgrade your items.

**Refining (page 136):** This section covers the most basic way you use monster parts to upgrade your items, refining them to increase their basic attributes.

**Imbuing (page 142):** This section covers the more advanced way to upgrade items with monster parts, imbuing the item with special powers related to the monsters' abilities.

**Monster Hunting Character Options (page 154):** This section presents new backgrounds and archetypes with their own reasons to hunt down monsters and gather their parts.

**Monster Part Items (page 160):** This section includes items you can only find or make by defeating specific monsters that you'll find in the *Battlezoo Bestiary*.



# QUICK START GUIDE FOR PCs

*If your character is using the Monster Parts system from this book, you can use the following steps to create awesome items for yourself and your teammates out of monster parts.*

## Step 1: Slay Monsters



This part works like normal. Normally, you need to kill monsters before you can harvest their parts, though if your group is more peaceful, you might be able to find monster parts as quest rewards, or even unlock the powerful magical effects of monster parts freely given.

## Step 2: Gather Ingredients



Next, you gather ingredients from the monsters you defeated. The GM will tell you how much value the monster parts have, as well as their Bulk. To prevent you from having to carry a lot of materials and keep track of them all, you might want to consider using them right away, but if not, you can hold onto them as long as you want. For more information, see Gathering Ingredients on page 132. If you have plenty of downtime, you can try to get more total value of monster parts from a monster's corpse. For more information, see Gathering More From Monsters on page 135.

## Step 3: Refine Item



Refining an item with monster parts is the first step towards creating an awesome custom item with the parts you've found. During this step, you can either create the base mundane item from scratch by providing monster parts equal to its Price, or you can start with an existing mundane item. Once you've chosen the item, refine it to make it more powerful, using as many monster parts as you like, as long as they meet the item's refining requirements. For instance, you can refine a sword out of parts from a monster that had slashing or piercing unarmed attacks. As you reach certain threshold values while refining, your item will level up, increasing its item level and potentially gaining more benefits. You can't refine an item higher than your own level. For more information, see Refining on page 136, and for an example, see Example of Refining on page 141.

## Step 4: Imbue Item



Imbuing an item is where the item starts getting really interesting. As you continue to refine your item, the item eventually gains capacity to be imbued with special imbued properties. A few types of items can even eventually be imbued multiple times. Just like refining, you can imbue an item by using monster parts that meet the imbued property's requirements. For instance, if you want to imbue an item with fire, you'll need parts from a fire monster or a monster with fire abilities. Just like with refining, as you reach certain thresholds, the imbued property will level up, potentially granting increased benefits. You can't imbue a property on an item to be higher level than the item's own level. For more information, see Imbuing on page 142, and for an example, see Example of Imbuing on page 143.

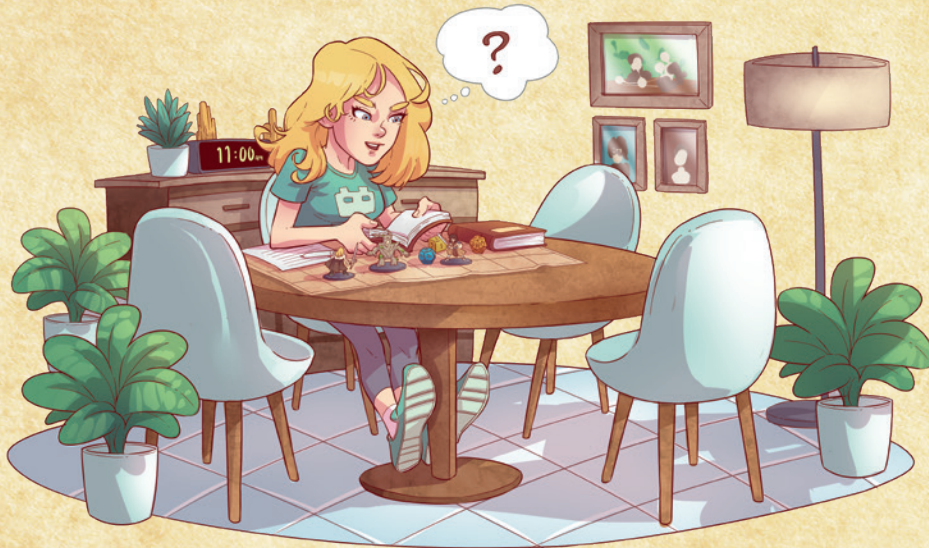




# QUICK START GUIDE FOR GMS

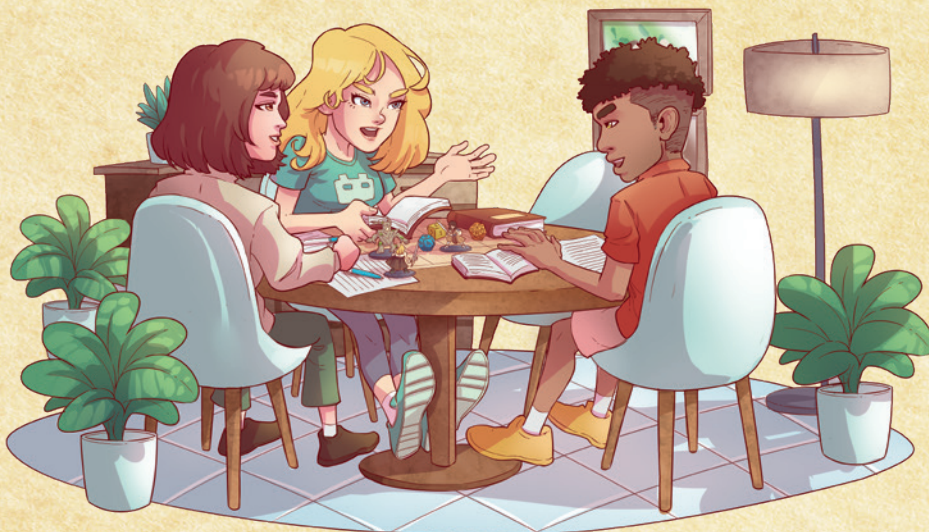
If you're a GM and you want to start using the Monster Parts system from this book, you can use the following steps to get your group started in no time!

## Step 1: Choose a Variant



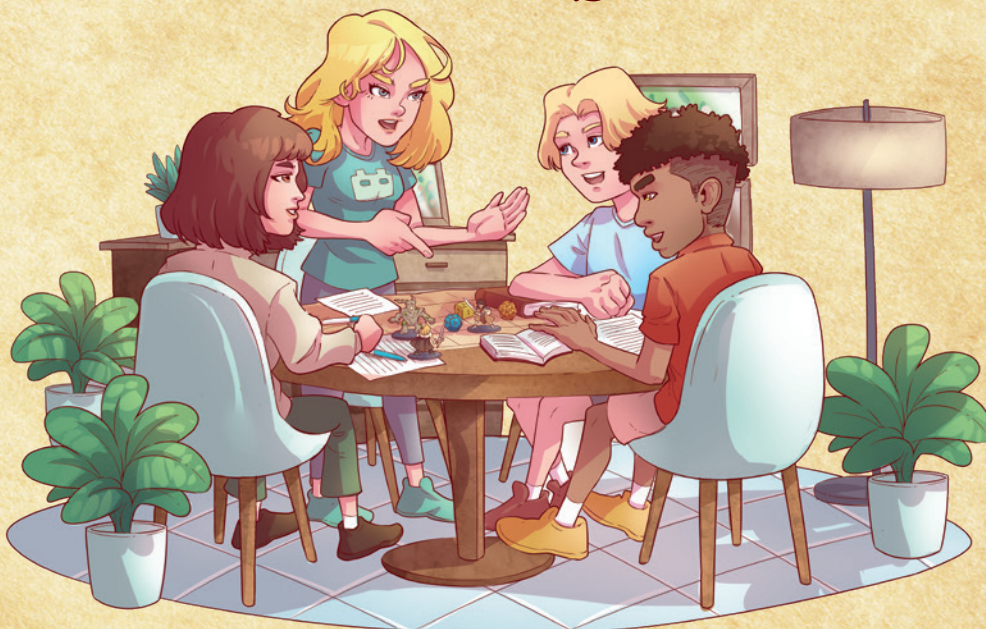
To ensure that this system works great for any group that wants to upgrade items with monster parts, the system includes three variants that vary depending on how heavily your group relies on this system compared to the magic item system in the *Pathfinder Second Edition Core Rulebook*. Start by talking to your players to gauge interest and choosing the variant that's right for you. For more information, see *The Three Variants* on page 130.

## Step 2: Determine Monster Parts as Treasure



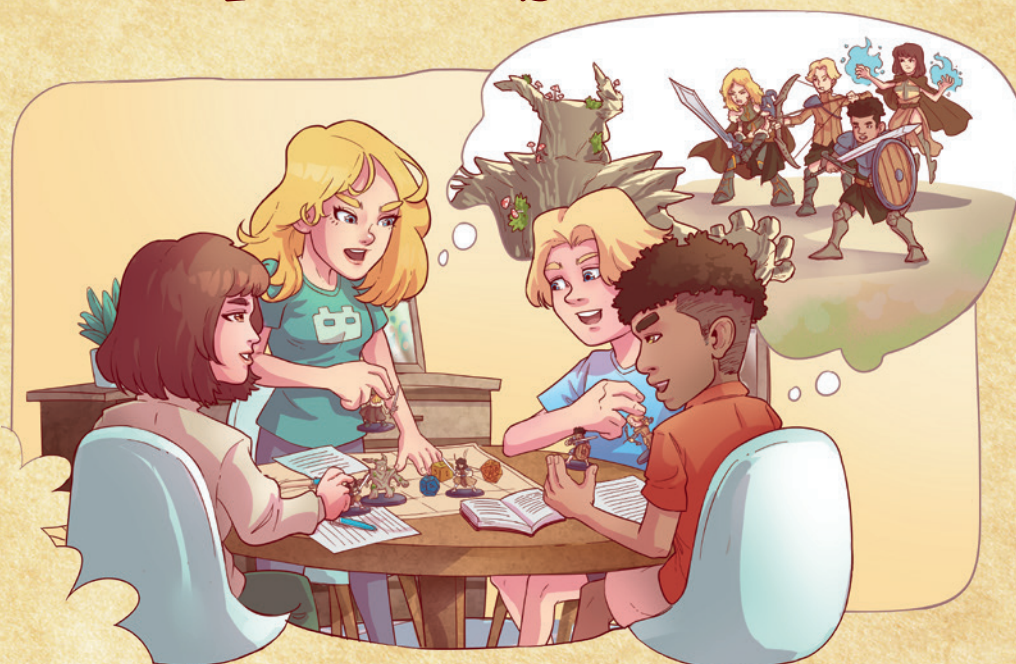
Once you know which variant you're using, you can start giving your PCs monster parts as treasure. It's most accurate to use **Table 1A**, **1B**, or **1C** (depending on which variant you choose) to plan out monster part drops per level. You can also use **Table 2A**, **2B**, or **2C** to determine the value of parts that a given monster grants the PCs; this method is much more flexible, perfect for a sandbox campaign, but depending on if the group fights mostly single strong monsters or many weak monsters, it might distort wealth over time. Thus, you might want to occasionally keep an eye out to be sure the PCs don't have too much or too little. For more information, see *Gathering Ingredients* on page 132.

## Step 3: Communicate With Your Players



Ask your players what sorts of items and imbued properties they want to create, and you can use that to help them guide the story towards opponents that meet the necessary requirements. For instance, if one of the PCs is interested in creating a weapon imbued with electricity, you could give them a rumor when they Gather Information about a dungeon haunted by electric monsters. If you want to see the requirements for refining and imbuing for yourself, you can check out Refining on page 136 and Imbuing on page 142.

## Step 4: Play the Game



Now all that's left is to play the game with the new system! As the PCs defeat monsters, the players will have their characters make decisions about how to use the parts they've found to upgrade their items. All you have to do is keep giving them more parts, using the appropriate tables to do so, and they'll do the rest. Continue to keep in mind what sorts of refining and imbuing your PCs are interested in pursuing so that you can make sure they have a chance to find the right sorts of monsters to accomplish their goals.





## THE THREE VARIANTS

Whether your group wants to use this system to replace all magic items, add it alongside magic items with minimum disruption, or do something in between, this system provides both guidelines and specific tables to make introducing monster parts as seamless as possible.

**Full Variant:** With this option, the GM replaces all or nearly all wealth with this subsystem.

**Light Variant:** With this option, the GM replaces only currency with this subsystem. Other magic items still exist, even weapons and armor upgraded with runes as presented in the *Pathfinder Core Rulebook*. This is easy to apply and has the flexibility of using plenty of magic items from other sources, but the disadvantage is that there won't be enough ingredients for more than a few items in the party to be built using this subsystem without being behind in item levels. So the party will likely have only a few refined items total, most likely with only moderate levels of imbuing.

Alternatively, the GM can simply add the Light variant without removing other rewards. This produces PCs who are a little more powerful in terms of gear than expected.

**Hybrid Variant:** This option is halfway between the other two; the GM replaces about half of permanent items, as well as currency, with this subsystem, while keeping the rest, as well as all consumables. Because this

variant replaces half but not all the permanent items, this is the most difficult variant for a GM to apply to a pre-published adventure. However, it provides enough materials for the party to have an assortment of refined items while maintaining permanent and consumable magic items.

## IDENTIFYING MONSTER PART ITEMS

Items made of monster parts gain a magic of their own, and can be identified just like other magic items can. However, since this system deemphasizes the benefits of the Crafting skill, you might consider allowing the Crafting skill to identify all items built using the system, as a character with deep knowledge of the process of crafting and the use of different crafting components from various creatures might be able to use that to identify the effect of the finished product. This removes much of the value of the Crafter's Appraisal skill feat from the *Advanced Player's Guide*, but it nonetheless could be a useful tweak to add more value to the Crafting skill in a game using the Monster Parts system, especially the full variant.



## INVESTING MONSTER PART ITEMS

Worn monster part items are invested in exactly the same way as any other invested item, and follow the same investiture limit of 10 invested items.

## NAMING MONSTER PART ITEMS

This new system gives your group incredible flexibility for advancing your items in various ways, but as a result, there's more information you might need to know about an item than normal, as you and your players track the item's refining level and various imbued property levels. When necessary you can indicate the level of the weapon's various features in parentheses.

For example, a *+3 major striking fire might (16) fire magic (18) cold technique (20) longsword (20)* is a magical longsword that has been refined to level 20 and has three imbued properties, fire might at level 16, fire magic at level 18, and cold technique at level 20. Most times you can abbreviate this name, or even just use a fanciful name based on the monsters whose parts you used to refine and imbue the item, such as "Blade of the Dueling Frostflame Dragons."

## CONVERTING YOUR GAME

As you read these new rules, you might be right in the middle of an ongoing campaign but excited to start using monster parts in your game right away. These tips will help you convert your game to the new system with minimum fuss.

### LIGHT VARIANT

You might not need to do anything at all to convert to the light variant, since this variant assumes that only a few items are made of monster parts. Most likely, take the player or players most interested in having a monster part item or two aside and see if you want to convert any of their items using the tips from hybrid and full variants.

### HYBRID OR FULL VARIANT

In the hybrid variant, many of the party's weapons, armor, shields, Perception items, and skill items will be using the new system, though perhaps not all. In the full variant, they all use the new system. In hybrid, it's easiest to try to convert whichever of those you can first and leave behind the items that are most obviously steeped in the base magic item system, such as specific magic items. In full variant, convert everything to a similar item. Here are some best practices for converting items.

When converting a skill or Perception item, check to see if there's a refined and imbued version that works for you and convert to the nearest equivalent item. If not, and if you're using the hybrid variant, you can always keep the old item. For example, a *+1 shadow leather armor* could be converted into a *+1 leather armor (5)* and a *+1 Stealth skill item (3)*.

When converting a shield, use the same process.

## GLOSSARY OF TERMS

The following terms are used throughout this chapter, presented here so you can quickly look up their definitions without having to flip later in the chapter to their appropriate sections.

**Full Variant** The variant of the monster part crafting system where crafting with monster parts is the only form of itemization.

**Gathering** The process of collecting monster parts from the enemies you defeat.

**Hybrid Variant** The variant in between the full variant and the light variant, where crafting with monster parts represents a significant chunk of all itemization, but there are still plenty of other items as well.

**Imbued Property** A special benefit you add to an item, such as extra fire damage or the ability to cast a magic spell.

**Imbuing** The process of adding and improving imbued properties on items crafted from monster parts.

**Light Variant** The variant of the monster part crafting system where only a small amount of itemization depends on crafting with monster parts, perfect for replacing the loose coin treasure in a campaign without access to shops.

**Monster Parts** A new currency gathered from defeated monsters and used to refine and imbue items.

**Refinement Benefit** A fundamental benefit gained by an item when the item is refined to a certain level, akin to fundamental runes. One refinement benefit is the ability to imbue the item with one or more imbued properties.

**Refining** The process of creating an item out of monster parts, and improving an item's fundamental properties by using more and more powerful monster parts. Refining an item raises its level and grants refinement benefits based on the type of item.

**Salvaging** The process of taking apart an item made from monster parts to recover some of the component parts.

**Transferring** The process of transferring monster parts from one refined item to another, granting the transferred benefits to the new item instead.

Sturdy shields are simple to convert over, but you might not be able to convert over a special shield exactly, so in the hybrid variant you can just keep that shield.

For weapons and armor, you should be able to convert fundamental runes to refining levels pretty easily. Many of the most popular weapon runes have a might path that does something similar, such as fire might working roughly similarly to flaming. For armor runes, there are fewer imbued properties to choose from, and the armor runes that grant skill bonuses you can just replace with a skill item, opening up two possible slots for imbued properties.

If the PCs have a precious material item or a specific weapon like a staff or a flame tongue, consider leaving them as-is in the hybrid variant or else using the sidebar on page 138 for the precious materials. You might even allow a specific item to be refined, but it should never be given imbued properties, and the refining level should not alter or adjust the effects of the specific item in any way.





## GATHERING INGREDIENTS

The first step in upgrading weapons with monster parts is gathering suitable parts. After a battle, the PCs can spend 10 minutes to gather the monsters' parts (a PC can instead take their time to gain a greater value of parts, see *Gathering More from Monsters* on page 135). The time it takes to gather normally does not depend on how big or numerous the monsters were, though the GM might determine that a battle with particularly enormous or numerous monsters require multiple 10 minute increments to gather all the parts. Gathering parts automatically succeeds without a check. Monster parts vary in Bulk based on the original monster, but they generally tend to be extremely bulky. While the Bulk is at the GM's discretion, typical Bulk values are light Bulk for the parts of a Small creature, 1 Bulk for Medium, 2 Bulk for Large, 4 Bulk for Huge, and 8 Bulk for Gargantuan. As such, it is usually a good idea for PCs to use the parts quickly to upgrade their items via refining and imbuing.

While many monster parts are gathered by harvesting them directly from monsters, most campaigns will include opponents that are not sources of parts (such as human foes). These foes might instead carry refined items that the PCs can break down for useful parts for their own equipment, or even unrefined monster parts. The PCs can keep track of monster parts by their value, as well as the monster that

provided them (for instance, "12 gp of giant crab parts"). This represents a variety of parts from those creatures, and the PCs can split the value of parts as needed. For instance, if the PCs used 10 gp of those giant crab parts to refine a weapon, they would have 2 gp of giant crab parts remaining.

It's recommended that the PCs be allowed to allocate and spend monster parts shortly after earning them, to avoid needing to drag along bulky materials and keep track of a large list of parts from different creatures and values (see *Refining* below for a discussion on how to allocate these quickly). As the GM, you determine the value of the monster parts the PCs find. To determine how much value in monsters parts, as well as other treasure, PCs should be earning over the course of a level, use the appropriate Party Treasure by Level table: **Table 1A** for the Light variant, **Table 1B** for the Hybrid variant, or **Table 1C** for the Full variant. These tables replace the Table 10-9: Party Treasure table of the *Pathfinder Second Edition Core Rulebook*.

For GMs looking to select treasure for a single encounter, use the tables of monster parts per monster: **Table 2A** for the Light variant, **Table 2B** for the Hybrid Variant, or **Table 2C** for the Full variant. These tables work on the same encounter building assumptions used in the *Pathfinder Second Edition Gamemastery Guide* Treasure by Encounter table. This means they provide



approximately the right amount of monster parts for the level if the GM uses about 640 XP worth of monsters that grant monster parts, with the rest of the XP from hazards and achievements and the rest of the wealth from “Extra Treasure” (as indicated in the final column in the *Gamemastery Guide’s* table) found in caches, treasure chests, and other such locations. The GM can supply some or all of the Extra Treasure in the form of monster parts given as rewards for the PCs’ accomplishments. In the Full variant, if the GM wants to have more monster battles than normal for each level, she can just use 800 XP worth of monsters instead of giving Extra Treasure (with the rest of the XP from hazards and achievements).

GMs can also use the monster parts per monster table to adjust a republished adventure to use this system. Simply add the listed monster parts by level for each opponent, and then subtract the appropriate amount of other treasure elsewhere (just currency for Light, coin and half the permanent items for Hybrid, and everything for Full).

Because treasure doesn’t vary at exactly the same rate as experience, it is possible that if your group’s encounters are particularly skewed towards single opponents above the party’s level or many weak opponents; these situations might wind up giving a value of monster parts that is above or below expectations. This is especially true with very low level monsters and with monsters levels 17 through 20; the values for low levels monsters have been adjusted slightly to reduce this effect. Because of these factors, the tables for monster parts over the course of an entire level (**Tables 1A** through **1C**) more accurately represent an appropriate amount of treasure than the monster parts value per monster tables (**Tables 2A** through **2C**). However, the parts per monster tables are easier and more convenient to use when building encounters; GMs can use either or both

## WHAT MAKES A MONSTER?

This system works no matter how you define a monster, but, in most cases, PC ancestries like humans, elves, or orcs aren’t a source for parts, except among evil groups that might wear leather armor made of tanned human skin, and the like. Similarly, while killing an angel for parts would work following these rules, most groups would likely balk at murdering a being of pure good. When it comes to a diplomatic solution, an angel or other creature the PCs befriend might be willing to offer some shed feathers, scales, or so on to use in item crafting. The way magic works, an angel’s feather freely given to a worthy ally after a quest might have as much potential for crafting as many feathers taken from the corpse of a murdered angel. Since the system only measures the value of the parts, not the volume, you are free to make the decisions that work for your situation.

sets of tables to suit their style of running games.

For example, a group of 4 level 10 PCs using the full variant just defeated a level 13 purple worm. According to **Table 1C**, the GM should give out a total of 8,000 gp of monster parts for level 10 PCs, and the purple worm was worth 120 XP, representing a little over 1/5 of the total XP of monsters the party will face this level, so the GM decides to give the PCs 1,750 gp worth of monster parts. If the GM needed an answer quickly and hadn’t planned out the treasure for the entire level, they could instead use **Table 2C**, which says to give out 1,560 gp worth of monster parts since the monster was level 13.

**TABLE 1A: PARTY TREASURE BY LEVEL (LIGHT VARIANT)**

Level	Total Value	Permanent Items (By Item Level)	Consumables (By Item Level)	Monster Parts (Value)	Monster Parts per Additional PC (Value)
1	175 gp	2nd: 2, 1st: 2	2nd: 2, 1st: 3	40 gp	10 gp
2	300 gp	3rd: 2, 2nd: 2	3rd: 2, 2nd: 2, 1st: 2	70 gp	18 gp
3	500 gp	4th: 2, 3rd: 2	4th: 2, 3rd: 2, 2nd: 2	120 gp	30 gp
4	860 gp	5th: 2, 4th: 2	5th: 2, 4th: 2, 3rd: 2	200 gp	50 gp
5	1,350 gp	6th: 2, 5th: 2	6th: 2, 5th: 2, 4th: 2	320 gp	80 gp
6	2,000 gp	7th: 2, 6th: 2	7th: 2, 6th: 2, 5th: 2	500 gp	125 gp
7	2,900 gp	8th: 2, 7th: 2	8th: 2, 7th: 2, 6th: 2	720 gp	180 gp
8	4,000 gp	9th: 2, 8th: 2	9th: 2, 8th: 2, 7th: 2	1,000 gp	250 gp
9	5,700 gp	10th: 2, 9th: 2	10th: 2, 9th: 2, 8th: 2	1,400 gp	350 gp
10	8,000 gp	11th: 2, 10th: 2	11th: 2, 10th: 2, 9th: 2	2,000 gp	500 gp
11	11,500 gp	12th: 2, 11th: 2	12th: 2, 11th: 2, 10th: 2	2,800 gp	700 gp
12	16,500 gp	13th: 2, 12th: 2	13th: 2, 12th: 2, 11th: 2	4,000 gp	1,000 gp
13	25,000 gp	14th: 2, 13th: 2	14th: 2, 13th: 2, 12th: 2	6,000 gp	1,500 gp
14	36,500 gp	15th: 2, 14th: 2	15th: 2, 14th: 2, 13th: 2	9,000 gp	2,250 gp
15	54,500 gp	16th: 2, 15th: 2	16th: 2, 15th: 2, 14th: 2	13,000 gp	3,250 gp
16	82,500 gp	17th: 2, 16th: 2	17th: 2, 16th: 2, 15th: 2	20,000 gp	5,000 gp
17	128,000 gp	18th: 2, 17th: 2	18th: 2, 17th: 2, 16th: 2	30,000 gp	7,500 gp
18	208,000 gp	19th: 2, 18th: 2	19th: 2, 18th: 2, 17th: 2	48,000 gp	12,000 gp
19	355,000 gp	20th: 2, 19th: 2	20th: 2, 19th: 2, 18th: 2	80,000 gp	20,000 gp
20	490,000 gp	20th: 4	20th: 4, 19th: 2	140,000 gp	35,000 gp





**TABLE 1B: PARTY TREASURE BY LEVEL (HYBRID VARIANT)**

Level	Total Value	Permanent Items (By Item Level)	Consumables (By Item Level)	Monster Parts (Value)	Monster Parts per Additional PC (Value)
1	175 gp	2nd: 1, 1st: 1	2nd: 2, 1st: 3	95 gp	24 gp
2	300 gp	3rd: 1, 2nd: 1	3rd: 2, 2nd: 2, 1st: 2	165 gp	40 gp
3	500 gp	4th: 1, 3rd: 1	4th: 2, 3rd: 2, 2nd: 2	280 gp	70 gp
4	860 gp	5th: 1, 4th: 1	5th: 2, 4th: 2, 3rd: 2	460 gp	115 gp
5	1,350 gp	6th: 1, 5th: 1	6th: 2, 5th: 2, 4th: 2	730 gp	180 gp
6	2,000 gp	7th: 1, 6th: 1	7th: 2, 6th: 2, 5th: 2	1,110 gp	275 gp
7	2,900 gp	8th: 1, 7th: 1	8th: 2, 7th: 2, 6th: 2	1,580 gp	400 gp
8	4,000 gp	9th: 1, 8th: 1	9th: 2, 8th: 2, 7th: 2	2,200 gp	550 gp
9	5,700 gp	10th: 1, 9th: 1	10th: 2, 9th: 2, 8th: 2	3,100 gp	775 gp
10	8,000 gp	11th: 1, 10th: 1	11th: 2, 10th: 2, 9th: 2	4,400 gp	1,100 gp
11	11,500 gp	12th: 1, 11th: 1	12th: 2, 11th: 2, 10th: 2	6,200 gp	1,550 gp
12	16,500 gp	13th: 1, 12th: 1	13th: 2, 12th: 2, 11th: 2	9,000 gp	2,250 gp
13	25,000 gp	14th: 1, 13th: 1	14th: 2, 13th: 2, 12th: 2	13,500 gp	3,375 gp
14	36,500 gp	15th: 1, 14th: 1	15th: 2, 14th: 2, 13th: 2	20,000 gp	5,000 gp
15	54,500 gp	16th: 1, 15th: 1	16th: 2, 15th: 2, 14th: 2	29,500 gp	7,375 gp
16	82,500 gp	17th: 1, 16th: 1	17th: 2, 16th: 2, 15th: 2	45,000 gp	10,250 gp
17	128,000 gp	18th: 1, 17th: 1	18th: 2, 17th: 2, 16th: 2	69,000 gp	17,250 gp
18	208,000 gp	19th: 1, 18th: 1	19th: 2, 18th: 2, 17th: 2	112,000 gp	28,000 gp
19	355,000 gp	20th: 1, 19th: 1	20th: 2, 19th: 2, 18th: 2	190,000 gp	47,500 gp
20	490,000 gp	20th: 2	20th: 4, 19th: 2	280,000 gp	70,000 gp

**TABLE 1C: PARTY TREASURE BY LEVEL (FULL VARIANT)**

Level	Monster Parts (Value)	Monster Parts per Additional PC (Value)
1	175 gp	45 gp
2	300 gp	75 gp
3	500 gp	125 gp
4	860 gp	215 gp
5	1,350 gp	340 gp
6	2,000 gp	500 gp
7	2,900 gp	725 gp
8	4,000 gp	1,000 gp
9	5,700 gp	1,425 gp
10	8,000 gp	2,000 gp
11	11,500 gp	2,875 gp
12	16,500 gp	4,125 gp
13	25,000 gp	6,250 gp
14	36,500 gp	9,125 gp
15	54,500 gp	13,625 gp
16	82,500 gp	20,625 gp
17	128,000 gp	32,000 gp
18	208,000 gp	52,000 gp
19	355,000 gp	88,750 gp
20	490,000 gp	122,500 gp

**TABLE 2A: MONSTER PARTS GAINED PER MONSTER (LIGHT VARIANT)**

Creature Level	Monster Parts (Value)
-1	1.5 gp
0	2.25 gp
1	3.5 gp
2	5 gp
3	7 gp
4	12 gp
5	18 gp
6	30 gp
7	45 gp
8	64 gp
9	90 gp
10	125 gp
11	175 gp
12	250 gp
13	375 gp
14	560 gp
15	810 gp
16	1,250 gp
17	1,875 gp
18	3,000 gp
19	5,000 gp
20	8,750 gp
21	10,000 gp
22	17,500 gp
23	20,000 gp
24	35,000 gp
25	40,000 gp



**TABLE 2B: MONSTER PARTS GAINED PER MONSTER (HYBRID VARIANT)**

Creature Level	Monster Parts (Value)
-1	3.5 gp
0	5 gp
1	7 gp
2	12 gp
3	18 gp
4	27 gp
5	45 gp
6	65 gp
7	100 gp
8	140 gp
9	200 gp
10	275 gp
11	390 gp
12	560 gp
13	840 gp
14	1,250 gp
15	1,850 gp
16	2,800 gp
17	4,300 gp
18	7,000 gp
19	12,000 gp
20	17,500 gp
21	24,000 gp
22	35,000 gp
23	48,000 gp
24	70,000 gp
25	96,000 gp

**TABLE 2C: MONSTER PARTS GAINED PER MONSTER (FULL VARIANT)**

Creature Level	Monster Parts (Value)
-1	6.5 gp
0	9 gp
1	13 gp
2	22 gp
3	30 gp
4	50 gp
5	80 gp
6	125 gp
7	180 gp
8	250 gp
9	360 gp
10	500 gp
11	720 gp
12	1,030 gp
13	1,560 gp
14	2,300 gp
15	3,400 gp
16	5,150 gp
17	8,000 gp
18	13,000 gp
19	22,500 gp
20	30,000 gp
21	45,000 gp
22	60,000 gp
23	90,000 gp
24	120,000 gp
25	180,000 gp

## GATHERING MORE FROM MONSTERS

Regardless of the variant your group is using, a PC with an appropriate Lore skill (such as Dragon Lore when gathering dragon parts) can spend downtime carefully foraging from a monster corpse to increase the value of scavenged parts, using Earn Income with a task level equal to the monster's level. On a critical failure, or once they have doubled the value of the monster parts, the PC has garnered everything they can from this monster's corpse. A PC particularly interested in this task can also take the skill feat below.

### MONSTER SCAVENGER

### FEAT 1

**GENERAL SKILL**

**Prerequisites** trained in Survival

You are particularly adept at using every part of the creatures you defeat. You can use Survival to Earn Income scavenging monster parts. If you choose to use an appropriate Lore skill instead, you gain a +1 circumstance bonus to the check. The bonus increase to a +2 circumstance bonus if you're a master in Survival.

## TRADING MONSTER PARTS

Monster parts typically aren't sold on the open market, and they sell for half of their listed value if selling them is possible. If a monster's parts are inappropriate for any item the entire party wants to refine or imbue, the GM might allow the PCs to trade their findings with other adventurers for parts they can use.

## HAUNTS AND HAZARDS

PCs can also gather parts or residues from a hazard with a physical manifestation. You can use the value for a creature if it's a complex hazard, or 1/4 that value for a simple hazard.







## REFINING

The first step in creating an item out of monster parts is refining the item. At its most basic level, refining monster parts into an item allows you to create a mundane weapon, armor, or shield out of those parts, as well as the basis for an item that will become a Perception item or skill item, like goggles or an anklet. This costs the normal amount for an item of that type. For instance, it would take 1 gp worth of parts to make a longsword, so you could slay a bulette and build a longsword out of its claws with plenty of materials to spare.

Beyond the basics, refining upgrades an item's basic functionality and allows the item to be imbued with additional powers (See Imbuing on page 142). To refine an item, you first gather monster parts that meet the requirements listed in the item's refining entry and combine them into the item. You can't use this process on an item made from a particular material, since you're building and refining it out of monster parts, and you can't use this process on a magic item. A refined shield normally uses the statistics for a steel shield. Because items refined out of monster parts usually aren't metal, it bypasses a druid's restriction against wearing metal armor and shields, which offers a small but noticeable improvement for druids' survivability. If your group wishes to maintain the status quo for druids instead,

limit druids to a base armor that wouldn't contain metal, and have their shields use the Hardness, HP, and BT thresholds listed for bucklers.

It's recommended that GMs allow characters to assign monster parts to refine or imbue items as soon as they collect the monster parts, and then gain the benefits of refining or imbuing during their next daily preparations, without waiting to spend downtime. This keeps things simpler and allows for fast-paced games with plenty of monster part upgrades, and prevents the party from needing to track exactly which monster dropped which parts in what quantities over time.

If the GM prefers, it can be part of the Craft activity using downtime instead. This choice makes a big difference in the value of Crafting in your game. For groups using the Craft activity, Crafting could become mandatory for multiple characters in the group to max out. By contrast, for groups using refinement during daily preparations, particularly those using the Full variant, Crafting is less valuable than it is in a normal game. Discuss with your group and make the decision that works best for the story and pacing you want to tell.

If your party doesn't decide to use the monster parts right after gathering, it's good practice to record the type of monster the parts came from and their value (such as



45 gp worth of elite mimic parts). Later when you wish to refine or imbue a part that requires a specific type of monster ability, you can always reference the monster to ensure the monster parts can be used for your item.

While there's no need to keep track of every monster that provided the parts you used to refine your items, you might want to consider noting particular powerful or memorable monsters whose parts you include in an item by changing the item's name to incorporate the monster's name, typically appended at the end. For instance, if you incorporated jabberwock parts in your greatsword, you might add "of the jabberwock" to the end of the item's name, or if you incorporated ancient red dragon parts, you might add "of the crimson wyrm."

## REFINING DETAILS

The five main categories of items you can refine are weapons, armor, shields, Perception items, and skill items. You can refine an item with monster parts, causing the item to increase in value. Refined items level up when the total value of monster parts used to refine them reaches set thresholds, and as you keep refining and leveling up your items, they grant additional benefits. Use **Table 3A** and **Table 3B** to determine the total value of monster parts needed to level up your items. **Tables 4A** through **4E** list the benefits each type of item grants based upon its level. In addition to these specific benefits, increasing an item's level also increases your options when imbuing the item (see page 142). You can't refine an item to a level above your character's level, but you can refine additional monster parts to an item to increase its value towards the next level. If you refine enough parts into an item in which your character level is the only limitation preventing it from leveling up, the item levels up as soon as your character does.

## SALVAGING & TRANSFERRING

Sometimes you'll come across refined items during your travels. When you do, you typically have a decision to make: do you salvage the item, or decide to keep it and refine it further? Salvaging an item deconstructs the item into monster parts that can be used for refining or imbuing. However, salvaging can retrieve parts worth at most 50% of the cost of the item's refinement and imbued properties, similarly to selling an item but without the need to return to town and find a shop to use as an intermediary. For example, an axe with 100 gp of parts spent to refine it and 100 gp of parts spent to imbue a fire property has a total cost of 200 gp of parts. Salvaging would recover 100 gp of parts, 50 from each. These salvaged parts can be used for refinement or imbuing as normal.

On the other hand, you might find an item and want to keep its refinement and imbued properties but transfer to another item of the same type. For instance, a rogue might find a greatsword but want to transfer the refinement and imbue properties to a shortsword. To transfer the refinement value or an imbued property from one item of the same type (weapon, armor, shield,

## REFINING AND IMBUING VS RUNES

An item is either built and upgraded using this system or the normal rules for magic items with precious materials, fundamental runes, and property runes. Even in the light or hybrid versions, where magic weapons and armor using fundamental runes and property runes still exist, a single item can't use both at once.

Perception item, or skill item) to another with lower value, first choose what to swap, either the refinement value or the value of one of the imbued properties. In order to successfully transfer refinement value, the two items must have compatible requirements for the type of monster parts they need. For instance, you couldn't transfer refinement from a bludgeoning weapon to a slashing weapon because they have different requirements. To perform the transfer, you'll need to provide additional monster parts worth 10% of the difference in values between the two. Finally, you swap



## VARIANT: PRECIOUS MATERIALS AND REFINING

Normally a refined item is made out of various monster parts, and so it can't be made out of a precious item. However, it's possible that you might have a situation where you want to mimic the rules of a special material, perhaps for an item made entirely out of dragon scales, or for something made of extremely light monster parts that mimic the effects of mithral. In this case, choose which types of monsters provide parts that can create a special material item, for instance, dragons are a natural choice for the effects of dragonhide. A character can contribute monster parts towards the special material's effects in the same way as refining monster parts into a mundane item. Just like normal for items made out of precious materials, a low-grade precious material item can only be refined up to level 8, and a standard-grade precious material item can be refined up to level 15. A character can improve the grade of a precious material item from low to standard to high by providing an appropriate monster equal to the difference in price.

Using a suit of dragonhide full plate as an example, a character could use 2,240 gp of dragon parts to create a standard-grade suit of dragonhide full plate. Later, to increase to a high-grade suit of dragonhide full plate, they would need to use a total of 44,800 gp of dragon parts. Since they already have a suit of standard-grade dragonhide full plate, they'd need to find 42,560 gp more dragon parts to do so.

the refinement or imbued property value between the two items.

For our example rogue, if they had a *+1 striking cold might (4) rapier (6)* with a refinement value of 250 gp and an *imbued cold property (4)* with a value of 100 gp, and they wanted to transfer the refinement from a *+2 striking greatsword (10)* with a refinement value of 1,000 gp to the rapier, and keep the rapier's imbue property, they would calculate the difference in refinement value (1,000 gp - 250 gp = 750 gp), divide by 10 (for the additional 10%) to then provide 75 gp worth of monster parts to perform the transfer. With the transfer complete, the rapier would become a *+2 striking cold might (4) rapier (10)* and have a refinement value of 1,000 gp and the greatsword would become a *+1 striking greatsword (6)* would have a refinement value of 250 gp.

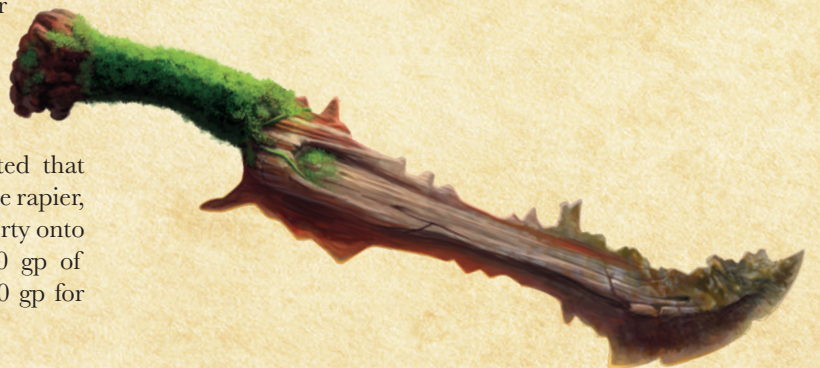
On the other hand, if the barbarian insisted that instead of transferring the refinement value to the rapier, the group should transfer the cold imbued property onto the greatsword, the transfer would require 10 gp of parts (100 gp for the cold imbued property - 0 gp for the greatsword, divided by 10).

TABLE 3A: REFINEMENT COST BY ITEM LEVEL (WEAPONS AND ARMOR)

Item Level	Total Cost
1	20 gp
2	35 gp
3	60 gp
4	100 gp
5	160 gp
6	250 gp
7	360 gp
8	500 gp
9	700 gp
10	1,000 gp
11	1,400 gp
12	2,000 gp
13	3,000 gp
14	4,500 gp
15	6,500 gp
16	10,000 gp
17	15,000 gp
18	24,000 gp
19	40,000 gp
20	70,000 gp

TABLE 3B: REFINEMENT COST BY ITEM LEVEL (SHIELDS, PERCEPTION ITEMS, AND SKILL ITEMS)

Item Level	Total Cost
1	10 gp
2	20 gp
3	35 gp
4	60 gp
5	100 gp
6	160 gp
7	240 gp
8	340 gp
9	470 gp
10	670 gp
11	950 gp
12	1,350 gp
13	2,000 gp
14	3,000 gp
15	4,300 gp
16	6,500 gp
17	10,000 gp
18	16,000 gp
19	25,000 gp
20	45,000 gp



## REFINING WEAPONS

To refine a weapon (or *handwraps of mighty blows*), you need monster parts from a monster with an unarmed attack that matches the weapon's physical damage type (bludgeoning, piercing, or slashing). If a weapon has the versatile or modular traits, you can use monster parts from monsters with unarmed attacks matching any of the weapon's different damage types. Refining a weapon grants the following benefits, as shown on **Table 4A**.

**Item Bonus to Attack Rolls** The weapon grants you the listed item bonus to attack rolls.

**Imbuing** You can imbue the weapon up to the listed number of times (see Imbuing on page 142).

**Additional Damage Dice** The weapon's damage dice increase to the listed amount of weapon damage dice. The italicized name is the equivalent fundamental rune, and you can use it as part of the weapon's name to make it more recognizable to a group used to the core magic item system (i.e. +2 *greater striking longsword* (12)).

**TABLE 4A: REFINEMENT BENEFITS BY LEVEL (WEAPON)**

Item Level	Refinement Benefits
1	
2	item bonus to attack rolls (+1), imbuing (1)
3	
4	additional damage dice (2 dice, <i>striking</i> )
5	
6	
7	
8	
9	
10	item bonus to attack rolls (+2), imbuing (2)
11	
12	additional damage dice (3 dice, <i>greater striking</i> )
13	
14	
15	
16	item bonus to attack rolls (+3), imbuing (3)
17	
18	
19	additional damage dice (4 dice, <i>major striking</i> )
20	

## REFINING ARMOR

You can use monster parts to refine a suit of armor or explorer's clothing. The monster must have suitable materials: hairs, fibers, or silk for explorer's clothing and padded armor, skin for leather and hide armors, or some sort of hard components like bones or horns for armor typically made of metal. Monsters lacking any sort of armored component, such as oozes, do not provide suitable components. Refining a suit of armor grants the following benefits, as shown on **Table 4B**. Just like magic armor created using the normal rules, refined armor has the invested trait.

**Increased Item Bonus to AC** The armor increases its item bonus to AC by the listed amount.

**Imbuing** You can imbue the armor up to the listed

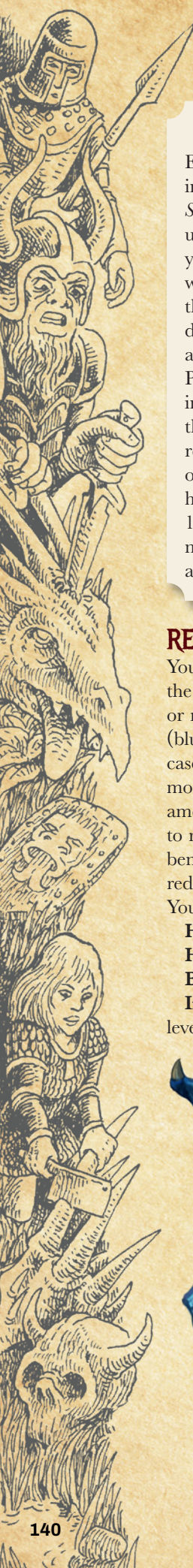
number of times (see Imbuing on page 142).

**Item Bonus to Saving Throws** The armor grants the listed item bonus to all saving throws. The italicized name is the equivalent fundamental rune, and you can use it as part of the armor's name to make it more recognizable to a group used to the core magic item system (i.e. +3 *greater resilient leather armor* (19)).

**TABLE 4B: REFINEMENT BENEFITS BY LEVEL (ARMOR)**

Item Level	Refinement Benefits
1	
2	
3	
4	
5	increased item bonus to AC (+1), imbuing (1)
6	
7	
8	item bonus to saving throws (+1, <i>resilient</i> )
9	
10	
11	increased item bonus to AC (+2), imbuing (2)
12	
13	
14	item bonus to saving throws (+2, <i>greater resilient</i> )
15	
16	
17	
18	increased item bonus to AC (+3), imbuing (3)
19	
20	item bonus to saving throws (+3, <i>major resilient</i> )





## OTHER ITEMS

Except in the full variant, other magic items exist in the world, using the system from the *Pathfinder Second Edition Core Rulebook* rather than the rules for upgrading items with monster parts. However, if your group is using the full variant, you might still want to include some types of items other than the ones listed, such as potions or talismans. To do that, just decide what type of monster parts apply towards creating a given item, and let the PCs refine that item by paying the item's Price in monster parts. For instance, you might decide that healing potions made out of monster parts require parts from a creature with the positive trait or blood from a creature with regeneration or fast healing, such as a troll. In that case, a PC could use 12 gp of troll parts to refine a *lesser healing potion*. As normal, a character can't use this process to create an item of a level higher than their own.

## REFINING SHIELDS

You can typically use monster parts to refine a shield if the monster has Hardness, resistance to physical damage, or resistance to one of the three physical damage types (bludgeoning, piercing, or slashing damage). In some cases, you and the GM might decide together that a monster with resistance to physical damage because it is amorphous or gaseous doesn't provide appropriate parts to refine a shield. Refining a shield grants the following benefits as shown on **Table 4C**. When refining a buckler, reduce the listed Hardness by 2, HP by 12, and BT by 6. You can't refine a tower shield in this way.

**Hardness** The shield has the listed Hardness.

**HP** The shield has the listed number of Hit Points.

**BT** The shield has the listed Broken Threshold.

**Imbuing** You can imbue the shield once, starting at level 4 (see Imbuing on page 142).



**TABLE 4C: REFINEMENT BENEFITS BY LEVEL (SHIELD)**

Item Level	Refinement Benefits
1	
2	
3	Hardness 5, HP 30, BT 15
4	imbuing
5	Hardness 6, HP 36, BT 18
6	
7	Hardness 7, HP 42, BT 21
8	Hardness 8, HP 48, BT 24
9	Hardness 9, HP 54, BT 27
10	Hardness 10, HP 60, BT 30
11	
12	Hardness 11, HP 66, BT 33
13	Hardness 12, HP 72, BT 36
14	
15	Hardness 13, HP 78, BT 39
16	Hardness 14, HP 84, BT 42
17	Hardness 15, HP 90, BT 45
18	Hardness 16, HP 96, BT 48
19	Hardness 17, HP 102, BT 51
20	Hardness 18, HP 108, BT 54

## REFINING PERCEPTION ITEMS

Perception items are worn magic items that enhance Perception, and you can refine them out of monsters with special senses. You can use monster parts to refine a Perception item if the monster has a special sense in its stat block other than low-light vision. Refining a Perception item grants the following benefits, as shown on **Table 4D**. Perception items are worn items, and just like worn items created using the normal rules, refined Perception items have the invested trait.

**Item Bonus to Perception** The item grants the listed item bonus to Perception checks.

**Imbuing** You can imbue the Perception item once, starting at level 3 (see Imbuing on page 142).

**TABLE 4D: REFINEMENT BENEFITS BY LEVEL (PERCEPTION ITEM)**

Item Level	Refinement Benefits
1	
2	
3	item bonus to Perception (+1), imbuing
4	
5	
6	
7	
8	
9	item bonus to Perception (+2)
10	
11	
12	
13	
14	
15	
16	
17	item bonus to Perception (+3)

18  
19  
20

## REFINING SKILL ITEMS

Skill items refer to a category of worn magic items that enhance a specific skill, and you can refine them out of monsters good at that skill. You can use monster parts to refine a skill item if the monster has the skill listed in its stat block. Refining a skill item grants the following benefits, as shown on **Table 4E**. Skill items are worn items, and just like worn items created using the normal rules, refined skill items have the invested trait.

**Item Bonus to Skill** The item grants the listed item bonus to skill checks with its associated skill.

**Imbuing** You can imbue the skill item once, starting at level 3 (see Imbuing on page 142).

**TABLE 4E: REFINEMENT BENEFITS BY LEVEL (SKILL ITEM)**

Item Level	Refinement Benefits
1	
2	
3	item bonus to skill (+1), imbuing
4	
5	
6	
7	
8	
9	item bonus to skill (+2)
10	
11	
12	
13	
14	
15	
16	
17	item bonus to skill (+3)
18	
19	
20	

## EXAMPLE OF REFINING

The party's level 7 fighter recently lost their favorite weapon, and so they want to refine an amazing longsword out of the teeth of the tyrannosaurus they just defeated. They're playing using the hybrid variant and have 275 gp of tyrannosaurus parts. Although a tyrannosaurus doesn't have a slashing attack, longswords have the versatile piercing trait, which means the fighter can use the teeth to refine their longsword. They start the refinement by building the tyrannosaurus tooth longsword (0) for 1 gp, and then put the remaining 274 gp into the longsword's refinement. Next, they refine the sword and spend 250 gp, which means the fighter has refined the longsword to item level 6, and it gains the appropriate benefits: a +1 item bonus to hit, a second weapon damage die, and the ability to imbue an imbued

property. The sword is now a *+1 striking longsword (6)*, with 24 gp of monster parts remaining. Finally, the fighter decides they want their longsword to reach level 7 as quickly as possible, so they apply the remaining 24 gp of monster parts to the longsword, which makes the final weapon a *+1 striking longsword (6)* refined to 274 gp—just 86 gp more of parts for the longsword to reach 7th level!

In addition, the fighter is particularly excited about that imbued property, as the group also recently defeated 2 magma scorpions and now they have fiery plans for what comes next for their *+1 striking tyrannosaurus tooth longsword (6)* (to see the fighter's next steps, check out Example of Imbuing on 143).





## IMBUING

Once you've refined an item to a high enough level, you unlock the ability to imbue the item. The necessary level to unlock imbuing varies from item to item; see **Tables 4A through 4E** for more details. Imbuing an item follows a similar process as refining: add monster parts that meet the requirements for the imbued property you want to add to the item. You can't use monster parts if they do not meet the requirements for the imbued property.

For example, if you are imbuing a cold property, you can't use parts from a monster that doesn't have any cold abilities. Track this value separately from the monster parts you use to refine the item, and if the item is high enough level and of the right type to be imbued multiple times, track the value for each imbued property separately. Continue adding value to the imbued property as you use more parts to imbue the property, just like with refining.

When you reach the values specified in **Table 5A** (if imbuing a weapon or suit of armor) or **Table 5B** (if imbuing a shield, Perception item, or skill item), the imbued property levels up, potentially granting increased benefits to the item. Just like with refining, the value and benefits are cumulative, and you can keep adding value to increase the imbued property's level further and gain more benefits. An imbued property's level can never be higher than the item's level or your level, whichever is

lower. Much like in refining, you can keep contributing monster parts and imbuing the property past that point, and in that case, the imbued property's level increases immediately once you refine the item enough to increase the item's refining level. Unlike refining, which only has a single option depending on the type of item, you can choose from several options when you imbue an item, and some of them have multiple upgrade paths, allowing you to customize your item to match your personal playstyle.

**TABLE 5A: IMBUING COST BY ITEM LEVEL (WEAPONS AND ARMOR)**

Item Level	Total Cost
1	20 gp
2	35 gp
3	60 gp
4	100 gp
5	160 gp
6	250 gp
7	360 gp
8	500 gp
9	700 gp
10	1,000 gp
11	1,400 gp
12	2,000 gp



13	3,000 gp
14	4,500 gp
15	6,500 gp
16	10,000 gp
17	15,000 gp
18	24,000 gp
19	40,000 gp
20	70,000 gp

**TABLE 5B: IMBUING COST BY ITEM LEVEL (SHIELDS, PERCEPTION ITEMS, AND SKILL ITEMS)**

Item Level	Total Cost
1	10 gp
2	20 gp
3	35 gp
4	60 gp
5	100 gp
6	160 gp
7	240 gp
8	340 gp
9	470 gp
10	670 gp
11	950 gp
12	1,350 gp
13	2,000 gp
14	3,000 gp
15	4,300 gp
16	6,500 gp
17	10,000 gp
18	16,000 gp
19	25,000 gp
20	45,000 gp

## EXAMPLE OF IMBUING

The party's level 7 fighter just refined a level 6 longsword out of tyrannosaurus parts (see Example of Refining on page 141). Realizing they could also imbue a property, they decided the only thing better than a tyrannosaurus tooth longsword is one that's on fire! Fortunately, the group recently defeated 2 magma scorpions, gaining 280 gp worth of parts. Since the magma scorpions have the fire trait or an attack or spell that deals fire damage (they have both!), the fighter imbues all the parts into their longsword, choosing to imbue the property of fire. The fighter has three choices of path for this imbued property and chooses the path of might. Imbuing 250 gp of parts increases the imbued property's level to 6 (the current maximum, since the item level of the longsword is 6), and lights the tyrannosaurus tooth longsword aflame, allowing it to deal 1d4 additional fire damage! The final weapon is a *+1 striking fire might (6) tyrannosaurus tooth longsword (6)* refined to 274 gp!

## IMBUED PROPERTIES

The following imbued properties are available when imbuing items with different kinds of monster parts. Sometimes an imbued property lists that the item gains either a specific spell, or a chosen spell that follows

## VARIANT: RELIC IMBUING

Relic aspects and gifts, originally created to support relics in the *Pathfinder Second Edition Gamemastery Guide*, are a natural fit for crafting with monster parts. Is the weapon refined with parts from aquatic and water monsters on one side and fiends on the other? That could lend itself well to a relic with the fiend and water aspects. In general, relics keep the refining process but replace imbuing for an item, using the relic rules to grant gifts instead. If you're interested in mixing and matching, you might consider creating imbued properties based on relic gifts or relic gifts based on imbued properties!

certain criteria. In this case, the item gains a command and Interact activation the same number of actions as the listed spell, with an effect of casting the listed spell. The item's DC for any effects is based on its item level, using the value from the Magic Item DCs table, found in the *Pathfinder Second Edition Gamemastery Guide*. If the item needs to make a spell attack roll or counteract check, its modifier is equal to its DC - 10.

Some imbued properties, especially for weapons, have multiple upgrade paths, reflecting the different ways you can adjust the imbuing process. These paths are magic (emphasizing thematic spells), might (emphasizing direct damage), and technique (emphasizing special effects and damage over time). If the weapon is capable of holding multiple imbued properties, you can apply the same imbued property to the weapon multiple times as long as you choose a different path each time.

To use an activated ability of an imbued property on a held item, such as a weapon, you must be wielding the item. Any effects are cumulative. For instance, if you wanted to make the ultimate fire sword, you could imbue the sword with fire from each of the magic, might, and technique paths. You would combine the fire damage and persistent fire damage from all three paths to determine the weapon's total effects, meaning you would eventually deal 5d10 persistent fire damage on a critical hit!





# IMBUED PROPERTY STAT BLOCKS

An imbued property stat block reads as follows.

## IMBUED PROPERTY'S NAME

## IMBUED

### TRAITS

**Type** This entry lists the types of item you can imbue with this property (weapon, armor, shield, perception item, or skill item)

**Parts** If present, this entry lists the requirements for monster parts you can use to imbue this property.

**Effect** These are the effects of the imbued property. While a few properties, like sturdy, have a scaling effect explained in text, most properties have a list of imbuing levels and the benefits the item gains when the imbued property reaches each of those levels, separated by semicolons. These effects are cumulative. If an imbued property has multiple paths, each path is separated by a divider. Some imbued properties have activated abilities. To use an activated ability of an imbued property on a held item, such as a weapon, you must be wielding the item.

**Path** If present, this entry provides the name of the path; any mechanical notes that apply to the entire imbued property or path are noted here

**2nd** The effect the imbued property provides at level 2

**4th** The effect the imbued property provides at level 4 (and so on)

## ACID

### ACID

### IMBUED

#### ACID EVOCATION MAGICAL

**Type** Weapon

**Parts** The monster must have the acid trait or an attack or spell that deals acid damage.

**Effect** You imbue the weapon with vitriolic acid.

**Path** Magic; Choose when you first imbue the weapon for the granted spells to be either arcane or primal

**2nd** The weapon can cast *acid splash* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *acidic burst* once per day

**6th** The weapon's *acidic burst* heightens to 2nd level and it can cast either *acid arrow* or *acidic burst* once per day, but not both

**8th** The weapon's *acidic burst* heightens to 3rd level, and it can cast *acid arrow* and *acidic burst* each once per day

**10th** Strikes with the weapon deal 1 additional acid damage

**12th** The weapon's *acid arrow* heightens to 4th level, and the weapon can cast *acid storm* once per day

**14th** The additional acid damage increases to 1d4

**16th** The weapon's *acid arrow* heightens to 6th level and *acid storm* heightens to 7th level

**18th** The additional acid damage increases to 1d6

**20th** The weapon can cast *storm of vengeance* once per day but you can only choose the acid rain effect. You can choose the acid rain effect twice in a row

**Path** Might

**4th** Strikes with the weapon deal 1 additional acid damage

**6th** The additional acid damage increases to 1d4

**8th** The additional acid damage increases to 1d6. On a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield

takes this damage instead

**12th** The acid damage dealt by this imbued property ignores resistances

**14th** The acid damage dealt to armor or shield on a critical hit increases to 6d6

**18th** The additional acid damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying acid damage, the target gains weakness 1 to acid until the beginning of your next turn

**Path** Technique

**4th** Strikes with the weapon deal 1 persistent acid damage

**6th** Strikes with the weapon deal 1 additional acid damage

**8th** The persistent acid damage increases to 1d6. On a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield takes this damage instead

**12th** The acid damage dealt by this imbued property (including the persistent acid damage) ignores resistances

**14th** The persistent acid damage on a hit increases to 1d8

**16th** The persistent acid damage from the imbued property eats away at a foe's resistances. Every time a foe or the foe's armor or shield takes damage from the persistent acid damage at the end of their turn, any resistances and Hardness decrease by 1 for 1 minute. This effect is cumulative

**18th** The persistent acid damage on a hit increases to 1d10

**20th** On a critical hit, acid eats away at the foe's innards, and they are drained 1

## BANE

### BANE

### IMBUED

#### EVOCATION MAGICAL

**Type** Weapon

**Parts** The monster must be of the same type as the type you chose for bane, or at the GM's discretion, of a type anathematic to the type you chose for bane, such as using celestial parts to make a weapon bane against fiends.

**Effect** You imbue the weapon with energies spawned by your previous defeat of the creatures whose parts reside within it, or from energies anathematic to a certain type of creature, in order to make the weapon particularly effective against a specific type of creature. When you create a bane weapon, choose aberration, animal, astral, beast, celestial, construct, dragon, dream, elemental, ethereal, fey, fiend, giant, monster, negative, ooze, positive, spirit, time, or both fungus and plant. Hereafter, this entry refers to the type of creature you chose as the weapon's "bane type".

**Path** Might

**2nd** Strikes with the weapon deal 1 additional damage of the weapon's base damage type to creatures of the bane type

**4th** The additional damage against the bane type increases to 1d4

**6th** The additional damage against the bane type increases to 1d6. On a critical hit, you sap the strength of a creature from the bane type, causing it to be enfeebled 1 until the end of your next turn

**10th** Against a creature of the bane type, the weapon's base damage ignores the first 5 points of the target's resistance

**14th** The weapon can outright slay creatures of its bane type. On a critical hit, instead of being enfeebled 1 until the end of your next turn, a creature of the weapon's bane type must attempt a

Fortitude save. On a critical success, it's enfeebled 1 until the end of your next turn, on a success, it's enfeebled 2 until the end of your next turn, on a failure, it's enfeebled 3 until the end of your next turn, and on a critical failure, it's destroyed. This effect has the incapacitation trait

**16th** The additional damage against creatures of the bane type increases to 1d8

**20th** The additional damage against creatures of the bane type increases to 1d10

#### Path Technique

**2nd** Strikes with the weapon cause external or internal bleeding in creatures of the weapon's bane type. Against such creatures, Strikes with the weapon deal 1 persistent bleed damage

**4th** Strikes with the weapon deal 1 additional damage of the weapon's base damage type to creatures of the weapon's bane type

**6th** The persistent bleed damage increases to 1d6. On a critical hit, you sap the strength of a creature of the bane type, causing it to be enfeebled 1 until the end of your next turn

**10th** Against a creature of the bane type, the weapon's base damage ignores the first 5 points of the target's resistance and the persistent bleed damage from this property ignores the target's resistance

**12th** The persistent bleed damage on a hit against a creature of the bane type increases to 1d8

**14th** The weapon can outright slay creatures of its bane type. On a critical hit, a creature of the bane type is enfeebled 2 until the end of your next turn. It must also attempt a Fortitude save. On a failure, it's enfeebled 3 until the end of your next turn instead of enfeebled 2, and on a critical failure, it's destroyed. This effect has the incapacitation trait

**16th** The persistent bleed damage on a hit against a creature of the bane type increases to 1d10

**20th** The blood loss continues to sap strength from creatures of the weapon's bane type. The enfeebled condition from a critical hit lasts as long as the persistent bleed damage lasts, or until the end of your next turn, whichever is longer



**4th** The weapon can cast *protection* once per day, protecting against lawful only

**8th** The weapon can cast *searing light* once per day, except the base damage is acid instead of fire, it deals additional chaotic damage to lawful celestials, monitors, and fiends instead of dealing additional good damage to fiends and undead, and it has the acid and chaotic traits instead of fire and good

**10th** The weapon can cast *divine wrath* (chaotic only) once per day

**12th** Strikes with the weapon deal 1 additional chaotic damage

**14th** Roll a DC 11 flat check when dealing additional chaotic damage. On a success, the damage increases from 1 to 4

**16th** The weapon can cast *divine decree* (chaotic only). The weapon's *divine wrath* heightens to 5th level

**18th** On a successful flat check when dealing additional chaotic damage, the damage increases to 6 instead of 4

**20th** The weapon can cast *divine aura* (chaotic only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

#### Path Might

**6th** Strikes with the weapon deal 1 additional chaotic damage

**8th** Roll a DC 11 flat check when dealing additional chaotic damage. On a success,

the damage increases from 1 to 4

**10th** On a successful flat check when dealing additional chaotic damage, the damage increases to 6 instead of 4

**12th** On a critical hit against a lawful creature, you befuddle it. It becomes stupefied 1 until the end of your next turn

**14th** The chaotic damage dealt by this imbued property ignores resistances

**18th** On a successful flat check when dealing additional chaotic damage, the damage increases to 8 instead of 6

**20th** On a successful Strike with the weapon, before applying chaotic damage, a lawful target gains weakness 1 to chaotic until the beginning of your next turn

#### Path Technique

**6th** Strikes with the weapon deal 1 additional chaotic damage

**8th** Strikes with the weapon deal 1 persistent chaotic damage

**10th** Roll a DC 11 flat check when dealing persistent chaotic damage. On a success, the damage increases from 1 to 6

**12th** On a critical hit against a lawful creature, you befuddle it. It becomes stupefied 1 until the end of your next turn

**14th** The chaotic damage dealt by this imbued property (including persistent chaotic damage) ignores resistances

**16th** On a critical hit against a lawful creature, they become stupefied 2 instead of stupefied 1

**18th** On a successful flat check when dealing persistent chaotic damage, the damage increases to 10 instead of 6

**20th** On a critical hit, the befuddling effect becomes even more powerful. After becoming stupefied 2, the target must succeed at a Will save or become confused for 1 round

## CHAOTIC

### CHAOTIC

EVOCATION MAGICAL

#### Type Weapon

**Parts** The monster must have a chaotic trait or an attack or spell that deals chaotic damage.

**Effect** You imbue the weapon with anarchic chaos to defeat orderly foes.

**Path Magic**; The spells granted by this imbued property are always divine

**2nd** The weapon can cast *divine lance* as a cantrip, dealing chaotic damage only, heightened to half the item's level rounded up

### IMBUED



## CHARISMA

### CHARISMA

### IMBUED

ENCHANTMENT MAGICAL

**Type** Skill Item (Charisma-based skill)

**Parts** The creature must have Charisma as its highest or second-highest ability modifier.

**Effect** You imbue the item with dazzling charisma.

**8th** The item can cast *heroism* once per day as an occult spell, as your inner Charisma inspires you or an ally to greatness

**14th** The item's *heroism* spell heightens to 6th level

**17th** When you invest the item, you either increase your Charisma score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

**20th** The item's *heroism* spell heightens to 9th level

## COLD

### COLD

### IMBUED

COLD EVOCATION MAGICAL

**Type** Weapon

**Parts** The monster must have the cold trait or an attack or spell that deals cold damage.

**Effect** You imbue the weapon with chilling cold.

**Path** Magic; Choose when you first imbue the weapon for the granted spells to be either arcane or primal

**2nd** The weapon can cast *ray of frost* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *chilling spray* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

**6th** The weapon's *chilling spray* heightens to 2nd level

**8th** Strikes with the weapon deal 1 additional cold damage

**10th** The weapon can cast *ice storm* once per day

**12th** The weapon's *chilling spray* heightens to 3rd level, and the weapon can cast *cone of cold* once per day

**14th** The additional cold damage increases to 1d4

**16th** The weapon's *chilling spray*, *cone of cold*, and *ice storm* heighten to 6th level

**18th** The additional cold damage increases to 1d6

**20th** The weapon can cast 9th-level *polar ray* once per day

**Path** Might

**4th** Strikes with the weapon deal 1 additional cold damage

**6th** The additional cold damage increases to 1d4

**8th** The additional cold damage increases to 1d6. On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a Fortitude save against the weapon's DC

**12th** The cold damage dealt by this imbued property ignores resistances

**14th** On a critical hit with the weapon, the target also takes a -10-foot status penalty to its Speeds for 1 round

**18th** The additional cold damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying cold damage, the target gains weakness 1 to cold until the beginning of your next turn

**Path** Technique

**4th** Strikes with the weapon deal 1 persistent cold damage

**6th** On a successful Strike with the weapon, the target takes a -5-foot status penalty to its Speeds for 1 round

**8th** On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a Fortitude save against the weapon's DC. The status penalty to a target's Speeds increases to -10

**12th** The persistent cold damage dealt by this imbued property ignores resistances

**14th** A creature with their Speeds decreased by the imbued property thaws more slowly. The penalty lasts as long as the persistent cold damage does

**16th** Foes adjacent to a surface who critically fail the save against the slow effect freeze to that surface (usually the ground), becoming immobilized until they Escape against the item's DC

**18th** The persistent cold damage on a hit increases to 1d4

**20th** The status penalty to a target's Speeds increases to -15



## CONSTITUTION

### CONSTITUTION

### IMBUED

MAGICAL NECROMANCY

Type Skill Item

**Parts** The creature must have Constitution as its highest or second-highest ability modifier.

**Effect** You imbue the item with resilient constitution.

**8th** The item can cast 3rd-level *heal*, on you only, once per day as a divine spell

**14th** The item's *heal* spell heightens to 6th level

**17th** When you invest the item, you either increase your Constitution score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

**18th** The item's *heal* spell heightens to 7th level and each day you can choose to instead have the item cast *regenerate* on you once per day, instead of *heal*

**20th** If you rest for 10 minutes, you recover 100 Hit Points

## DEXTERITY

### DEXTERITY

### IMBUED

MAGICAL TRANSMUTATION

Type Skill Item (Dexterity-based skill)

**Parts** The creature must have Dexterity as its highest or second-highest ability modifier.

**Effect** You imbue the item with deft dexterity.

**8th** Once per day, you can use a single action Interact activation to gain a +10-foot status bonus to all your Speeds for 10 minutes

**14th** The item bonus to your Speeds from the activation increases to +20 feet and while activated, you gain the effects of *water walk*

**17th** When you invest the item, you either increase your Dexterity score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

**20th** The item bonus to your Speeds from the activation increases to +30 feet, and while activated, you gain the effects of both *air walk* and *water walk*

## ELECTRICITY

### ELECTRICITY

### IMBUED

ELECTRICITY EVOCATION MAGICAL

Type Weapon

**Parts** The monster must have the electricity trait or an attack or spell that deals electricity damage.

**Effect** You imbue the weapon with shocking electricity.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either arcane or primal

**2nd** The weapon can cast *electric arc* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *shocking grasp* once per day

**6th** The weapon's *shocking grasp* heightens to 2nd level

**8th** The weapon can cast *lightning bolt* once per day

**10th** Strikes with the weapon deal 1 additional electricity damage

**12th** The weapon's *lightning bolt* heightens to 4th level, and the weapon can cast *lightning storm* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

## VARIANT: AUTOMATIC BONUS PROGRESSION AND IMBUING

What if your campaign uses the automatic bonus progression subsystem? You can still use imbuing, replacing refining with the automatic bonus progression. This works in a simple way for weapons and armor: bonuses happen automatically per the automatic bonus progression rules. Use monster parts to imbue weapons and armor, gaining the ability to imbue the item at the same levels as normal on **Tables 4A** and **4B**.

For shields, either use the normal refining and imbuing rules, or you might consider adding the shield refining rules as an “automatic shield progression” for 1 shield per character since those are the only items that have refinement and aren't part of the automatic bonus progression.

For Perception and skill items, there's one decision you need to consider: imbued properties for skill items and Perception items are intentionally a much lower cost than imbued properties for weapons and armor, to encourage imbuing these items with additional abilities. This works in much the same way that skill and Perception items in the normal magic item rules have extra abilities built in, while weapons and armor only add abilities with property runes. With the automatic bonus progression, a character eventually receives six different skill potencies, but you probably don't want this to mean the character can gain up to six imbued properties allowing them cast six spells per day for not much more than the cost of six scrolls of the same spells. You can easily avoid this by disallowing imbuing of skill and Perception items, but for a middle ground, you might only allow one or two imbued skill items, increase the cost of imbuing these items to double the listed cost, or both. In any case, due to apex items being baked into automatic bonus progression, the apex imbued properties shouldn't be available.

**14th** The additional electricity damage increases to 1d4

**16th** The weapon can cast *chain lightning* but can no longer cast *lightning bolt*. The weapon's *shocking grasp* and *lightning storm* heighten to 6th level

**18th** The additional electricity damage increases to 1d6

**20th** The weapon's *chain lightning* heightens to 9th level, and *lightning storm* and *shocking grasp* heighten to 7th level

**Path Might**

**4th** Strikes with the weapon deal 1 additional electricity damage

**6th** The additional electricity damage increases to 1d4

**8th** The additional electricity damage increases to 1d6. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target





- 12th** The electricity damage dealt by this imbued property ignores resistances
- 14th** The two additional creatures that take electricity damage on a critical hit can be up to 20 feet away from the target
- 18th** The additional electricity damage increases to 1d8
- 20th** On a successful Strike with the weapon, before applying electricity damage, the target gains weakness 1 to electricity until the beginning of your next turn

**Path Technique**

- 4th** Strikes with the weapon deal 1 persistent electricity damage
- 6th** Strikes with the weapon deal 1 additional electricity damage
- 8th** The persistent electricity damage increases to 1d6. On a critical hit, electricity arcs out to deal an equal amount of electricity damage and persistent electricity damage to up to two other creatures of your choice within 10 feet of the target
- 12th** The electricity damage dealt by this imbued property (including persistent electricity damage) ignores resistances
- 14th** The persistent electricity damage on a hit increases to 1d8
- 16th** On a critical hit, the electricity arcs out to up to four other creatures of your choice within 20 feet of the target
- 18th** The persistent electricity damage on a hit increases to 1d10
- 20th** Creatures suffering persistent electricity damage from this imbued property become magnetized, attracting metal weapons. Strikes with metal weapons gain a +1 circumstance bonus to hit them as long as they have the persistent electricity damage

## ENERGY RESISTANT

### ENERGY RESISTANT

### IMBUED

ABJURATION MAGICAL

Type Armor or Shield

**Parts** The monster must have resistance or immunity to the energy type you choose.

**Effect** You imbue the armor or shield to protect yourself from a particular type of energy. Choose acid, cold, electricity, fire, force, negative, positive, or sonic damage. While wearing the armor, or wielding the shield, you gain resistance to the chosen energy damage type equal to this imbued property's imbuing level. Additionally, the armor or shield itself gains the same resistance. If the imbued item is a shield, you can use Shield Block any time you would take the chosen damage type, in addition to its usual trigger. For example, suppose you had a 12th level shield with 11 Hardness, granting you 12 fire resistance. If you took 40 damage from a *fireball*, you'd reduce the damage to 28 from the fire resistance. If you then used Shield Block, you would take 17 fire damage, and your shield, which had 12 fire resistance of its own, would take only 5 fire damage. You can imbue a suit of armor with this property multiple times, though each time you do, you must choose a different type of energy damage, and each one counts separately against the armor's imbuing limit.

## EVIL

### EVIL

### IMBUED

EVIL EVOCATION MAGICAL

Type Weapon

**Parts** The monster must have an evil trait or an attack or spell that deals evil damage.

**Effect** You imbue the weapon with vile corrupt evil to defeat virtuous foes.

**Path** Magic; The spells granted by this imbued property are always divine

**2nd** The weapon can cast *divine lance* as a cantrip, dealing evil damage only, heightened to half the item's level rounded up

**4th** The weapon can cast *protection* once per day, protecting against good only

**8th** The weapon can cast *chilling darkness* once per day

**10th** The weapon can cast *divine wrath* (evil only) once per day

**12th** Strikes with the weapon deal 1 additional evil damage

**14th** The additional evil damage increases to 1d4

**16th** The weapon can cast *divine decree* (evil only). The weapon's *divine wrath* heightens to 5th level

**18th** The additional evil damage increases to 1d6

**20th** The weapon can cast *divine aura* (evil only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

**Path Might**

**6th** Strikes with the weapon deal 1 additional evil damage

**8th** The additional evil damage increases to 1d4



- 10th The additional evil damage increases to 1d6
- 12th On a critical hit against a good creature, you deal 1d10 persistent bleed damage
- 14th The evil damage dealt by this imbued property ignores resistances
- 18th The additional evil damage increases to 1d8
- 20th On a successful Strike with the weapon, before applying evil damage, a good target gains weakness 1 to good until the beginning of your next turn

#### Path Technique

- 6th Strikes with the weapon deal 1 additional evil damage
- 8th Strikes with the weapon deal 1 persistent evil damage
- 10th The persistent evil damage increases to 1d6
- 12th On a critical hit against a good creature, the creature also takes 1d10 persistent bleed damage
- 14th The damage dealt by this imbued property (including persistent bleed damage and evil damage) ignores resistances
- 16th On a critical hit against a good creature, they become frightened 1
- 18th The persistent evil damage on a hit increases to 1d10
- 20th The property's persistent evil damage keeps good foes frightened. As long as they are affected by the persistent evil damage, a good creature can't reduce its frightened condition below 1 at the end of its turn

## FIRE

### FIRE

EVOCATION FIRE MAGICAL

#### Type Weapon

**Parts** The monster must have the fire trait or an attack or spell that deals fire damage.

**Effect** You imbue the weapon with burning fire.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either arcane or primal

- 2nd The weapon can cast *produce flame* as a cantrip, heightened to half the item's level rounded up
- 4th The weapon can cast *burning hands* once per day
- 6th The weapon's *burning hands* heightens to 2nd level
- 8th The weapon can cast *flaming sphere* and *fireball* each once per day, but no longer can cast *burning hands*
- 10th Strikes with the weapon deal 1 additional fire damage
- 12th The weapon's *fireball* and *flaming sphere* heighten to 4th level, and the weapon can cast *wall of fire* once per day
- 14th The additional fire damage increases to 1d4
- 16th The weapon's *fireball*, *flaming sphere*, and *wall of fire* heighten to 6th level
- 18th The additional fire damage increases to 1d6
- 20th The weapon can cast *meteor swarm* once per day

#### Path Might

- 4th Strikes with the weapon deal 1 additional fire damage
- 6th The additional fire damage increases to 1d4
- 8th The additional fire damage increases to 1d6. On a critical hit, Strikes with the weapon deal 1d10 persistent fire damage
- 12th The fire damage dealt by this imbued property (including persistent fire damage) ignores resistances
- 14th The persistent fire damage on a critical hit increases to 2d10
- 18th The additional fire damage increases to 1d8

- 20th On a successful Strike with the weapon, before applying fire damage, the target gains weakness 1 to fire until the beginning of your next turn

#### Path Technique

- 4th Strikes with the weapon deal 1 persistent fire damage
- 6th Strikes with the weapon deal 1 additional fire damage
- 8th The persistent fire damage increases to 1d6. On a critical hit, the weapon deals 1d10 additional persistent fire damage. (The additional persistent fire damage on a critical hit is cumulative with the regular persistent fire damage, and as normal you add it in only after doubling the regular persistent fire damage)
- 12th The fire damage dealt by this imbued property (including persistent fire damage) ignores resistances
- 14th The persistent fire damage on a hit increases to 1d8
- 16th Foes currently affected by persistent fire damage from the imbued property are distracted as they burn, making them flat-footed
- 18th The persistent fire damage on a hit increases to 1d10
- 20th At the end of a burning foe's turn, when they take damage from the imbued property's persistent fire damage, all foes adjacent to that foe are set on fire as well, taking the same amount of persistent fire damage

## FORCE

### FORCE

EVOCATION FORCE MAGICAL

#### Type Weapon

**Parts** The monster must have the force trait or an attack or spell that deals force damage.

**Effect** You imbue the weapon with pure force.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either arcane, divine, or occult

- 2nd The weapon can cast *shield* as a cantrip, heightened to half the item's level rounded up
- 4th The weapon can cast *magic missile* once per day
- 6th The weapon can cast either *magic missile* or *spiritual weapon* once per day, but not both
- 8th The weapon's *magic missile* heightens to 3rd level and it can cast both *magic missile* and *spiritual weapon* once day
- 10th Strikes with the weapon deal 1 additional force damage
- 12th The weapon's *spiritual weapon* heightens to 4th level, and the weapon can cast *spiritual guardian* once per day
- 14th The additional force damage increases to 1d4
- 16th The weapon's *magic missile* heightens to 5th level, *spiritual guardian* heightens to 6th level, and the weapon can cast *spirit blast* once per day, but it can no longer cast *spiritual weapon*
- 18th The additional force damage increases to 1d6
- 20th The weapon can cast 9th-level *spirit song* once per day

#### Path Might

- 4th Strikes with the weapon deal 1 additional force damage
- 6th The additional force damage increases to 1d4
- 8th The additional force damage increases to 1d6
- 10th On a critical hit, you can choose to force the target to succeed at Fortitude save or be pushed 5 feet away from you
- 12th The force damage dealt by this imbued property ignores resistances
- 16th On a critical hit and a failed Fortitude save, you can push the foe 10 feet away from you





- 18th** The additional force damage increases to 1d8
- 20th** On a successful Strike with the weapon, before applying force damage, the target gains weakness 1 to force until the beginning of your next turn

**Path Technique**

- 4th** Strikes with the weapon deal 1 persistent force damage
- 6th** Strikes with the weapon deal 1 additional force damage
- 8th** On a critical hit, you can choose to force the target to succeed at Fortitude save or be pushed 5 feet away from you
- 10th** The persistent force damage increases to 1d6
- 12th** The force damage dealt by this imbued property (including persistent force damage) ignores resistances
- 14th** On a critical hit and a failed Fortitude save, you can push the foe up to 10 feet away from you
- 16th** Foes currently affected by persistent force damage from the imbued property are knocked about in all directions, making them flat-footed
- 18th** On a critical hit and a failed Fortitude save, you can push the foe up to 20 feet away from you
- 20th** At the end of a foe's turn, if it fails to remove the persistent force damage from the imbued property, it must succeed at a Fortitude save or be knocked prone



**FORTIFICATION**

**FORTIFICATION**

**IMBUED**

ABJURATION MAGICAL

**Type** Armor (must be medium or heavy)

**Parts** The monster must have resistance or immunity to precision damage or critical hits.

**Effect** You imbue the armor with powerful fortifications to ward off deadly attacks. This imbued property thickens the armor, increasing its Bulk by 1 and the Strength required to reduce its penalties by 2. When the imbued property is at least 6th level, each time you're critically hit while wearing the etched armor, attempt a DC 20 flat check. On a success, it becomes a normal hit. The flat check's DC decreases by 1 at 8th level and every 2 levels thereafter, to a minimum of DC 13 at 20th level.

**GOOD**

**GOOD**

**IMBUED**

EVOCATION GOOD MAGICAL

**Type** Weapon

**Parts** The monster must have a good trait or an attack or spell that deals good damage.

**Effect** You imbue the weapon with pure and virtuous good to defeat wicked foes.

**Path Magic;** The spells granted by this imbued property are always divine

**2nd** The weapon can cast *divine lance* as a cantrip, dealing good damage only, heightened to half the item's level rounded up

**4th** The weapon can cast *protection* once per day, protecting against evil only

**8th** The weapon can cast *searing light* once per day

**10th** The weapon can cast *divine wrath* (good only) once per day

**12th** Strikes with the weapon deal 1 additional good damage

**14th** The additional good damage increases to 1d4

**16th** The weapon can cast *divine decree* (good only). The weapon's *divine wrath* heightens to 5th level

**18th** The additional good damage increases to 1d6

**20th** The weapon can cast *divine aura* (good only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

**Path Might**

**6th** Strikes with the weapon deal 1 additional good damage

**8th** The additional good damage increases to 1d4

**10th** The additional good damage increases to 1d6

**12th** On a critical hit against an evil creature, you protect others from the evildoer's attacks. They take a -2 status penalty on attack rolls against creatures other than you until the end of your next turn

**14th** The good damage dealt by this imbued property ignores resistances

**18th** The additional good damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying good damage, an evil target gains weakness 1 to good until the beginning of your next turn

**Path Technique**

**6th** Strikes with the weapon deal 1 additional good damage

**8th** Strikes with the weapon deal 1 persistent good damage

**10th** The persistent good damage increases to 1d6

**12th** On a critical hit against an evil creature, you protect others from the evildoer's attacks. They take a -1 status penalty on attack rolls against creatures other than you until the end of your next turn

**14th** The good damage dealt by this imbued property (including persistent good damage) ignores resistances

**16th** On a critical hit against an evil creature, you protect others from the evildoer's attacks. If they attack and damage a creature other than you before the end of your next turn, they become flat-footed against your attacks with the imbued weapon until the end of your next turn

**18th** The persistent good damage on a hit increases to 1d10

**20th** Damaging innocents accelerates the pace of an evil creature's persistent damage from the weapon. Each time it attacks and damages a creature other than you, it takes the imbued property's 1d10 persistent damage and then attempts the flat check to remove the persistent damage that normally happens at the end of its turn

## INTELLIGENCE

### INTELLIGENCE

### IMBUED

**DIVINATION** **MAGICAL**

**Type** Skill Item (Intelligence-based skill)

**Parts** The creature must have Intelligence as its highest or second-highest ability modifier.

**Effect** You imbue the item with brilliant intelligence.

**8th** The item can cast *hypercognition* once per day as an occult spell, as your inner Charisma inspires you or an ally to greatness

**14th** The item can cast *hypercognition* once per hour instead of once per day

**17th** When you invest the item, you either increase your Intelligence score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

**20th** The item can cast *hypercognition* once per minute instead of once per hour

## LAWFUL

### LAWFUL

### IMBUED

**EVOCATION** **LAWFUL** **MAGICAL**

**Type** Weapon

**Parts** The monster must have a lawful trait or an attack or spell that deals lawful damage.

**Effect** You imbue the weapon with rigid law to defeat unruly foes.

**Path** Magic; The spells granted by this imbued property are always divine

**2nd** The weapon can cast *divine lance* as a cantrip, dealing lawful damage only, heightened to half the item's level rounded up

**4th** The weapon can cast *protection* once per day, protecting against chaotic only

**8th** The weapon can cast *searing light* once per day, except the base damage is electricity instead of fire, it deals additional lawful damage to chaotic celestials, monitors, and fiends instead of dealing additional good damage to fiends and undead, and it has the electricity and lawful traits instead of fire and good

**10th** The weapon can cast *divine wrath* (lawful only) once per day

**12th** Strikes with the weapon deal 1 additional lawful damage

**14th** The additional lawful damage increases to 2

**16th** The weapon can cast *divine decree* (lawful only). The weapon's *divine wrath* heightens to 5th level

**18th** On a successful flat check when dealing additional lawful damage, the additional lawful damage increases to 3

**20th** The weapon can cast *divine aura* (lawful only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

**Path** Might

**6th** Strikes with the weapon deal 1 additional lawful damage

**8th** The additional lawful damage increases to 2

**10th** The additional lawful damage increases to 3

**12th** On a critical hit against a chaotic creature, you restrict its motions, making it clumsy 1 until the end of your next turn

**14th** The lawful damage dealt by this imbued property ignores resistances

**18th** The additional lawful damage increases to 5

**20th** On a successful Strike with the weapon, before applying lawful

damage, a chaotic target gains weakness 1 to lawful until the beginning of your next turn

**Path** Technique

**6th** Strikes with the weapon deal 1 additional lawful damage

**8th** Strikes with the weapon deal 1 persistent lawful damage

**10th** The persistent lawful damage increases to 3

**12th** On a critical hit against a chaotic creature, you restrict its motions, making it clumsy 1 until the end of your next turn

**14th** The lawful damage dealt by this imbued property (including persistent lawful damage) ignores resistances

**16th** On a critical hit against a chaotic creature, they become clumsy 2 until the end of your next turn instead of clumsy 1

**18th** The persistent lawful damage increases to 5

**20th** On a critical hit, you impose order upon chaos. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save. On a success, the creature is unaffected. On a failure, for the first action on its next turn, the creature must use a single action to do as you command. On a critical failure, the target must use all its actions on its next turn to obey your command. This is an auditory, enchantment, linguistic, and mental effect





## MENTAL

### MENTAL

### IMBUED

EVOCATION MAGICAL MENTAL

#### Type Weapon

**Parts** The monster must have the astral or mental trait or an attack or spell that deals mental damage.

**Effect** You imbue the weapon with psychic power.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either arcane or occult

**2nd** The weapon can cast *daze* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *phantom pain* once per day

**6th** The weapon's *phantom pain* is heightened to 2nd-level, and the weapon can cast either *phantom pain* or *warrior's regret* once per day, but not both

**8th** The weapon's *phantom pain* and *warrior's regret* each heightens to 3rd level and it can cast both *phantom pain* and *warrior's regret* once day

**10th** Strikes with the weapon deal 1 additional mental damage

**12th** The weapon's *phantom pain* and *warrior's regret* heighten to 4th level, and the weapon can cast *phantasmal killer* once per day

**14th** The additional mental damage increases to 1d4

**16th** The weapon's *phantom pain* and *phantasmal killer* heighten to 6th level, and the weapon can cast *phantasmal calamity* once per day, but it can no longer cast *warrior's regret*

**18th** The additional mental damage increases to 1d6

**20th** The weapon can cast *weird* once per day

#### Path Might

**4th** Strikes with the weapon deal 1 additional mental damage; **6th** The additional mental damage increases to 1d4

**8th** The additional mental damage increases to 1d6

**10th** On a critical hit, the target is stupefied 1 for 1 round

**12th** The mental damage dealt by this imbued property ignores resistances

**16th** On a critical hit, the target is stupefied 2 for 1 round

**18th** The additional mental damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying mental damage, the target gains weakness 1 to mental until the beginning of your next turn

#### Path Technique

**4th** Strikes with the weapon deal 1 persistent mental damage

**6th** Strikes with the weapon deal 1 additional mental damage

**8th** On a critical hit, the target is stupefied 1 for 1 round

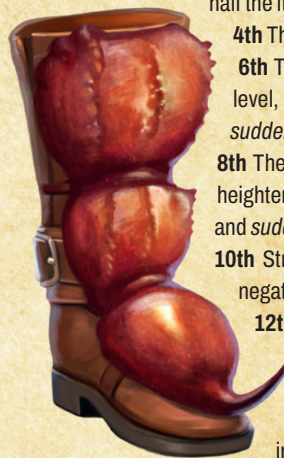
**10th** The persistent mental damage increases to 1d6

**12th** The mental damage dealt by this imbued property (including persistent mental damage) ignores resistances

**14th** The persistent mental damage on a hit increases to 1d8

**16th** On a critical hit, the target is stupefied 2 for 1 round

**18th** The persistent mental damage on a hit increases to 1d10



**20th** While the foe has persistent mental damage from the imbued property, the stupefied condition from a critical hit lasts until the persistent damage ends or for 1 round, whichever is longer

## NEGATIVE

### NEGATIVE

### IMBUED

EVOCATION MAGICAL NEGATIVE

#### Type Weapon

**Parts** The monster must have the negative or undead trait or an attack or spell that deals negative damage.

**Effect** You imbue the weapon with negative energy, cosmological destruction.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either divine or primal

**2nd** The weapon can cast *chill touch* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *harm* once per day

**6th** The weapon's *harm* is heightened to 2nd-level, and the weapon can cast either *harm* or *sudden blight* once per day, but not both

**8th** The weapon's *harm* and *sudden blight* each heighten to 3rd level and it can cast both *harm* and *sudden blight* once day

**10th** Strikes with the weapon deal 1 additional negative damage

**12th** The weapon's *harm* and *sudden blight* heighten to 4th level, and the weapon can cast *enervation* once per day

**14th** The additional negative damage increases to 1d4

**16th** The weapon's *enervation* and *harm* heighten to 6th level, and the weapon can cast *necrotize* once per day, but it can no longer cast *sudden blight*

**18th** The additional negative damage increases to 1d6

**20th** The weapon can cast *wail of the banshee* once per day

#### Path Might

**4th** Strikes with the weapon deal 1 additional negative damage

**6th** The additional negative damage increases to 1d4

**8th** The additional negative damage increases to 1d6

**10th** On a critical hit, the target is enfeebled 1 for 1 round

**12th** The negative damage dealt by this imbued property ignores resistances

**16th** On a critical hit, the target is enfeebled 2 for 1 round

**18th** The additional negative damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying negative damage, the target gains weakness 1 to negative until the beginning of your next turn

#### Path Technique

**4th** Strikes with the weapon deal 1 persistent negative damage

**6th** Strikes with the weapon deal 1 additional negative damage

**8th** On a critical hit, the target is enfeebled 1 for 1 round

**10th** The persistent negative damage increases to 1d6

**12th** The negative damage dealt by this imbued property (including persistent negative damage) ignores resistances

**14th** The persistent negative damage on a hit increases to 1d8

**16th** On a critical hit, the target is enfeebled 2 for 1 round

**18th** The persistent negative damage on a hit increases to 1d10

**20th** While the foe has persistent negative damage from the imbued property, the enfeebled condition from a critical hit lasts until the persistent damage ends or for 1 round, whichever is longer

## POISON

### POISON

### IMBUED

EVOCATION MAGICAL POISON

#### Type Weapon

**Parts** The monster must have the poison trait or an attack or spell that deals poison damage.

**Effect** You imbue the weapon with toxic venom.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either arcane or primal

**2nd** The weapon can cast *puff of poison* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *spider sting* once per day

**6th** The weapon can cast 2nd-level *noxious vapors* or *spider sting* once per day, but not both

**8th** The weapon's *noxious vapors* heightens to 3rd level and it can cast *noxious vapors*, *imp sting*, and *spider sting* each once day

**10th** Strikes with the weapon deal 1 additional poison damage

**12th** The weapon's *noxious vapors* heightens to 4th level, and the weapon can cast *swarming wasp stings* once per day

**14th** The additional poison damage increases to 1d4

**16th** The weapon's *noxious vapors* heightens to 6th level, and the weapon can cast *purple worm sting* once per day

**18th** The additional poison damage increases to 1d6

**20th** The weapon can cast *linnorm sting* once per day

#### Path Might

**4th** Strikes with the weapon deal 1 additional poison damage

**6th** The additional poison damage increases to 1d4

**8th** The additional poison damage increases to 1d6. On a critical hit, the target takes 1d10 persistent poison damage

**12th** The poison damage dealt by this imbued property ignores resistances

**14th** On a critical hit, the persistent poison damage increases to 2d10

**18th** The additional poison damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying poison damage, the target gains weakness 1 to poison until the beginning of your next turn

#### Path Technique

**4th** Strikes with the weapon deal 1 persistent poison damage

**6th** Strikes with the weapon deal 1 additional poison damage

**8th** The persistent poison damage increases to 1d6. On a critical hit, the target takes an additional 1d10 persistent poison damage (As normal, the additional persistent poison damage on a critical hit is cumulative with the regular persistent poison damage, and you add it only after doubling the regular persistent poison damage)

**12th** The poison damage dealt by this imbued property (including persistent poison damage) ignores resistances

**14th** The persistent poison damage on a hit increases to 1d8

**16th** At the end of a creature's turn, if it has failed to remove the persistent poison damage from this imbued property, choose clumsy, enfeebled, or stupefied. The creature gains that condition with a condition value of 1, or increases the condition value by 1 if it already had that condition, to a maximum of 3. If the creature

ever removes the persistent poison damage from this property, these conditions immediately end. If you reapply the poison later, you must start again from condition values of 0

**18th** The persistent poison damage on a hit increases to 1d10

**20th** On a critical hit, the poison eats away at your foe's ability to resist further poisoning. They are drained 1

## POSITIVE

### POSITIVE

### IMBUED

EVOCATION MAGICAL POSITIVE

#### Type Weapon

**Parts** The monster must have the positive trait or an attack or spell that deals positive damage.

**Effect** You imbue the weapon with the cleansing power of positive energy in order to damage undead. As normal, positive damage only harms undead and other creatures with negative healing, such as dhampirs.

**Path Magic**; Choose when you first imbue the weapon for the granted spells to be either divine or primal

**2nd** The weapon can cast *disrupt undead* as a cantrip, heightened to half the item's level rounded up

**4th** The weapon can cast *heal* once per day

**6th** The weapon's *heal* heightens to 2nd level

**8th** The weapon can cast 3rd-level *disrupting weapon* once per day

**10th** Strikes with the weapon deal 1 additional positive damage

**12th** The weapon's *heal* heightens to 4th level, and the weapon can cast *breath of life* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

**14th** The additional positive damage increases to 1d4

**16th** The weapon can cast *regenerate* once per day. The weapon's *disrupting weapon* and *heal* heighten to 5th level

**18th** The additional positive damage increases to 1d6

**20th** The weapon's *heal* and *regenerate* heighten to 8th level

#### Path Might

**2nd** Strikes with the weapon deal 1 additional positive damage

**4th** The additional positive damage increases to 1d4

**6th** The additional positive damage increases to 1d6. On a critical hit, the undead is also enfeebled 1 until the end of your next turn

**10th** The positive damage dealt by this imbued property ignores resistances

**14th** On a critical hit, instead of being enfeebled 1 until the end of your next turn, the undead must attempt a Fortitude save. On a critical success, it's enfeebled 1 until the end of your next turn, on a success, it's enfeebled 2 until then, on a failure, it's enfeebled 3 until then, and on a critical failure, it's destroyed. This effect has the incapacitation trait

**18th** The additional positive damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying positive damage, the target gains weakness 1 to positive until the beginning of your next turn

#### Path Technique

**2th** Strikes with the weapon deal 1 persistent positive damage

**4th** Strikes with the weapon deal 1 additional positive damage

**6th** The persistent positive damage increases to 1d6. On a critical hit, the undead is also enfeebled 1 until the end of your next turn

**10th** The positive damage dealt by this imbued property (including persistent positive damage) ignores resistances





- 12th** The persistent positive damage on a hit increases to 1d8
- 14th** On a critical hit, the undead is enfeebled 2 until the end of your next turn. It must also attempt a Fortitude save. On a failure, it's enfeebled 3 until the end of your next turn instead of enfeebled 2, and on a critical failure, it's destroyed. This effect has the incapacitation trait
- 18th** The persistent positive damage on a hit increases to 1d10
- 20th** Creatures suffering persistent positive damage from this imbued property have difficulty healing from negative energy due to the coruscating positive energy surging through them. If a negative effect would cause the creature to recover Hit Points, it must first succeed at a counteract effect against the imbued property's level of 20 and DC of 43. Even on a successful counteract check, the Hit Points recovered are reduced by 1d10. On a critical success, the creature recovers the full amount

## SENSORY

### SENSORY

**DIVINATION** **MAGICAL**

**Type** Perception Item

**Parts** The creature must have the next sense to be granted by the imbued property (low-light vision from levels 1–6, darkvision (6–12), scent (12–16), greater darkvision (16–18), and *true seeing* (18–20)).

**Effect** You imbue the item with extraordinary senses.

- 4th** Once per day, you can activate the item as a two-action envision activation to gain low-light vision for 1 hour
- 6th** While investing the item, you gain low-light vision
- 8th** Once per day, you can activate the item as a two-action envision activation to gain darkvision for 1 hour
- 12th** While investing the item, you gain darkvision
- 14th** Once per day, you can activate the item as a two-action envision activation to gain 30-foot imprecise scent for 1 hour
- 16th** While investing the item, you gain 30-foot imprecise scent
- 18th** While investing the item, you gain greater darkvision
- 20th** While investing the item, you constantly gain the effects of 6th-level *true seeing*

## SONIC

### SONIC

**EVOCATION** **MAGICAL** **SONIC**

**Type** Weapon

**Parts** The monster must have the sonic trait or an attack or spell that deals sonic damage.

**Effect** You imbue the weapon with reverberating sound waves.

**Path** Might

- 4th** Strikes with the weapon deal 1 additional sonic damage
- 6th** The additional sonic damage increases to 1d4
- 8th** The additional sonic damage increases to 1d6. On a critical hit, the target must succeed at a Fortitude save or be deafened for 1 minute, or 1 hour on a critical failure
- 12th** The sonic damage dealt by this imbued property ignores resistances
- 14th** The deafness is permanent on a failure or critical failure
- 18th** The additional sonic damage increases to 1d8

- 20th** On a successful Strike with the weapon, before applying sonic damage, the target gains weakness 1 to sonic until the beginning of your next turn

**Path** Technique

**4th** Strikes with the weapon deal 1 persistent sonic damage

**6th** Strikes with the weapon deal 1 additional sonic damage

**8th** The persistent sonic damage increases to 1d6. On a critical hit, the target must succeed at a Fortitude save or be deafened for 1 minute, or 1 hour on a critical failure

**12th** The sonic damage dealt by this imbued property (including persistent sonic damage) ignores resistances

**14th** The persistent sonic damage on a hit increases to 1d8

**16th** The deafness is permanent and the target is also stunned 1 on a failure or critical failure

**18th** The persistent sonic damage on a hit increases to 1d10

**20th** The sonic damage and persistent sonic damage create a sonic boom, affecting all creatures adjacent to the target with an AC lower than or equal to your attack roll. On a critical hit, all creatures that take sonic damage in this way must attempt the Fortitude save to avoid being deafened and stunned

## SPELL

### SPELL

**MAGICAL**

**Type** Skill Item

**Parts** The creature must either possess the skill matching the skill item or be capable of casting the chosen spell.

**Effect** You imbue the item with a magic spell. You can either use one of the suggested spells for the given skill or work with the GM to determine another spell. The spell shouldn't be one that is particularly long-lasting like *mage armor* and you and the GM should think carefully before granting spells that only affect the caster like *true strike*. Choose a magical tradition that can cast the spell you chose; the item casts the spell using that tradition. At 4th level, you can imbue a 1st-level spell. At 6th level, and every 2 levels thereafter, you can imbue a spell of 1 spell level higher, and if you keep the same spell, the spells heightens to the new maximum level. Suggested spells for each skill are as follows:

- Acrobatics** *feather fall*
- Arcana** *magic missile*
- Athletics** *jump*
- Crafting** *mending*
- Deception** *illusory disguise*
- Diplomacy** *charm*
- Intimidation** *fear*
- Lore** *share lore* (Lore associated with the item only)
- Medicine** *heal*
- Nature** *summon plant or fungus*
- Occultism** *object reading* (*Pathfinder Second Edition Advanced Player's Guide*)
- Performance** *enthrall*
- Religion** *bless*
- Society** *mindlink*
- Stealth** *invisibility*

**Survival** *endure elements*

**Thievery** *knock*

- 4th** The spell can be up to 1st level
- 6th** The spell can be up to 2nd level
- 8th** The spell can be up to 3rd level
- 10th** The spell can be up to 4th level
- 12th** The spell can be up to 5th level
- 14th** The spell can be up to 6th level
- 16th** The spell can be up to 7th level
- 18th** The spell can be up to 8th level
- 20th** The spell can be up to 9th level

## STRENGTH

### STRENGTH

### IMBUED

**MAGICAL** **TRANSMUTATION**

**Type** Skill Item (Athletics)

**Parts** The creature must have Strength as its highest or second-highest ability modifier.

**Effect** You imbue the item with ferocious strength.

- 8th** The item can cast *earthbind* once per day as a primal spell, as you drag a foe down to the ground
- 14th** The item can cast *earthbind* once per hour instead of once per day
- 17th** When you invest the item, you either increase your Strength score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait
- 20th** The item can cast *earthbind* once per minute instead of once per hour

## STURDY

### STURDY

### IMBUED

**ABJURATION** **MAGICAL**

**Type** Shield

**Parts** The monster must have Hardness, resistance to physical damage, or resistance to one of the three physical damage types (bludgeoning, piercing, or slashing damage). In some cases, you and the GM might decide together that a monster with resistance to physical damage because it is amorphous or gaseous doesn't provide appropriate parts.

**Effect** You imbue the shield to make it even harder than other shields. A shield with a sturdy imbued property is harder than other shields. As long as this imbued property's level is equal to the item level of the shield it imbues, increase the shield's Hardness by 3; for each level the imbued property is below the shield's item level, reduce this increased Hardness by 1, to a minimum of 0 if the imbued property is 3 or more levels lower than the shield's item level. If this increases the shield's Hardness by at least 1, additionally increase the shield's Hit Points by 2 per Hardness, and the shield's Broken Threshold by 1 per Hardness.

## WILD

### WILD

### IMBUED

**EVOCATION** **MAGICAL**

**Type** Weapon

**Parts** There are no requirements; you can use any parts.

**Effect** Sometimes you just can't find enough parts of the same type

to properly imbue your weapon, but you still want to imbue it with *something*. From that desperation and the haphazard imbuing of wildly different parts, a wild imbued property is born, inconsistent and lacking a few of the benefits of other imbued properties.

### Path Might

**4th** Strikes with the weapon deal 1 additional damage. Each time you deal damage, roll 1d6: On a 1, the weapon deals acid damage. On a 2, it deals cold damage. On a 3, it deals electricity damage. On a 4, it deals fire damage. On a 5, it deals negative damage. Finally, on a 6, it deals sonic damage

**6th** The additional damage increases to 1d4

**8th** The additional damage increases to 1d6

**12th** The damage dealt by this imbued property ignores resistances

**18th** The additional damage increases to 1d8

**20th** On a successful Strike with the weapon, before applying the additional damage, the target gains weakness 1 to that damage type until the beginning of your next turn

## WINGED

### WINGED

### IMBUED

**MAGICAL** **TRANSMUTATION**

**Type** Armor

**Parts** The monster must have a fly Speed.

**Effect** You imbue the armor with wings, which protrude from the armor's back. Choose when you first imbue the armor for the granted spells to be either arcane or primal.

**6th** The armor casts *feather fall* on you automatically when you fall, this benefit can't trigger again for 1 hour

**8th** After *feather fall*, the benefit can't trigger for 10 minutes instead of 1 hour

**10th** The armor can cast *fly* on you once per day

**14th** The armor can cast *fly* on you once per hour instead of once per day

**16th** You can choose to have armor cast 7th-level *fly* on you instead of 4th-level *fly*. If you do, you can't use the armor's *fly* spell again for 1 day, instead of 1 hour

**18th** You can fly constantly, with a Speed equal to your land Speed

**20th** The armor can cast 4th-level *fly* on an ally once per hour

## WISDOM

### WISDOM

### IMBUED

**DIVINATION** **MAGICAL**

**Type** Perception Item or Skill Item (Wisdom-based skill)

**Parts** The creature must have Wisdom as its highest or second-highest ability modifier.

**Effect** You imbue the item with sagacious wisdom.

**8th** The item can cast *augury* once per day as a divine spell, as you wisely deduce the future through your own instincts rather than an external source

**14th** The item's *augury* only takes you a single action activation to cast

**17th** When you invest the item, you either increase your Wisdom score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

**20th** You can choose to have the item cast *foresight* once per day instead of *augury*





## MONSTER HUNTING CHARACTER OPTIONS

*What is magic, you ask? Is it prayer? No. Don't get sold a bill of goods from some distant god. Is it study? You wish! Sure, if you study enough and learn the right words, you can tap into bits and pieces of it, but that hardly means that magic is study, or logic, or science. Those things only scratch the surface, leaving much of magic obscured beneath. The power of friendship? Don't make me laugh.*

*No, magic is none of those things. Or perhaps, it is all of things, but none of them is sufficient. Magic is also life, and more still. It is everything. It is the very essences of the universe that build up each and everything, from the physical to the metaphysical and energize them with astral thought and instinctive life force.*

*So should you learn magic by praying, by studying, or, gods forbid, going out there and making lots of new friends? No. You might learn magic in any of these ways, but if you do so, you've made a mistake. You've accepted a paradigm that has lessened your magic, lessened you, and restricted you to only some of what magic can offer. Magic is life. Magic is all. So to learn magic in the truest sense, you must take life. There's no way around it. All creatures that eat live by taking life, and that is also how you must learn magic if you wish to learn it all. Find a creature with magic, study it, learn it, truly **know** it...and kill it. Collect a token from its remains to remind you, always, of what you have learned from its uniqueness. This will open the pathway to true power and allow you to truly do anything.*

*Do fey care one whit for the fact that druids don't know how to use their primal magic to cast many illusions or enchantments? No! They bask in the possibility of the impossible, and they make it happen because the magic is a part of them. And as it becomes a part of you, so too will you be able to perform wonders that the other mages look upon in envy.*

—From *On Monsters and Magic*, the definitive text on monster magic, written by the monster mage Zara

While any character can use these rules to craft from monster parts without the need for supplemental character options, a character particularly excited about adding aspects related to monster hunting to their character's story can use these character options to do so.

The monster hunting backgrounds on the next page are an excellent way to tie these themes into your character's backstory without a heavy mechanical lift.

Meanwhile, if you prefer a stronger connection, you can become a monster mage and learn magic spells from your defeated foes, collecting tokens allowing you to pick up spells from all four traditions. Or perhaps you'd prefer to follow the path of the vestige hunter instead and incorporate monster parts into your gear or your own body to gain distinctive monster special abilities like a breath weapon or wings in order to fly.



## BACKGROUNDS

The following backgrounds are particularly appropriate for a character focused on hunting monsters and making items with their parts.

### HUNTED

Whether it was monsters or monstrous people, you and others were captured and gathered together and released with the explicit purpose of allowing your captors to hunt down and outwit intelligent prey. Your captors promised that whichever of you was the last to survive would be let free, and given the option to join them. For days you hid, eluded, and outlasted your hunters and your fellow victims. Maybe you turned on your fellows to survive, or maybe you did your best to try to help everyone escape. Regardless, at the end of the hunt, you survived. You might have become an adventurer for reasons related to the exact events of that struggle, but ultimately, you adventure and hone your skills because the experience has ingrained in you the instinct that you must grow stronger and become the hunter, lest you forever remain the hunted.

Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free ability boost.

You're trained in the Stealth skill, and the Lore skill associated with the type of creature that hunted you or the terrain where you were hunted (for instance, Dragon Lore or Forest Lore). You gain the Terrain Stalker skill feat.

### MONSTER SURVIVOR BACKGROUND

A rampaging monster attack destroyed your home, leaving you one of the few survivors from a once-thriving settlement. Whether you lost friends, loved ones, or just your home, you'll never forget what happened that day, and you'll never forgive. You've spent your days studying the specific type of monster that caused this calamity, and in the process learned of similar monster attacks. Now, you've become an adventurer to protect others from sharing your fate, and perhaps to someday find the monsters that set you down this path.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the skill used to Recall Knowledge about the monsters that destroyed your home (for instance, Arcana for dragons or Religion for undead), and the Lore skill associated with that type of monster (for instance Dragon Lore or Undead Lore). You gain the Assurance feat with either of those two skills.

### POACHER

### BACKGROUND

It's illegal to hunt on lands owned by the nobility or royalty, with penalties ranging from dismemberment to death... if you're caught. But when the other choice is certain starvation for you and your family, that's no choice at all. Not only did you get away with it, you proved to be particularly skilled and got a taste for the thrill and danger of the hunt, even though your prey themselves weren't the cause of the danger, at first. For whatever reason, whether you were captured and escaped, nearly caught and forced to flee, or just wanted to move on to bigger things, you've left that life for a life of adventure, where you can hunt bigger and more dangerous prey.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill, and the Animal Lore skill. You gain the Monster Scavenger skill feat (page 135).



# MONSTER MAGE ARCHETYPE

Wizards study dusty tomes in their towers and sorcerers rely on the power they were born to running through their blood, but you forge a different path. You search the world for monsters and defeat them to learn their spells. If you can slay enough monsters, your collection might grow larger than anything those other spellcaster can imagine.

The basis for your magic is a magical process of creating tokens from slain foes to learn one of the spells they could cast. Each token stores a single spell, and as you collect more tokens, the versatility of your magic grows with your collection. Your tokens only work for you, and as long as they remain in your possession, they glow with a faint azure hue. Due to this fact, those who don't understand the process of becoming a monster mage who see the blue glow and think that is the source of the magic sometimes mistakenly call monster mages "azure mages," "cerulean mages," and other such titles.

No one is sure precisely where or when the study of monster magic began, but it's a highly personal journey. The basic principles require teaching, whether from a mentor or self-studied with the use of books, but beyond that, it's up to you to learn the magic that monsters can offer. A monster mage's path to power is not always linear. For every monster mage interested in growing in raw power through dangerous adventures, another monster mage disappears into the wilderness and methodically defeats weak monsters until they return with the knowledge of countless spells.

The monster mage archetype synergizes well with the system of crafting with monster parts, since you have a lot of incentive to hunt down monsters anyway, getting what you want doesn't reduce the value of your monster parts, and keeping track of the spells monsters know is useful both for you and for someone want to add a spell imbued property.

## MONSTER MAGE DEDICATION

## FEAT 2

### ARCHETYPE DEDICATION

**Prerequisites** You must defeat a monster with an innate cantrip and preserve a piece to create your first token

You have completed the process to become a monster mage by defeating a monster and creating a token, a small magical receptacle created from a piece of the monster allowing you to store the monster's magic. Choose one of the innate cantrips from the monster you defeated for the prerequisite; you create a token from that monster's body which contains that cantrip, using the same tradition as the monster did. Write down the kind of monster, the spell, the tradition, and a quick description of the token's appearance. You cast spells by

preparing them from your tokens, which you collect from the monsters you defeat using the Create Token activity. Your tokens only work for you, and you can't share spells with other spellcasters, even other monster mages, or use the Learn a Spell activity to learn more monster mage spells. You gain the Cast a Spell activity. You can prepare up to two cantrips each day from the spells in your tokens (though you only start with one initially until you defeat another monster with a different innate cantrip). You're trained in spell attack rolls and spell DCs with the spells you can from your tokens regardless of their tradition, but you don't become trained in spell attack rolls and spell DCs for other spells you cast. Your key spellcasting ability for



monster mage archetype spells is Wisdom, and when you cast them they are monster mage spells cast from spell slots, not innate spells. You gain the Additional Lore skill feat, and must choose a Lore skill associated with a monster. You also gain the Create Token activity.

**Special** You can't select another dedication feat until you have gained two other feats from the monster mage archetype.

## **BASIC MONSTER MAGE SPELLCASTING FEAT 4**

### **ARCHETYPE**

**Prerequisites** Monster Mage Dedication

You gain a 1st-level spell slot, which you can use to prepare monster mage spells from your tokens. At 6th level, you gain a 2nd-level spell slot. At 8th level, you gain a 3rd-level spell slot. When you prepare a spell from a token, you can heighten the spell (or reduce its level if the creature's innate spell was heightened above the minimum level); you need not cast it at the same spell level as the creature did. You can prepare a spell from the same token multiple times if you want to cast the spell several times during the day.

## **TASTE OF THEIR OWN MEDICINE FEAT 6**

### **ARCHETYPE**

**Prerequisites** Monster Mage Dedication

Due to the sympathetic magic connecting you and your tokens, your spells are particularly effective against the creatures whose token you used to cast them. Whenever you cast a monster mage spell against the exact same kind of creature whose token you used to prepare that spell, your target takes a -2 status penalty to their AC and saves against the spell. At the GM's discretion, if the creature is very similar but not the same (for instance, a lamia and a lamia matriarch might be similar enough, but not two creatures whose only thing they share in common is that they are both demons) the target might take a -1 status penalty to their AC and saves against the spell.

## **MONSTER BREADTH FEAT 8**

### **ARCHETYPE**

**Prerequisites** Basic Monster Mage Spellcasting

You can cast more monster mage spells each day. Increase the spell slots you gain from monster mage archetype feats by 1 for each spell level other than your two highest monster mage spell slots.

## **EXPERT MONSTER MAGE SPELLCASTING FEAT 12**

### **ARCHETYPE**

**Prerequisites** Basic Monster Mage Spellcasting

You become an expert in spell attack rolls and spell DCs with the spells you can from your tokens regardless of their tradition, but you don't become an expert in spell attack rolls and spell DCs for other spells you cast. You gain a 4th-level spell slot to cast monster mage spells. At 14th level, you gain a 5th-level spell slot, and at 16th level, you gain a 6th-level spell slot.

## **MASTER MONSTER MAGE SPELLCASTING FEAT 18**

### **ARCHETYPE**

**Prerequisites** Expert Monster Mage Spellcasting

You become a master in spell attack rolls and spell DCs with the spells you can from your tokens regardless of their tradition, but you don't become a master in spell attack rolls and spell DCs for other spells you cast. You gain a 7th-level spell slot to cast monster mage spells. At 20th level, you gain an 8th-level spell slot.

## **MONSTER TOKENS**

As a monster mage, your collection of tokens is as personal and as vital as a wizard's spellbook or a witch's familiar, as you commune with the power of your tokens to prepare your spells. As such, your tokens can take as many different forms as there are customs and conventions among monster mages. If you're focused on the idea that the eyes are the pathways to the will, and to magic, you might preserve the eyes of various creatures inside amber to act as your tokens. Instead, if you were more interested in the way that creatures draw upon the ambient magic of the world around them through their outer bodies, you might create tokens out of scales, plates, feathers, bits of exoskeleton, tufts of hair, or skin.

Your customs when it comes to creating tokens are up to you. However, if multiple people in your group are playing monster mages, vestige hunters, or other characters who might be interested in exactly what pieces of a creature they are able to salvage, be sure to coordinate to make sure you won't block each other from creating tokens, vestiges, or other bits of gear from the same creature. For instance, if another player is playing a monster mage that uses a creature's eyes to make tokens, you probably shouldn't choose to use a creature's eyes as well, or something that includes the eyes like the entire intact head. In general, the more of the creature you are using, the more likely that it'll come into conflict, so keep that in mind when you make your decision. Ultimately, you can always have your character be flexible with their customs for creating tokens to work with your party's needs. The magic works just as well no matter what, and many monster mages, like Zara shown on the left, mix and match tokens of various sorts.

## **CREATE TOKEN**

### **EXPLORATION**

You spend one minute creating a token from the fresh corpse of a creature your or your allies killed that had an innate spell. When you create a token, you learn what innate spells the creature possessed, if you didn't know already. Choose one of those innate spells to reside in the token. Write down the kind of monster, the spell, the tradition, and a quick description of the token's appearance. You can create a token of an innate spell of a level you are not yet able to cast, in anticipation of casting the spell later. Normally, you can only choose spells that are on one of the four traditions' spell lists, but your GM might choose to allow you to create a token from an innate spell that was originally a focus spell (in case you must cast it from your spell slots, rather than as a focus spell), or even a bespoke innate spell that appears only in the creature's innate spells. You can only create one token from a given corpse, even if the creature had more than one innate spell.







## VESTIGE HUNTER ARCHETYPE

Adventurers of all stripes defeat and kill monsters as part of their quests and missions, but you've realized that most of them let their foes' remains go to waste. You retain vestiges of your fallen foes, trophies and mementos imbued with a bit of occult magic by the connection you shared during your battle to the death, and the cultural touchstones of myths of heroes and monsters. As you incorporate these vestiges into your gear, they grant you special benefits you can use to fight with the ferocity of your fallen foes.

Like the monster mage archetype, the vestige hunter archetype works well with the system of crafting with monster parts, since you were already hunting down monsters, and retaining a vestige doesn't limit the monster parts you can collect.

### VESTIGE HUNTER DEDICATION **FEAT 2**

#### ARCHETYPE DEDICATION

You have learned how to retain vestiges from your foes and incorporate them into your own gear, attaching pieces imbued with meaning from your most important battles. The first vestiges you added have enhanced your senses. Choose to either gain low-light vision and darkvision, or to gain imprecise scent with a range of 30 feet.

**Special** You can't select another dedication feat until you have gained two other feats from the vestige hunter archetype.

### VESTIGE'S SENSES **FEAT 4**

#### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with low-light vision, darkvision, or scent, as appropriate

You incorporated a vestige from a monster with additional senses, granting you those you had not yet gained from your first vestiges. This often takes the form of the monster's eyes or snouts placed somewhere in your equipment. You gain either darkvision and low-light vision or imprecise scent with a range of 30 feet, whichever you didn't choose for Vestige Hunter Dedication.

### VESTIGE'S FINS **FEAT 4**

#### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with a swim Speed that is either aquatic or amphibious

You subsumed a vestige from an aquatic monster, allowing you to swim or breathe underwater. This usually takes the form of a set of fins and gills built into armor. You gain a swim Speed equal to your land Speed and you can breathe underwater.

### VESTIGE'S BREATH **FEAT 6**

#### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with a breath weapon that deals acid, bludgeoning, cold, electricity, fire, negative, piercing, positive, slashing, or sonic damage in a cone or line

**Frequency** once per hour

You incorporated a vestige into your gear from a creature with a breath weapon, such as a dragon's head on your shield, and you can make it breathe on your foes. You deal 1d6 damage per level of a type of

## VESTIGE HUNTER OR SHAPESHIFTER?

While the vestige hunter archetype is themed around the idea of taking mementos from your slain foes and incorporating them into your gear to use them to create powerful effects, what if your character took a page from myths like the legend of Sigurd, who gained powers by bathing in the blood of the slain dragon Fafnir? You could instead choose to have your character absorb the vestiges into their own body and become less and less human, flavoring the new abilities as inherent shapeshifting rather than physical vestiges performing the attacks!

For example, instead of adding a tentacle to your gear when you gain Vestige's Constrict, you might gain the ability to shapeshift one of your arms into a tentacle in order to constrict your foe after grabbing it, or instead of building wings into your armor or clothing, you could shapeshift a set of wings. You could apply the shapeshifting effects all the time, or have them happen on the fly as you use the feats from Vestige Hunter Dedication.

damage depending on the breath weapon of the monster you chose when you took this feat. The breath weapon affects either 30-foot cone or a 60-foot line, with a basic Reflex save based on your class DC or spell DC, whichever is higher.

**Special** When you gain this feat, choose a monster with a breath weapon you've defeated and type of damage for the breath weapon from the list of damage types in the prerequisite, based on the monsters you've defeated and the vestiges you've collected. If the monster has a breath weapon that deals multiple qualifying damage types, choose one of them. The breath weapon's shape, cone or line, depends on the monster you chose. Once you choose a monster for the breath weapon, you can't change that choice without retraining this feat.

### VESTIGE'S CONSTRICT **FEAT 8**

#### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with Constrict or Greater Constrict

**Requirements** You have a foe grabbed.

You grafted a vestige into your gear from a creature known for constricting its foes, often a tentacle, tendril, coil, or other constricting feature. The vestige instinctively crushes your grabbed foe. The foe takes damage equal to your level + your Strength modifier, with a basic Fortitude save, using your class DC or spell DC, whichever is higher.

### VESTIGE'S OPPORTUNITY **FEAT 8**

#### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with Attack of Opportunity

**Requirements** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You built a vestige into your weapons from a monster that knew how to take advantage of openings, typically a piece of the monster that it used

to make unarmed attacks. The monster's parts twitch slightly during battles, and when a foe drops their guard, they attack. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

## VESTIGE'S CLIMB FEAT 10

### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with a climb Speed

You attached a vestige from a climbing monster to your gear, allowing you to climb. This might be a set of climbing claws, spinnerets, sticky pads, or various other climbing features. You gain a climb Speed equal to your land Speed.

## VESTIGE'S FEROCITY ↷ FEAT 12

### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with ferocity

**Frequency** once per hour

**Trigger** You would be reduced to 0 Hit Points but not immediately killed.

You incorporated a vestige from a creature with the ferocious tenacity to cling to life. It wasn't enough to protect the creature when you defeated it, but perhaps that ferocious life force will save you now in your time of need. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

## VESTIGE'S GRAB ↷ FEAT 14

### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, defeat a monster with Grab or Improved Grab

**Requirements** Your last action was a successful Strike, and either you have a hand free or your Strike used a grapple weapon.

You attached a vestige from a grabbing monster either to your weapons or near where you make your unarmed attacks, typically a piece of the monster that it used to grab foes. The vestige lashes out to help you grab an enemy after you distract the foe with your attack. The foe you hit becomes grabbed, as if you had succeeded at an Athletics check to Grapple the foe.

## VESTIGE'S WINGS FEAT 16

### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with a fly Speed

You embraced a vestige from a flying monster allowing you to fly. This is almost always in the form of a set of wings on your back, but it could be something more esoteric from a creature that flies without wings. You gain a fly Speed equal to your land Speed.

## VESTIGE'S STAMPEDE ↷↷ FEAT 18

### ARCHETYPE

**Prerequisites** Vestige Hunter Dedication, you must defeat a monster with Trample

You added a vestige from a trampling monster to your leg or footwear, allowing you to trample your foes underfoot. This often

incorporates parts from the monster's own legs and feet, and when you use Vestige's Stampede, your own legs might briefly grow larger and embody the creature's essence more fully. You Stride up to double your Speed and can move through the spaces of creatures at least one size smaller, trampling each creature whose space you enter. You can attempt to trample the same creature only once in a single use of Vestige's Stampede. You deal bludgeoning damage for your foot unarmed attack, but trampled creatures can attempt a basic Reflex save against your class DC or spell DC, whichever is better.

**Special** When you take this feat, you gain a foot unarmed attack that deals 1d6 bludgeoning damage and is in the brawling weapon group. If you already have a better foot unarmed attack, you can use that instead.





## MONSTER PART ITEMS

The following new alchemical and magical items can be crafted specifically from the monsters in this book.

### CLOAK OF EYES

This grim trophy of a cloaked gouger (page 17) grants its wearer a fraction of that terrible fey's powers.

#### CLOAK OF EYES

ITEM 3

UNCOMMON DIVINATION INVESTED MAGICAL

Price 50 gp

Usage worn garment; Bulk 1

This gruesome garment is covered in eyeballs of every shape and size. It might be mistaken for a *robe of eyes* if not for its crude construction and bloodstained fabric.

While wearing the *cloak of eyes*, you emit a dazzling aura to a range of 30 feet. A creature that starts its turn in the aura must attempt a DC 18 Fortitude save. On a failure, the creature is dazzled for 1d4 rounds by the entrancing, blinking eyes of the cloak. Regardless of the results of this save, the creature is immune to this aura for 24 hours. You can deactivate or activate this aura with a single action (this action has the concentrate trait).

While wearing a *cloak of eyes*, you take a -2 status penalty to saving throws against gaze attacks and cannot use the Avert Gaze action.

**Craft Requirements** Supply one gouger cloak.

### RUNEBRANDED HIDE

The hides of exceptionally old, exceptionally powerful runebranded aurochs (page 79) can be used to craft a powerful suit of magic armor.

#### RUNEBRANDED HIDE

ITEM 8

UNCOMMON EVOCATION INVESTED MAGICAL

Price 500 gp

Usage worn armor; Bulk 2

The matted, shaggy fur hanging from this +1 *hide armor* belies its expert make and the powers of its runic brands. While wearing *runebranded hide*, you gain a +1 item bonus to saving throws against electricity effects. *Runebranded hide* with a *resilient*, *greater resilient*, or *major resilient* rune increases the item bonus to saving throws against electricity effects by +1, +2, or +3, respectively (to a maximum +4 item bonus).

**Activate** ♦ The *runebranded hide's* runes glow intensely, then fade as the light transfers from the armor into your hands. Your melee Strikes deal additional electricity damage for 1 minute. The amount of electricity damage dealt is equal to 1d6 × the armor's item bonus to saving throws against electricity effects. For 1 minute, the *runebranded hide* doesn't grant you its usual resistance to electricity or bonus to saving throws.

**Craft Requirements** Supply the hide of a runebranded aurochs.



## SALT STAKE

The spines of salt stalkers (page 80) make for excellent, if fragile, poisoning implements.

### SALT STAKE

ITEM 2

UNCOMMON ALCHEMICAL CONSUMABLE INJURY POISON

Price 6 gp

Usage held in 1 hand; Bulk L

Activate ♦ Strike

This long, thin dart is made from the spine of a salt stalker beast, and it still carries traces of that creature's deadly dehydrating poison. A creature hit by the salt stake is exposed to a weaker version of a salt stalker's venom. The salt stake is destroyed immediately after you Strike with it, regardless of whether your attack was a success.

**Lesser Desiccation Venom** (injury, poison)

The weakness to fire can't end or be reduced until the

poison is cured; **Saving Throw** DC 15 Fortitude; **Maximum**

**Duration** 6 rounds; **Stage 1** 1d4 poison damage and weakness to fire 1 (1 round); **Stage 2** 1d4 poison damage and weakness to fire 3 (1 round);

**Stage 3** 1d6 poison damage and weakness to fire 5 (1 round)

**Craft Requirements** Supply a sharp spine from a salt stalker.



## SKAGAPPA

In the right hands, skaggans' (page 104) utterly alien technology—including the following alchemical item—can be a potent tool.

### SKAGAPPA

ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE MENTAL

Price 18 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact; must be set within 5 feet of where a creature typically sleeps (such as under its pillow or bed)

Skaggans use these strange balls of writhing worms to intercept and interpret the dreams of sleeping subjects.

For 1 week, any creature that sleeps within 5 feet of the skagappa has increasingly fitful dreams. If it was fatigued, the creature must succeed at a DC 5 flat check when it sleeps. On a failure, the creature remains fatigued until it gets another full night's rest.

At any point during this week, a creature who takes possession of the skagappa can tap into its occult powers to learn 10 minutes' worth of information about the creature whose sleep has been affected. To do so, the creature must cast *mindlink* on the skagappa and succeed at a DC 15 Occultism check. On a failed check, the spell is wasted, though the caster can attempt the check additional times by casting *mindlink* again. Regardless, the same information is imparted each time the skagappa is tapped into. One week after it was placed near a creature's bedside, the skagappa unravels and its constituent worms slither away, destroying the item.



## SILKEN TAIL

Using materials from the lowly silk-tailed beetle (page 98), talented crafters can make a variety of useful tools and weapons, including the following magical whip.

### SILKEN TAIL

ITEM 11

UNCOMMON ILLUSION MAGICAL

Price 1,200 gp

Usage held in 1 hand; Bulk 1

This +2 *striking whip*'s thousands of long, opalescent strands shimmer and appear to change color as they reflect even the faintest ambient light. Though the strands may look soft and silky, they are in fact each covered in tiny, nearly imperceptible barbs.

**Activate** ♦ command; **Frequency** once

per round; **Effect** You wave the *silken tail* in a fantastic display of bedazzling color and light. Creatures other than you within 5 feet who can see the whip must succeed at a DC 26 Fortitude save or become dazzled for 1 round. Creatures you have damaged with the whip this round take a –2 circumstance penalty on this save.

**Craft Requirements** Supply the tail of a silk-tailed beetle.

## ZUGGLE ORB

The following is just one example of the strange item that can be harvested from zuggles (page 123). Different types of zuggles bear different zuggle orbs.

### ICE ZUGGLE ORB

ITEM 2

UNCOMMON ALCHEMICAL BOMB COLD CONSUMABLE SPLASH

Price 5 gp

Usage held in 1 hand; Bulk L

Activate ♦ Strike

This colorful orb of raw elemental energy is encased in a thin, lightly pulsating membrane. An ice zuggle orb deals 2d6 cold damage and 1 cold splash damage.

Spells can temporarily modify a held zuggle orb. If you Cast a Spell on the same round before you throw a zuggle orb, or you Ready an action to throw the zuggle orb upon being targeted with a spell, one of the following effects occurs.

- **Different Trait** If the spell has an elemental or energy trait different than the zuggle orb's, the zuggle orb loses its elemental and energy traits and gains the same elemental and energy traits of the spell cast. Any damage the zuggle orb deals changes to the corresponding damage type. For example, if you cast *shocking grasp* on an adjacent creature immediately before you throw an ice zuggle orb, the zuggle orb loses the cold trait, gains the electricity trait, and deals electricity damage instead of cold. Disrupted and lost spells do not affect zuggle orbs in this way.
- **Same Trait** If the spell has the same elemental or energy trait as the orb, then the orb becomes supercharged. When you throw a supercharged zuggle orb and roll a failure, you get a success instead; if you roll a success, you get a critical success instead. A supercharged zuggle orb's splash radius increases by 5 feet.

In either case, the spell must be at least 1st level, and the effect on the zuggle orb lasts only until the end of your turn.

**Craft Requirements** Supply one zuggle orb.



# APPENDIX

## ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect. For additional information, please refer to the *Pathfinder Second Edition Core Rulebook*.

**All-Around Vision** This monster can see in all directions simultaneously, and therefore can't be flanked.

**Aquatic Ambush** **Requirements** The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet; **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is flat-footed against this Strike.

**Attack of Opportunity** **Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

**At-Will Spells** The monster can cast its at-will spells any number of times without using up spell slots.

**Aura** A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura.

If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round.

The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

**Buck** **Requirements** Most monsters that serve as mounts can attempt to buck off unwanted or annoying riders, but most mounts won't use this reaction against a trusted creature unless the mounts are spooked or mistreated; **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster; **Effect** The triggering creature must succeed at a Reflex saving throw against the listed DC or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

**Catch Rock** **Requirements** The monster must have a free hand but

can Release anything it's holding as part of this reaction; **Trigger** The monster is targeted with a thrown rock Strike or a rock would fall on the monster; **Effect** The monster gains a +4 circumstance bonus to its AC against the triggering attack or to any defense against the falling rock. If the attack misses or the monster successfully defends against the falling rock, the monster catches the rock, takes no damage, and is now holding the rock.

**Change Shape** **Requirements** (concentrate, [magical tradition], polymorph, transmutation) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

**Constant Spells** A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

**Constrict** **Requirements** The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

**Coven** (divination, mental, occult) This monster can form a coven with two or more other creatures who also have the coven ability. This involves performing an 8-hour ceremony with all prospective coven members. After the coven is formed, each of its members gains elite adjustments, adjusting their levels accordingly. Coven members can sense other members' locations and conditions by spending a single action, which has the concentrate trait, and can sense what another coven member is sensing as a two action activity, which has the concentrate trait as well.

Covens also grant spells and rituals to their members, but these can be cast only in cooperation between three coven members who are all within 30 feet of one another. A coven member can contribute to a coven spell with a single-action spellcasting activity that has a single verbal component. If two coven members have contributed these actions within the last round, a third member can cast a coven spell on her turn by spending the normal spellcasting actions. A coven can cast its coven spells an unlimited number of times but can cast only one coven spell each round. All covens grant the 8th-level *baleful polymorph* spell and all the following spells, which the coven can cast at any level up to 5th: *augury*, *charm*, *clairaudience*, *clairvoyance*, *dream message*, *illusory disguise*, *illusory scene*, *prying eye*, and *talking corpse*. Individual creatures with the coven ability also grant additional spells to any coven they join. A coven can also cast the control weather ritual (*Pathfinder Second Edition Core Rulebook*), with a DC of 23 instead of the standard DC.

If a coven member leaving the coven or the death of a coven

member brings the coven below three members, the remaining members keep their elite adjustments for 24 hours, but without enough members to contribute the necessary actions, they can't cast coven spells.

**Darkvision** A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

**Disease** When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions found in the "Afflictions" section of the *Pathfinder Second Edition Core Rulebook*.

**Engulf** ♦♦ The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It is grabbed, is slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed Escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the engulfing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

**Fast Healing** A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

**Ferocity** ↻ **Trigger** The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

**Frightful Presence** (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

**Critical Success** The creature is unaffected by the presence.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 4.

**Grab** ♦ **Requirements** The monster's last action was a success with a Strike that lists Grab in its damage entry, or it has a creature grabbed using this action; **Effect** The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it. A grabbed creature can use the Escape action to get out of the grab, and the Grab ends for a grabbed creature if the monster moves away from it.

**Greater Constrict** ♦ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

**Improved Grab, Improved Knockdown, or Improved Push** ♦ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

**Knockdown** ♦ **Requirements** The monster's last action was a success with a Strike that lists Knockdown in its damage entry; **Effect** The monster knocks the target prone.

**Lifesense** Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

**Light Blindness** When first exposed to bright light, the monster is blinded until the end of its next turn. After this exposure, light doesn't blind the monster again until after it spends 1 hour in darkness. However, as long as the monster is in an area of bright light, it's dazzled.

**Low-Light Vision** The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

**Negative Healing** A creature with negative healing draws health from negative energy rather than positive energy. It is damaged by positive damage and is not healed by positive healing effects. It does not take negative damage, and it is healed by negative effects that heal undead.

**Poison** When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions found in the *Pathfinder Second Edition Core Rulebook*.

**Push** ♦ **Requirements** The monster's last action was a success with a Strike that lists Push in its damage entry; **Effect** The monster automatically knocks the target away from the monster. Unless otherwise noted in the ability description, the creature is pushed 5 feet. If the attack was a critical hit, this distance is doubled.

**Regeneration** This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

**Rend** ♦ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.

**Retributive Strike** ↻ **Trigger** An enemy damages the monster's ally, and both are within 15 feet of the monster; **Effect** The ally gains resistance to all damage against the triggering damage equal to 2





+ the monster's level. If the foe is within reach, the monster makes a melee Strike against it.

**Scent** Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

**Shield Block** **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

**Swallow Whole** **◆** (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer grab a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature grabbed in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

**Swarm Mind** This monster doesn't have a single mind (typically because it's a swarm of smaller creatures), and is immune to mental effects that target only a specific number of creatures. It is still subject to mental effects that affect all creatures in an area.

**Telepathy** (aura, divination, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

**Throw Rock** **◆** The monster interacts to pick up a rock within reach or retrieve a stowed rock and throws it, making a ranged Strike.

**Trample** **◆◆◆** The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling

each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

**Tremorsense** Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

**Wavesense** This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

**Wind-Up** For a clockwork to act, it must be wound with a unique key by another creature. This takes 1 minute. Once wound, it remains operational for the listed amount of time, usually 24 hours, after which time it becomes unaware of its surroundings and can't act until it's wound again. Some clockworks' abilities require them to spend some of their remaining operational time. They can't spend more than they have and shut down immediately once they have 0 time remaining. If it's unclear when a clockwork was last wound, most clockwork keepers wind all their clockworks at a set time, typically 8 a.m.

A clockwork that lists standby in its wind-up entry can enter standby mode as a 3-action activity. Its operational time doesn't decrease in standby, but it can sense its surroundings (with a -2 penalty to Perception). It can't act, with one exception: when it perceives a creature, it can exit standby as a reaction (rolling initiative if appropriate).

A creature can attempt to Disable a Device to wind a clockwork down (with a DC listed in the wind-up entry). For each success, the clockwork loses 1 hour of operational time. This can be done even if the clockwork is in standby mode.

## CREATURE TRAITS

Some of these traits appear in the *Pathfinder Second Edition Core Rulebook* or previous *Pathfinder Second Edition Bestiary* volumes, while others are new to this book.

### RARITY TRAITS

Unless the creature is common, its trait list starts with a rarity trait. Creatures that don't start with a rarity trait have the common rarity.

**Common** A creature of this rarity is generally known and can be summoned with the appropriate summon spell.

**Uncommon** Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 2.

**Rare** As the name suggests, these creatures are rare. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 5.

**Unique** A creature with this rarity is one of a kind. The DC of Recall Knowledge checks related to this creature is increased by 10.

## ALIGNMENT TRAIT ABBREVIATION

Following any listed rarity trait is one of nine alignment trait abbreviations. They are listed below with the alignment traits that these abbreviations represent. General descriptions of alignments can be found in the *Pathfinder Second Edition Core Rulebook*.

- CE** Chaotic and evil
- CG** Chaotic and good
- CN** Chaotic and neutral
- LG** Lawful and good
- LE** Lawful and evil
- LN** Lawful and neutral
- N** Neutral
- NE** Neutral and evil
- NG** Neutral and good

## SIZE

After any listed rarity trait and the alignment abbreviation, each creature has its size listed before its other traits.

**Gargantuan** This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid), but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they are tall, or 15 feet if they are long, but larger ones could have a much longer reach.

**Huge** A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

**Large** A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.

**Medium** A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

**Small** A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

**Tiny** A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

## OTHER TRAITS

After any rarity traits, the alignment abbreviation, and the size, each creature's trait line lists all other traits the creature has in alphabetical order. The following is a list of those traits found in the book.

**Aberration** Aberrations are creatures from beyond the planes or corruptions of the natural order.

**Acid** Creatures with this trait are primarily constituted of acid or have a magical connection to it.

**Agathion** This family of animal-featured celestials is native to the plane of Nirvana. Most agathions are neutral good, have darkvision, and have a weakness to evil damage.

**Air** Creatures with this trait consist primarily of air or have a magical connection to that element.

**Amphibious** An amphibious creature can breathe in water and in air,

even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater.

**Animal** An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence modifier above -4, can't speak languages, and can't be trained in Intelligence based skills.

**Aquatic** Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater. Aquatic creatures can breathe water but not air.

**Arcane** This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

**Astral** Astral creatures are native of the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

**Beast** A creature similar to an animal but with an Intelligence modifier of -3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

**Celestial** Creatures that hail from or have a strong connection to the good-aligned planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.

**Clockwork** Clockworks are intricate, complex constructs that can be programmed to perform specific functions. A clockwork creature must be wound regularly to function.

**Cold** Creatures with this trait have a magical connection to cold.

**Construct** A construct is an artificial creature empowered by a force other than necromancy. Constructs are often mindless; they are immune to bleed damage, death effects, disease, healing, necromancy, nonlethal attacks, poison, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

**Daemon** A family of fiends spawned on the desolate plane of Hades, most daemons are neutral evil. They typically have darkvision and weakness to good damage.

**Devil** A family of fiends from Hell, most devils are lawful evil. They typically have greater darkvision, weakness to good damage, immunity to fire, and telepathy.

**Dragon** Dragons are reptilian creatures, often winged or with the power of flight. Most are able to use a breath weapon and are immune to sleep and the paralyzed condition.

**Dream** Creatures native to the Dimension of Dreams can be any alignment and possess a diverse array of abilities, although those associated with the nightmare realm of Leng are almost always evil and immune to that realm's freezing temperatures.

**Dundrath** Dundraths are powerful humanoids with woolly coats and elephantine features.

**Earth** Creatures with this trait consist primarily of earth or have a magical connection to that element.

**Electricity** Creatures with this trait have a magical connection to electricity.

**Elemental** Elementals are creatures directly tied to an element and are native to the Elemental Planes. Elementals don't need to breathe.

**Ethereal** Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.







**Water** Creatures with this trait are primarily constituted of water or have a magical connection to the element.

**Wild Hunt** The wild hunt are a group of mysterious fey who ride together in order to stalk their prey across the planes.

**Zombie** These undead are mindless rotting corpses that hunger for living flesh.

## WEAPON TRAITS

The bonuses from these weapons traits are included in creatures' statistics, but the traits appear because they're relevant for the clumsy and enfeebled conditions.

**Brutal** A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

**Finesse** This melee attack is Dexterity based. Even if a weapon normally has the finesse trait, this trait is omitted in the Strike entry if the monster is applying its Strength.

## RITUALS

Some creatures from the Outer Planes can use special rituals to call their kin or transport themselves to another plane. These are the rituals used by various creatures in this book.

### INFERNAL PACT

### RITUAL 1

UNCOMMON CONJURATION

Cast 1 day

**Primary Check** Religion (expert; you must be a devil)

You make an appeal to a powerful devil, asking them to bind some of

their subordinates to your service. If you succeed, the devil sends you their choice of one devil whose level is no more than double infernal pact's level, two devils whose levels are each at least 2 less than double the spell level, or three devils whose levels are each at least 3 less than double the spell level.

**Critical Success** The devils are sent to you and serve you for 1d4 weeks.

**Success** The devils are sent to you and serve you for 1d4 days.

**Failure** Your request is denied.

**Critical Failure** Not only is your request denied, but the powerful devil sends word of its displeasure to your master.

## LANGUAGES

Some creatures in this book speak languages not found in the "Languages" section of the *Pathfinder Second Edition Core Rulebook*. The languages are listed below.

TABLE: UNCOMMON AND RARE LANGUAGES

Language	Speakers
Arboreal	Plant creatures
Aboleth	Aboleths, thralls, and enemies
Daemonic	Daemons
Dundrath	Dundraths
Requian	Psychopomps
Utopian	Axiomites and inevitables





## SUGGESTED MONSTER PARTS

We have compiled a list of the various monster parts you can gather from each monster outlined within this book. You can present directly to the players after they have defeated the creature so they can determine how to best use the parts to refine and imbue items. No roll is needed to determine what the parts can do. Using this list will significantly save time; otherwise you will need to present the stat block to the players and they'll have to spend time determining the possible components that can be salvaged from the monster.

The refinements and imbued properties listed in these stats blocks are a suggested starting point for each creature. However, there's a fair degree of judgment calls used in making certain decisions, so you and your group can and should adjust them depending on your group's preferences or needs. For example, when refining armor, you need to determine if a creature can provide the equivalent of cloth, leather, or metal. Dragons in this table provide any type of armor, as perhaps the wings could be used for cloth, the skin for leather, and the scales and bones for metal. But perhaps in your game you only want dragons to provide heavy armor. These are all judgment calls, so feel free to adjust, especially if your players have a good explanation of why they think the part should work for a different refining or imbuing option.

However, keep in mind that the other categories that are directly based upon abilities and skills, should probably be kept as presented as those are less up to interpretation. And if you adjust any of these abilities from the initial stat blocks presented in this book, you should change the properties in turn. For example, if you want to change the ice zuggle into a fire zuggle, you should also remove the cold imbued property from the list of options in favor of the fire imbued property.

Also note, these lists are derived from the original monster stat block and not any listed alternate abilities detailed in some monster descriptions. If you decide to utilize a variable version of a creature, or you change a creature to better suit your game, make sure to adjust their monster parts accordingly.

Of course, this is your game, and you can adjust these tables however you wish; perhaps you don't even require any limitations! Whatever you choose, try to keep it consistent for both yourself and your players so that it feels fair.

<b>CREATURE NAME</b>	<b>LEVEL</b>
<b>Monster Parts</b> value light variant/hybrid variant/full variant	
<b>Eligible Refinements</b> Suggested refinements from the creature are listed here. You might determine the creature has additional refinements available or lacks any of these refinements.	
<b>Eligible Imbued Properties</b> Suggested imbued properties from the creature are listed here. You might determine the creature has additional imbued properties available or lacks any of these imbued properties.	

## MONSTER PARTS

### **AFNEITH** **CREATURE 8**

**Monster Parts** 64/140/250 gp  
**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Intimidation, Society, Stealth, Survival)  
**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (positive), sensory (darkvision, scent), wild

### **ARBOREAL HUSK** **CREATURE 8**

**Monster Parts** 64/140/250 gp  
**Eligible Refinements** weapons (bludgeoning), armor (light, medium), shield, perception item, skill items (Athletics, Intimidation, Nature, Stealth)  
**Eligible Imbued Properties** bane, chaotic, constitution, energy resistant (positive), evil, mental, sensory (darkvision), spells (Primal: *speak with plants*), strength, sturdy, wild

### **ARCARAYUT** **CREATURE 10**

**Monster Parts** 125/275/500 gp  
**Eligible Refinements** weapons (bludgeoning), armor (heavy), perception item, skill items (Acrobatics, Arcana, Athletics, Lore [Utopia], Religion, Stealth)  
**Eligible Imbued Properties** bane, dexterity, energy resistant (positive), force, intelligence, lawful, mental, sensory (darkvision, *true seeing*), spells (Divine: *dispel magic*, *freedom of movement*, *invisibility*, *paralyze*, *ray of enfeeblement*, *telekinetic haul*, *true seeing*), wild, winged

### **ARDEODAEMON** **CREATURE 4**

**Monster Parts** 12/27/50 gp  
**Eligible Refinements** weapons (slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Religion, Stealth, Survival)  
**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (fire, positive), evil, fire, mental, sensory (darkvision), spells (Divine: *detect alignment*, *detect magic*, *knock*, *locate*, *lock*, *produce flame*), wild, wisdom

### **ASTRINGENT ARMOR** **CREATURE 4**

**Monster Parts** 12/27/50 gp  
**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, perception item, skill items (Athletics, Stealth)  
**Eligible Imbued Properties** bane, constitution, energy resistant (negative, positive), sensory (darkvision), strength, sturdy, wild

### **AUTOMATIC ACOLYTE** **CREATURE 8**

**Monster Parts** 64/140/250 gp  
**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, perception item, skill items (Acrobatics, Arcana, Religion)  
**Eligible Imbued Properties** bane, dexterity, energy resistant (negative, positive), negative, positive, sensory (darkvision), spells (Arcane or Divine: variable), sturdy, wild, wisdom

### **BESPOKE BODYGUARD** **CREATURE 10**

**Monster Parts** 125/275/500 gp  
**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy),

shield, perception item, skill items (Acrobatics, Athletics, Intimidation)  
**Eligible Imbued Properties** bane, dexterity, energy resistant (negative, positive), sensory (darkvision), strength, sturdy, wild

### **BLOOD MOUSE** **CREATURE 1**

**Monster Parts** 3.5/7/13 gp

**Eligible Refinements** weapons (piercing), armor (light), perception item, skill items (Acrobatics, Stealth, Survival)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (positive), sensory (darkvision), wild

### **BUTCHER BOOTH** **CREATURE 12**

**Monster Parts** 250/560/1,030 gp

**Eligible Refinements** weapons (bludgeoning), armor (heavy), perception item, skill items (Athletics, Deception, Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, constitution, energy resistant (positive), evil, mental, negative, sensory (greater darkvision), spells (Occult: *charm, detect magic, false vision, ghost sound, hallucinatory terrain, illusory scene*), strength, wild, winged

### **CHAMBER OOZE** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (bludgeoning), perception item, skill items (Athletics)

**Eligible Imbued Properties** acid, bane, constitution, energy resistant (acid, positive), fortification, strength, wild

### **CLOAKED GOUGER** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (slashing), armor (light), perception item, skill items (Acrobatics, Athletics, Intimidation, Medicine, Occultism, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), evil, intelligence, poison, strength, wild

### **COQUECIGRUE** **CREATURE 8**

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (piercing), armor (light, medium), perception item, skill items (Acrobatics, Athletics)

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, electricity, energy resistant (positive), fire, mental, sensory (darkvision), sonic, wild

### **COROMN** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (slashing), armor (light, medium), shield, perception item, skill items (Arcana, Deception, Diplomacy, Intimidation, Religion, Society)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (fire, positive), evil, lawful, mental, sensory (greater darkvision), spells (Divine: *bane, blur, command, confusion, crisis of faith, dimension door, discern lies, dispel magic, dominate, mind probe, mind reading, suggestion, tongues*), sturdy, wild, wisdom

### **CORPSESEWN COLOSSUS** **CREATURE 12**

**Monster Parts** 250/560/1,030 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy), perception item, skill items (Acrobatics, Athletics)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (fire, negative, positive), evil, fire, poison, sensory (darkvision), strength, wild

### **CREUSADAEMON** **CREATURE 7**

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (piercing), armor (medium), perception item, skill items (Acrobatics, Athletics, Intimidation, Medicine, Religion, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), evil, mental, sensory (darkvision), spells (Divine: *detect alignment, dimension door, dispel magic*), strength, wild

### **CURTAIN CALLER** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), perception item, skill items (Deception, Intimidation, Occultism, Performance, Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, sonic), evil, force, fortification, mental, negative, sensory (darkvision), sonic, spells (Occult: *crushing despair, detect magic, ghost sound, hideous laughter, illusory scene, mage hand, paralyze, prestidigitation, sound burst, spiritual weapon*), wild, winged, wisdom

### **DISHRAG DERVISH** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), perception item, skill items (Intimidation, Lore [Alcohol], Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, sonic), evil, fortification, negative, poison, sensory (darkvision), wild, winged

### **DREDGENAUT** **CREATURE 14**

**Monster Parts** 560/1,250/2,300 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (heavy), shield, perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, energy resistant (negative, positive), fire, mental, sensory (greater darkvision, *true seeing*), spells (Arcane: *locate, prying eye, retrocognition, true seeing, vibrant pattern*), strength, sturdy, wild

### **DRYAD HUSK** **CREATURE 3**

**Monster Parts** 7/18/30 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light), perception item, skill items (Acrobatics, Athletics, Intimidation, Nature, Stealth, Survival)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (positive), evil, mental, sensory (darkvision), sonic, spells (Primal: *darkness, fear, shatter, speak with plants, tanglefoot*), strength, wild

### **DUNDRATH GORGER** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), perception item, skill items (Athletics, Intimidation, Survival)

**Eligible Imbued Properties** chaotic, constitution, energy resistant (cold, positive), evil, sensory (darkvision, scent), strength, wild





## **EEXO** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light), shield, skill items (Acrobatics, Medicine, Nature, Stealth, Survival)

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (positive), good, poison, sensory (low-light vision), spells (Primal: *dancing lights, detect magic, earthbind, entangle, neutralize poison, stabilize, tanglefoot, tree shape, vomit swarm*), sturdy, wild, wisdom

## **EXCUBITOR** **CREATURE 8**

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (medium), shield, perception item, skill items (Athletics, Deception, Intimidation, Medicine, Religion, Society)

**Eligible Imbued Properties** bane, constitution, electricity, energy resistant (fire, positive), evil, fire, lawful, mental, poison, sensory (greater darkvision), spells (Divine: *dimension door, dimension door, fireball, lightning bolt, private sanctum, shield other*), strength, sturdy, wild

## **EYESORE** **CREATURE 3**

**Monster Parts** 7/18/30 gp

**Eligible Refinements** perception item, skill items (Thievery)

**Eligible Imbued Properties** acid, bane, constitution, energy resistant (acid, positive), fortification, sensory (variable: low-light vision, darkvision), strength, wild

## **FELD HAG** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (slashing), armor (light, medium), perception item, skill items (Athletics, Deception, Nature, Occultism, Stealth)

**Eligible Imbued Properties** chaotic, charisma, dexterity, electricity, energy resistant (fire, positive), evil, fire, mental, poison, sensory (darkvision), spells (Occult: *animal form, command, dancing lights, ghost sound, grease, pest form, sleep, summon animal*), strength, wild

## **FERROPACEON** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (piercing, slashing), armor (heavy), perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), sensory (darkvision), strength, wild

## **FUNGAL RAPTOR** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), sensory (darkvision, scent), wild, winged

## **FYLAKA** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Intimidation, Religion, Stealth, Survival)

**Eligible Imbued Properties** acid, bane, energy resistant (negative,

positive), mental, negative, positive, sensory (darkvision), spells (Divine: *dimension door, invisibility, locate*), strength, wild, wisdom

## **G'MAYUN PIRATE** **CREATURE 0**

**Monster Parts** 2.25/5/9 gp

**Eligible Refinements** armor (light), perception item, skill items (Acrobatics, Deception, Diplomacy, Intimidation, Performance, Religion, Society)

**Eligible Imbued Properties** chaotic, charisma, dexterity, energy resistant (positive), intelligence, mental, sensory (low-light vision), sonic, wild, wisdom

## **GALTZAGORRI HUNTER** **CREATURE 2**

**Monster Parts** 5/12/22 gp

**Eligible Refinements** armor (light), skill items (Acrobatics, Arcana, Athletics, Crafting, Deception, Stealth, Thievery)

**Eligible Imbued Properties** bane, chaotic, dexterity, energy resistant (positive), intelligence, sensory (low-light vision), spells (Primal: *mending, pest form, read aura*), wild, winged

## **GARATAUR** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (piercing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Intimidation, Religion, Stealth, Survival)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (positive), evil, mental, sensory (darkvision, scent), strength, wild

## **GHOSTWRITER** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** perception item, skill items (Arcana, Deception, Intimidation, Lore [Academia], Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, sonic), evil, fortification, intelligence, mental, negative, sensory (darkvision), wild, winged

## **GIANT GLAUCUS SLUG** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), fortification, poison, sensory (low-light vision), strength, wild

## **GIANT SEA SQUIRT** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), shield, perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), fortification, poison, strength, sturdy, wild

## **GYMNOPHOBIA** **CREATURE 9**

**Monster Parts** 90/200/360 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Deception, Society, Stealth)

**Eligible Imbued Properties** bane, chaotic, constitution, energy resistant (positive), evil, sensory (darkvision), strength, wild

## HEARTH HOUND CREATURE 4

**Monster Parts** 12/27/50 gp

**Eligible Refinements** armor (light), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (acid, electricity, fire, negative, sonic), fire, fortification, mental, negative, sensory (darkvision, scent), wild, winged

## HIEROGLYPH SCORPION CREATURE 10

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (piercing, slashing), armor (medium), perception item, skill items (Acrobatics, Stealth)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, positive, sonic), poison, sensory (darkvision), wild

## HOOK HANGER CREATURE 7

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), perception item, skill items (Athletics, Intimidation, Stealth, Survival)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), evil, sensory (darkvision), strength, wild

## HOOK MELON CREATURE 4

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), evil, sensory (scent), strength, wild, wisdom

## ICE ZUGGLE CREATURE 2

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (piercing), armor (light, medium), perception item, skill items (Athletics, Stealth, Survival)

**Eligible Imbued Properties** bane, chaotic, cold, constitution, dexterity, energy resistant (cold, positive), sensory (low-light vision), wild, wisdom

## IRIVYRN CREATURE 12

**Monster Parts** 250/560/1,030 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium, heavy), perception item, skill items (Acrobatics, Athletics, Deception, Intimidation, Nature, Stealth)

**Eligible Imbued Properties** bane, chaotic, constitution, energy resistant (positive), mental, poison, sensory (darkvision, scent), strength, wild, winged

## IRON FERN CREATURE 2

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (piercing, slashing), armor (heavy), shield, perception item, skill items (Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (fire, positive), strength, sturdy, wild

## JIKOU CREATURE 12

**Monster Parts** 250/560/1,030 gp

**Eligible Refinements** weapons (slashing), perception item, skill

items (Acrobatics, Deception, Intimidation, Stealth, Thievery)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, positive, sonic), fortification, lawful, mental, sensory (darkvision), spells (Primal: *darkness*, *dimension door*, *nightmare*, *paranoia*, *ray of enfeeblement*, *silence*, *sleep*, *telekinetic projectile*), wild, winged

## JUNGLE MANTIS SWARM CREATURE 8

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (piercing), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, dexterity, energy resistant (positive), fortification, sensory (darkvision), strength, wild, winged

## KEEPSAKE WARDEN CREATURE 9

**Monster Parts** 90/200/360 gp

**Eligible Refinements** weapons (bludgeoning), armor (medium), skill items (Athletics, Crafting, Intimidation, Lore [Graveyard], Religion, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), sensory (low-light vision), spells (Occult: *clairvoyance*, *death knell*, *locate*, *talking corpse*), strength, wild, wisdom

## KHAROZAT CREATURE 20

**Monster Parts** 8,750/17,500/30,000 gp

**Eligible Refinements** armor (light), shield, perception item, skill items (Arcana, Athletics, Lore [Legal], Nature, Occultism, Religion, Society)

**Eligible Imbued Properties** bane, chaotic, energy resistant (positive), evil, intelligence, lawful, mental, negative, poison, sensory (greater darkvision, *true seeing*), spells (Divine: all *summon* spells, any common spell with the death trait, *tongues*, *true seeing*), strength, sturdy, wild, wisdom

## KILLING INTENT CREATURE 4

**Monster Parts** 12/27/50 gp

**Eligible Refinements** perception item, skill items (Intimidation, Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, positive, sonic), evil, force, fortification, mental, sensory (darkvision), spells (Occult: *command*, *phantom pain*), wild, winged, wisdom

## KNOTSMAN CREATURE 7

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (negative, positive), sensory (darkvision), strength, wild

## LESHY HUSK CREATURE 0

**Monster Parts** 2.25/5/9 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), perception item, skill items (Acrobatics, Nature, Stealth)

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (positive), evil, mental, negative, sensory (darkvision), spells (Primal: *speak with plants*), strength, wild, wisdom





## LIVING BLADE CREATURE 8

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (slashing), armor (heavy), perception item, skill items (Acrobatics, Athletics, Deception)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (negative, positive), evil, fire, mental, sensory (darkvision), spells (Occult: *haste, soothe, tongues, true strike*), strength, wild

## LIVING DIVINATION DECK CREATURE 1

**Monster Parts** 3.5/7/13 gp

**Eligible Refinements** weapons (slashing), armor (light), perception item, skill items (Lore [Fortune-telling, Gambling], Occultism, Performance, Stealth)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (negative, positive), mental, spells (Occult: *bless, guidance, ill omen, mage hand, true strike*), wild, winged, wisdom

## LIVING LIBRARY CREATURE 9

**Monster Parts** 90/200/360 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light), perception item, skill items (Arcana, Deception, Nature, Occultism, Religion, Society, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (negative, positive), intelligence, mental, sensory (darkvision), wild, wisdom

## LIVING PROOF CREATURE 1

**Monster Parts** 3.5/7/13 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light), perception item, skill items (Acrobatics, Arcana, Crafting)

**Eligible Imbued Properties** bane, dexterity, energy resistant (negative, positive), force, intelligence, sensory (darkvision), spells (Arcane: *magic missile, read aura, sigil*), wild, winged

## LOST SAVIOR CREATURE 11

**Monster Parts** 175/390/720 gp

**Eligible Refinements** armor (light, medium), perception item, skill items (Athletics, Deception, Diplomacy, Intimidation, Society)

**Eligible Imbued Properties** charisma, energy resistant (negative), evil, lawful, mental, negative, sensory (darkvision), spells (Occult: *charm, illusory disguise, suggestion, veil*), strength, wild

## MATRONA CREATURE 15

**Monster Parts** 810/1,850/3,400 gp

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, perception item, skill items (Athletics, Deception, Intimidation, Lore [Engineering], Nature)

**Eligible Imbued Properties** bane, charisma, constitution, energy resistant (positive), evil, force, lawful, mental, sensory (darkvision), spells (Primal: *charm, command, dominate, glibness, suggestion, summon fey*), strength, sturdy, wild, winged

## MECHANICAL ARTILLERIST CREATURE 7

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (negative, positive), fire, sensory (darkvision), strength, sturdy, wild

## MECHANICAL MAÎTRE D' CREATURE 6

**Monster Parts** 30/65/125 gp

**Eligible Refinements** armor (heavy), shield, perception item, skill items (Acrobatics, Stealth)

**Eligible Imbued Properties** bane, dexterity, energy resistant (negative, positive), poison, sensory (darkvision), strength, sturdy, wild

## MILOPOXY CREATURE 8

**Monster Parts** 64/140/250 gp

**Eligible Refinements** armor (light, medium), skill items (Acrobatics, Athletics, Diplomacy, Intimidation, Lore [Chivalry])

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (positive), mental, sensory (low-light vision), strength, wild

## MOGADB CREATURE 3

**Monster Parts** 7/18/30 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), perception item, skill items (Athletics, Survival)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), sensory (low-light vision, scent), strength, wild

## MUTED DELVER CREATURE 11

**Monster Parts** 175/390/720 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light, medium), perception item, skill items (Arcana, Athletics, Intimidation, Occultism, Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, energy resistant (positive, sonic), evil, mental, negative, sensory (greater darkvision, *true seeing*), spells (Occult: *black tentacles, detect magic, false life, levitate, shield, slow, true seeing, vampiric exsanguination*), strength, wild, wisdom

## MYZOFORM CREATURE 8

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), perception item, skill items (Arcana, Athletics, Deception, Occultism, Stealth)

**Eligible Imbued Properties** acid, bane, chaotic, constitution, energy resistant (positive), evil, force, intelligence, mental, sensory (darkvision), spells (Occult: *acid arrow, blindness, confusion, darkness, magic missile, tongues*), wild

## NECROFLESH MONARCH CREATURE 15

**Monster Parts** 810/1,850/3,400 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), shield, perception item, skill items (Athletics)

**Eligible Imbued Properties** acid, bane, charisma, energy resistant (negative), evil, fortification, mental, negative, strength, sturdy, wild

## NOBBLER CREATURE 5

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), perception item, skill items (Acrobatics, Athletics, Deception, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (negative, positive), sensory (darkvision), strength, wild

## **OBSIDIAN SHALE BEAST** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (piercing, slashing), armor (heavy), shield, perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (fire, positive), sensory (darkvision), strength, sturdy, wild, wisdom

## **ORB OF INSANITY** **CREATURE 15**

**Monster Parts** 810/1,850/3,400 gp

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), shield, perception item, skill items (Acrobatics, Arcana, Deception, Lore [All Subcategories], Occultism, Stealth)

**Eligible Imbued Properties** bane, chaotic, dexterity, energy resistant (acid, cold, electricity, fire, force, negative, positive), evil, intelligence, mental, negative, sensory (greater darkvision, *true seeing*), spells (Occult: *dancing lights*, *daze*, *discern location*, *ghost sound*, *hypercognition*, *mind blank*, *mind link*, *mind probe*, *mind reading*, *modify memory*, *possession*, *retrocognition*, *scrying*, *telekinetic projectile*, *tongues*, *true seeing*), sturdy, wild, winged

## **OSPHRANTEAL** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Medicine, Nature, Survival)

**Eligible Imbued Properties** bane, dexterity, energy resistant (positive), good, sensory (darkvision), spells (Divine: *air walk*, *detect alignment*, *dimension door*, *drop dead*, *enhance vituals*, *freedom of movement*, *neutralize poison*, *remove disease*, *shield other*, *speak with animals*, *tongues*, *wanderer's guide*), strength, wild

## **OTHRUNI** **CREATURE 7**

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning), armor (light, heavy), perception item, skill items (Athletics, Crafting, Nature, Survival)

**Eligible Imbued Properties** bane, chaotic, constitution, energy resistant (positive), fire, intelligence, poison, sensory (darkvision), strength, wild

## **PARASITE HUSK** **CREATURE 3**

**Monster Parts** 7/18/30 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (medium), perception item, skill items (Athletics)

**Eligible Imbued Properties** constitution, energy resistant (negative), evil, negative, strength, wild

## **PARROTBEAR** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Deception, Intimidation)

**Eligible Imbued Properties** bane, dexterity, energy resistant (positive), mental, sensory (low-light vision, scent), strength, wild

## **PHASE TIGER** **CREATURE 7**

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, chaotic, dexterity, energy resistant (positive), evil, sensory (darkvision, scent), spells (Occult: *dimension door*), strength, wild

## **PRISMATIC OOZE** **CREATURE 17**

**Monster Parts** 1,875/4,300/8,000 gp

**Eligible Refinements** weapons (bludgeoning), perception item, skill items (Athletics)

**Eligible Imbued Properties** acid, bane, constitution, electricity, energy resistant (acid, cold, electricity, fire, force, negative, positive, sonic), fire, fortification, mental, poison, strength, wild, winged

## **PUPPETEER** **CREATURE 11**

**Monster Parts** 175/390/720 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light, medium), skill items (Acrobatics, Crafting, Deception, Lore [Puppetry], Occultism, Stealth, Thievery)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (negative, positive), force, sensory (low-light vision), wild

## **REAVER BEAVER** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light, medium), perception item, skill items (Athletics, Stealth)

**Eligible Imbued Properties** acid, bane, constitution, energy resistant (positive), evil, sensory (scent), strength, wild

## **ROPE GOLEM** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light), shield, perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (negative, positive), sensory (darkvision), strength, sturdy, wild

## **RUIN BRUISER** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, chaotic, constitution, energy resistant (negative, positive), lawful, sensory (darkvision), strength, sturdy, wild

## **RUNEBRANDED AUROCHS** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, electricity, energy resistant (electricity, positive), sensory (low-light vision, scent), strength, wild

## **SALT GLIDER** **CREATURE 8**

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth, Survival)

**Eligible Imbued Properties** bane, dexterity, energy resistant (positive), poison, wild, winged, wisdom







## **SALT MOTHER** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light, medium, heavy), perception item, skill items (Acrobatics, Athletics, Stealth, Survival)

**Eligible Imbued Properties** bane, constitution, energy resistant (fire, positive), mental, poison, strength, wild

## **SALT SCORCHER** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth, Survival)

**Eligible Imbued Properties** bane, charisma, constitution, energy resistant (fire, positive), fire, poison, strength, wild

## **SALT STALKER** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth, Survival)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), poison, strength, wild

## **SANGUINE ROSE** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light), perception item, skill items (Athletics)

**Eligible Imbued Properties** bane, constitution, energy resistant (negative), evil, negative, strength, wild

## **SAPPHIRE DRAKE** **CREATURE 7**

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium, heavy), shield, perception item, skill items (Acrobatics, Athletics, Intimidation, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (fire, positive), evil, fire, sensory (darkvision, scent), sonic, strength, sturdy, wild, winged

## **SCROLL MOLD** **CREATURE 0**

**Monster Parts** 2.25/5/9 gp

**Eligible Refinements** perception item, skill items (Deception, Stealth)

**Eligible Imbued Properties** bane, charisma, constitution, electricity, energy resistant (positive), fire, fortification, mental, negative, spells (Arcane: *burning hands, chill touch, color spray, detect magic, electric arc, ghost sound, illusory object, longstrider, sleep*), wild, wisdom

## **SEMUVIG, THE PAW'S MONKEY** **CREATURE 23**

**Monster Parts** 20,000/48,000/90,000 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), shield, perception item, skill items (Acrobatics, Arcana, Athletics, Deception, Intimidation, Occultism, Stealth, Survival)

**Eligible Imbued Properties** acid, chaotic, dexterity, energy resistant (negative), evil, fire, mental, negative, sensory (darkvision), spells (Arcane: *alter reality, eclipse burst, finger of death, horrid wilting, locate, paralyze, phantasmal calamity, spirit song*), sturdy, wild, wisdom

## **SENIDAEMON** **CREATURE 8**

**Monster Parts** 64/140/250 gp

**Eligible Refinements** perception item, skill items (Stealth)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, positive, sonic), evil, fire, fortification, mental, negative, sensory (darkvision), spells (Divine: *detect alignment, dimension door, silence*), wild, winged, wisdom

## **SHADOW THIEF** **CREATURE 2**

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (slashing), armor (heavy), perception item, skill items (Acrobatics, Deception, Society, Stealth, Thievery)

**Eligible Imbued Properties** bane, charisma, cold, dexterity, energy resistant (positive), intelligence, sensory (darkvision), wild

## **SHADOWLESS HOUSE DRAKE** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (piercing), armor (light, medium, heavy), perception item, skill items (Acrobatics, Arcana, Stealth, Thievery)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (positive), evil, intelligence, mental, negative, sensory (darkvision), spells (Occult: *charm, darkness, daze, fear, telekinetic projectile*), wild, winged

## **SHALE BEHEMOTH** **CREATURE 18**

**Monster Parts** 3,000/7,000/13,000 gp

**Eligible Refinements** weapons (piercing), armor (heavy), shield, perception item, skill items (Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), sensory (darkvision), sonic, strength, sturdy, wild

## **SHALE CHARGER** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy), shield, perception item, skill items (Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), sensory (darkvision), strength, sturdy, wild

## **SHALE SPITTER** **CREATURE 2**

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (heavy), shield, perception item, skill items (Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, energy resistant (positive), sensory (darkvision), strength, sturdy, wild

## **SHALE SWARM** **CREATURE 3**

**Monster Parts** 7/18/30 gp

**Eligible Refinements** weapons (piercing), armor (heavy), shield, perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), fortification, sensory (darkvision), strength, sturdy, wild

## **SHINGLELURK** **CREATURE 7**

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (medium, heavy), shield, perception item, skill items (Acrobatics, Athletics, Deception, Stealth)

**Eligible Imbued Properties** acid, bane, dexterity, energy resistant (positive), sensory (darkvision), strength, sturdy, wild, winged

### **SILK-TAILED BEETLE** **CREATURE 2**

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Deception, Survival)

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (positive), mental, poison, sensory (darkvision, scent), strength, wild

### **SILUVAIN** **CREATURE 4**

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (slashing), armor (light, medium), shield, perception item, skill items (Acrobatics, Athletics, Deception, Diplomacy, Religion, Society, Stealth)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (fire, positive), evil, lawful, mental, sensory (greater darkvision), spells (Divine: *charm, dimension door, invisibility, phantom pain*), sturdy, wild

### **SKELETAL MONSTROSITY** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (heavy), shield, perception item, skill items (Athletics, Intimidation)

**Eligible Imbued Properties** dexterity, energy resistant (cold, electricity, fire, negative), evil, mental, negative, sensory (darkvision), strength, sturdy, wild

### **SKLAGGAN** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** weapons (bludgeoning), armor (light, medium, heavy), perception item, skill items (Acrobatics, Deception, Medicine, Occultism, Stealth, Thievery)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), evil, intelligence, mental, negative, sensory (darkvision), spells (Occult: *blur, calm emotions, daze, dream message, mindlink, plane shift, shield, status, telekinetic projectile, vampiric touch*), wild

### **SKOTOGELIA** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** armor (light), perception item, skill items (Arcana, Lore [Any Three], Nature, Occultism, Religion, Stealth)

**Eligible Imbued Properties** bane, dexterity, energy resistant (acid, cold, electricity, fire, negative, sonic), intelligence, negative, sensory (darkvision), wild, winged

### **SLAUGH** **CREATURE 8**

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (bludgeoning), armor (medium, heavy), perception item, skill items (Athletics, Intimidation, Lore [Warfare], Religion)

**Eligible Imbued Properties** charisma, energy resistant (negative), evil, negative, sensory (darkvision), spells (Divine: *animate dead, bind undead, harm, circle of protection*), strength, wild, wisdom

### **SOLOVEI** **CREATURE 6**

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), skill items (Acrobatics, Athletics, Stealth, Thievery)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (positive, sonic), sensory (low-light vision), sonic, wild, wisdom

### **SPRINGJAW DOLL** **CREATURE 1**

**Monster Parts** 3.5/7/13 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), perception item, skill items (Athletics, Stealth)

**Eligible Imbued Properties** bane, dexterity, energy resistant (negative, positive), sensory (darkvision), sonic, strength, wild

### **SWARM ASSASSIN** **CREATURE 3**

**Monster Parts** 7/18/30 gp

**Eligible Refinements** weapons (piercing), armor (light), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** dexterity, energy resistant (positive), evil, fortification, lawful, poison, sensory (greater darkvision), wild, wisdom

### **TEMPORAL MANIFESTATION** **CREATURE 5**

**Monster Parts** 18/45/80 gp

**Eligible Refinements** armor (light), perception item, skill items (Acrobatics, Athletics, Occultism, Stealth)

**Eligible Imbued Properties** bane, dexterity, energy resistant (force, positive), evil, force, sensory (darkvision), spells (Occult: *haste, slow*), wild, wisdom

### **THORN CRAWLER** **CREATURE 10**

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), spells (Primal: *entangle, pass without trace*), strength, wild

### **TOY SPY** **CREATURE 3**

**Monster Parts** 7/18/30 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), perception item, skill items (Acrobatics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (negative, positive), mental, sensory (darkvision), spells (Arcane: *color spray, daze, ghost sound, glitterdust, sleep*), wild

### **TOY SWARM** **CREATURE 2**

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (piercing), armor (light), shield, perception item, skill items (Athletics, Stealth, Thievery)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (negative, positive), fortification, sensory (darkvision), sturdy, wild





## TRODAICHE-SIDHE CREATURE 6

**Monster Parts** 30/65/125 gp

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), skill items (Acrobatics, Athletics, Crafting, Lore [Hunting], Nature, Stealth, Survival)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (positive), sensory (low-light vision), spells (Primal: *glitterdust, jump, pass without trace*), strength, wild, wisdom

## UNARMORED CREATURE 12

**Monster Parts** 250/560/1,030 gp

**Eligible Refinements** perception item, skill items (Intimidation, Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, sonic), evil, fortification, negative, sensory (darkvision), wild, winged

## UNRAVELER CREATURE 7

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light, medium), shield, perception item, skill items (Acrobatics, Arcana, Lore [Entropy], Nature, Occultism)

**Eligible Imbued Properties** bane, chaotic, dexterity, energy resistant (positive), intelligence, mental, sensory (darkvision), spells (Occult: *dancing lights, detect magic, know direction, mage hand, mending, plane shift*), strength, sturdy, wild, winged

## VEENLIJK CREATURE 7

**Monster Parts** 45/100/180 gp

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), shield, perception item, skill items (Athletics, Nature, Religion, Stealth)

**Eligible Imbued Properties** constitution, energy resistant (cold, negative), evil, fire, negative, sensory (darkvision), spells (Primal: *hallucinatory terrain, obscuring mist*), strength, sturdy, wild, wisdom

## VENOMOUS SNAKED EAD CREATURE 2

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), skill items (Acrobatics, Athletics)

**Eligible Imbued Properties** constitution, dexterity, energy resistant (negative), evil, negative, poison, sensory (low-light vision), strength, wild

## WARP WYRM CREATURE 8

**Monster Parts** 64/140/250 gp

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light, medium, heavy), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (positive), evil, force, sensory (darkvision, scent), spells (Arcane: *blink*), wild, winged

## WILDFIRE LESHY CREATURE 2

**Monster Parts** 5/12/22 gp

**Eligible Refinements** weapons (bludgeoning), armor (light), perception item, skill items (Athletics, Nature, Survival)

**Eligible Imbued Properties** bane, chaotic, constitution, energy resistant (fire, positive), fire, good, sensory (low-light vision), spells (Primal: *burning hands, produce flame, speak with plants*), wild, wisdom

## WINDBORNE DEAD CREATURE 10

**Monster Parts** 125/275/500 gp

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), perception item, skill items (Acrobatics, Arcana, Intimidation, Occultism, Religion)

**Eligible Imbued Properties** chaotic, charisma, constitution, dexterity, energy resistant (negative), evil, mental, negative, wild, winged

## WISPY WAYFARER CREATURE 2

**Monster Parts** 5/12/22 gp

**Eligible Refinements** perception item, skill items (Acrobatics, Deception, Lore [Sailing], Stealth)

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (acid, cold, electricity, fire, negative, sonic), evil, negative, sensory (darkvision), wild, winged

## YOMHIBDI CREATURE 4

**Monster Parts** 12/27/50 gp

**Eligible Refinements** weapons (bludgeoning), perception item, skill items (Acrobatics, Athletics, Stealth)

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (positive), fortification, mental, sensory (darkvision), spells (Divine: *mind probe*), strength, wild



## CREATURES BY TYPE

The following lists organize the creatures by their major types, subdivided by level. A superscript “U” indicates that a creature is uncommon, “R” that it’s rare, and “Uq” that it’s unique.

### ABERRATION

**Level 2** shadow thief<sup>U</sup>; **Level 4** shadowless house drake<sup>R</sup>, yomhibdi; **Level 5** sklaggan, temporal manifestation<sup>R</sup>; **Level 7** hook hanger, shinglelurk; **Level 8** coquecigrue<sup>R</sup>, myzoform; **Level 9** gymnophobia<sup>U</sup>; **Level 11** muted delver; **Level 12** butcher booth<sup>U</sup>

### ANIMAL

**Level 1** blood mouse; **Level 2** shale spitter; **Level 3** mogadb, shale swarm; **Level 4** glaucus slug, giant, parrotbear, runebranded aurochs; **Level 5** sea squirt, giant; **Level 6** shale charger, solovei; **Level 8** jungle mantis swarm; **Level 10** obsidian shale beast; **Level 18** shale behemoth<sup>U</sup>

### ASTRAL

**Level 7** unraveler<sup>U</sup>

### BEAST

**Level 2** silk-tailed beetle; **Level 4** hearth hound<sup>U</sup>, salt stalker; **Level 5** garataur<sup>U</sup>, reaver beaver; **Level 6** salt scorcher; **Level 7** phase tiger<sup>U</sup>; **Level 8** afneith, salt glider; **Level 10** salt mother<sup>U</sup>

### CELESTIAL

**Level 10** osphranteal<sup>U</sup>

### CONSTRUCT

**Level 1** living divination deck<sup>R</sup>, living proof, springjaw doll; **Level 2** toy swarm; **Level 3** toy spy; **Level 5** nobbler<sup>R</sup>; **Level 6** mechanical maître d’, rope golem<sup>U</sup>, ruin bruiser<sup>U</sup>; **Level 7** knotsman, mechanical artillery; **Level 8** astringent armor, automatic acolyte, living blade<sup>U</sup>; **Level 9** living library<sup>R</sup>; **Level 10** bespoke bodyguard, hieroglyph scorpion<sup>U</sup>; **Level 11** puppeteer<sup>U</sup>; **Level 12** corpsesewn colossus<sup>U</sup>; **Level 14** dredgenaut<sup>U</sup>; **Level 15** matrona, orb of insanity<sup>R</sup>

### DRAGON

**Level 4** shadowless house drake<sup>R</sup>; **Level 7** sapphire drake; **Level 8** warp wyrm; **Level 12** irivyrn

### DREAM

**Level 12** jikou<sup>U</sup>

### ELEMENTAL

**Level 2** ice zuggle; **Level 10** ferropaceon<sup>U</sup>

### ETHEREAL

**Level 4** killing intent<sup>U</sup>, yomhibdi; **Level 8** warp wyrm

### FEY

**Level 2** galtzagorri hunter, silk-tailed beetle; **Level 3** dryad husk, mogadb; **Level 5** skotogelia<sup>U</sup>; **Level 6** cloaked gouger, eeko, trodaiche-sidhe; **Level 7** othruni; **Level 8** milopoxy<sup>U</sup>; **Level 12** irivyrn, jikou<sup>U</sup>; **Level 15** matrona

### FIEND

**Level 4** ardeodaemon, siluvain; **Level 6** coromn; **Level 7** creusadaemon; **Level 8** excubitor, senidaemon; **Level 20** kharozat<sup>R</sup>

### FUNGUS

**Level 0** scroll mold; **Level 6** fungal raptor<sup>U</sup>; **Level 7** othruni

### GIANT

**Level 9** keepsake warden

### HUMANOID

**Level 0** g’mayun pirate; **Level 3** swarm assassin; **Level 5** feld hag; **Level 6** dundrath gorgor<sup>U</sup>; **Level 9** keepsake warden<sup>U</sup>

### MONITOR

**Level 6** fylaka; **Level 10** arcarayut

### OOZE

**Level 3** eyesore; **Level 5** chamber ooze; **Level 15** necroflesh monarch<sup>U</sup>; **Level 17** prismatic ooze<sup>R</sup>

### PLANT

**Level 0** leshy husk; **Level 2** iron fern, wildfire leshy; **Level 3** dryad husk; **Level 4** hook melon, sanguine rose; **Level 6** eeko; **Level 8** arboreal husk; **Level 10** thorn crawler

### SHADOW

**Level 3** swarm assassin; **Level 5** sklaggan, skotogelia

### SPIRIT

**Level 2** wispy wayfarer; **Level 4** dishrag dervish, hearth hound<sup>U</sup>, killing intent<sup>U</sup>; **Level 6** ghostwriter; **Level 10** curtain caller; **Level 12** unarmored

### UNDEAD

**Level 2** venomous snakedead, wispy wayfarer; **Level 3** parasite husk; **Level 4** dishrag dervish, hearth hound<sup>U</sup>, sanguine rose; **Level 6** ghostwriter; **Level 7** veenlijk; **Level 8** slaugh<sup>U</sup>; **Level 10** curtain caller, skeletal monstrosity, windborne dead<sup>R</sup>; **Level 11** lost savior<sup>R</sup>; **Level 12** unarmored; **Level 15** necroflesh monarch<sup>U</sup>; **Level 23** semuvig<sup>Uq</sup>

## CREATURES BY LEVEL

The following tables present all stat blocks in *Battlezoo Bestiary*, organized by level. Each entry also details the creature’s prize level; its type traits, which are useful for summoning and some other abilities; its rarity; and page number.





Creature	Prize	Level	Traits	Rarity	Page
G'mayun Pirate	Copper	0	G'mayun, Humanoid	Common	34
Leshy Husk	Platinum	0	Husk, Leshy, Plant	Common	44
Scroll Mold	Silver	0	Fungus	Common	86
Blood Mouse	Copper	1	Animal	Common	14
Living Divination Deck	Silver	1	Construct, Soulbound	Rare	56
Living Proof	Silver	1	Construct, Minion	Common	58
Springjaw Doll	Copper	1	Clockwork, Construct, Mindless	Common	108
Galtzagorri Hunter	Silver	2	Fey	Common	35
Iron Fern	Copper	2	Mindless, Plant	Common	48
Shadow Thief	Copper	2	Aberration	Uncommon	90
Shale Spitter	Grand	2	Animal, Earth	Common	92
Silk-Tailed Beetle	Gold	2	Beast, Fey	Common	98
Toy Swarm	Copper	2	Construct, Mindless, Swarm	Common	113
Venomous Snakedead	Gold	2	Mindless, Undead	Common	118
Wildfire Leshy	Silver	2	Leshy, Plant	Common	120
Wispy Wayfarer	Platinum	2	Incorporeal, Spirit, Undead	Common	100
Ice Zuggle	Silver	2	Elemental	Common	123
Dryad Husk	Platinum	3	Fey, Nymph, Plant	Common	45
Eyesore	Copper	3	Mindless, Ooze	Common	29
Mogadb	Silver	3	Animal, Fey	Common	63
Parasite Husk	Gold	3	Mindless, Undead	Common	71
Shale Swarm	Grand	3	Animal, Earth, Swarm	Common	93
Swarm Assassin	Copper	3	Humanoid, Shadow, Swarm	Common	109
Toy Spy	Gold	3	Construct, Mindless	Common	112
Ardeodaemon	Copper	4	Daemon, Fiend	Common	12
Dishrag Dervish	Platinum	4	Incorporeal, Spirit, Swarm, Undead	Common	101
Giant Glaucus Slug	Copper	4	Animal, Aquatic, Mindless	Common	38
Hearth Hound	Copper	4	Beast, Incorporeal, Spirit, Undead	Uncommon	40
Hook Melon	Copper	4	Plant	Common	43
Killing Intent	Copper	4	Ethereal, Incorporeal, Spirit	Uncommon	53
Parrotbear	Silver	4	Animal	Common	72
Runebranded Aurochs	Silver	4	Animal	Common	79
Salt Stalker	Platinum	4	Beast	Common	81
Sanguine Rose	Copper	4	Mindless, Plant, Undead	Common	84
Shadowless House Drake	Silver	4	Aberration, Dragon	Rare	91
Siluvain	Copper	4	Devil, Fiend	Common	99
Yomhibdi	Gold	4	Aberration, Ethereal	Common	122
Chamber Ooze	Copper	5	Mindless, Ooze	Common	16
Feld Hag	Copper	5	Hag, Humanoid	Common	30
Garataur	Gold	5	Beast, Gnoll	Uncommon	36
Giant Sea Squirt	Copper	5	Animal, Aquatic, Mindless	Common	87
Nobbler	Copper	5	Construct, Mindless	Rare	67
Reaver Beaver	Copper	5	Beast	Common	76
Sklaggan	Silver	5	Aberration, Shadow	Common	104
Skotogelia	Copper	5	Fey, Incorporeal, Shadow	Uncommon	105
Temporal Manifestation	Copper	5	Aberration, Time	Rare	110
Cloaked Gouger	Gold	6	Fey	Common	17
Coromn	Copper	6	Devil, Fiend	Common	22
Dundrath Gorger	Copper	6	Dundrath, Humanoid	Uncommon	26
Eeko	Silver	6	Fey, Plant	Common	27
Fungal Raptor	Copper	6	Fungus	Uncommon	32
Fylaka	Silver	6	Monitor, Psychopomp	Common	33
Ghostwriter	Silver	6	Incorporeal, Spirit, Undead	Common	37
Mechanical Maître d'	Platinum	6	Construct	Common	18
Rope Golem	Copper	6	Construct, Golem, Mindless	Uncommon	77
Ruin Bruiser	Silver	6	Construct, Earth	Uncommon	78
Salt Scorcher	Platinum	6	Beast	Common	80

Creature	Prize	Level	Traits	Rarity	Page
Shale Charger	Platinum	6	Animal, Earth	Common	94
Solovei	Copper	6	Animal	Common	107
Trodaiche-Sidhe	Copper	6	Fey, Wild Hunt	Common	114
Creusadaemon	Silver	7	Daemon, Fiend	Common	24
Hook Hanger	Copper	7	Aberration	Common	42
Knotsman	Silver	7	Construct, Mindless	Common	54
Mechanical Artillerist	Copper	7	Construct, Soulbound	Common	61
Othruni	Copper	7	Fey, Fungus	Common	70
Phase Tiger	Copper	7	Beast	Uncommon	73
Sapphire Drake	Copper	7	Dragon, Earth	Common	85
Shinglelurk	Copper	7	Aberration	Common	97
Unraveler	Gold	7	Astral, Chaotic	Uncommon	116
Veenlijk	Copper	7	Amphibious, Undead	Common	117
Afneith	Copper	8	Beast	Common	10
Arboreal Husk	Platinum	8	Husk, Plant	Common	46
Astringent Armor	Copper	8	Construct, Mindless	Common	13
Automatic Acolyte	Platinum	8	Construct	Common	19
Coquecigrue	Copper	8	Aberration	Rare	21
Excubitor	Copper	8	Devil, Fiend	Common	28
Jungle Mantis Swarm	Copper	8	Animal, Swarm	Common	50
Living Blade	Copper	8	Construct, Soulbound	Uncommon	55
Milopoxy	Silver	8	Fey	Uncommon	62
Myzoform	Copper	8	Aberration, Amphibious, Swarm	Common	65
Salt Glider	Platinum	8	Beast	Common	82
Senidaemon	Silver	8	Daemon, Fiend, Incorporeal	Common	89
Slaugh	Copper	8	Undead	Uncommon	106
Warp Wyrn	Copper	8	Dragon, Ethereal	Common	119
Gymnophobia	Copper	9	Aberration, Amphibious	Uncommon	39
Keepsake Warden	Copper	9	Giant, Humanoid	Uncommon	51
Living Library	Silver	9	Construct	Rare	57
Arcarayut	Copper	10	Aeon, Inevitable, Monitor	Common	11
Bespoke Bodyguard	Platinum	10	Construct, Mindless	Common	20
Curtain Caller	Platinum	10	Incorporeal, Spirit, Undead	Common	102
Ferropaceon	Silver	10	Earth, Elemental	Uncommon	31
Hieroglyph Scorpion	Copper	10	Construct, Incorporeal, Mindless	Uncommon	41
Obsidian Shale Beast	Grand	10	Animal, Earth	Common	95
Osphranteal	Silver	10	Agathion, Celestial	Uncommon	69
Salt Mother	Platinum	10	Beast	Uncommon	83
Skeletal Monstrosity	Gold	10	Mindless, Skeleton, Undead	Common	103
Thorn Crawler	Silver	10	Plant	Common	111
Windborne Dead	Gold	10	Air, Undead	Rare	121
Lost Savior	Silver	11	Undead	Rare	59
Muted Delver	Silver	11	Aberration, Amphibious	Common	64
Puppeteer	Copper	11	Construct	Uncommon	75
Butcher Booth	Gold	12	Aberration	Uncommon	15
Corpseewn Colossus	Silver	12	Construct, Mindless	Uncommon	23
Irivyrn	Copper	12	Dragon, Fey	Common	47
Jikou	Copper	12	Dream, Fey, Incorporeal	Uncommon	49
Unarmored	Gold	12	Incorporeal, Spirit, Undead	Common	115
Dredgenaut	Copper	14	Construct, Mindless	Uncommon	25
Matrona	Copper	15	Construct, Fey	Common	60
Necroflesh Monarch	Copper	15	Mindless, Ooze, Undead	Uncommon	66
Orb of Insanity	Silver	15	Construct	Rare	68
Prismatic Ooze	Copper	17	Mindless, Ooze	Rare	74
Shale Behemoth	Grand	18	Animal, Earth	Uncommon	96
Kharozat	Silver	20	Fiend	Rare	52
Semuvig, the Paw's Monkey	Copper	23	Undead	Unique	88





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