Pathfinder Roleplaying Game for Savage Worlds Adventure Edition



Bestiary 2

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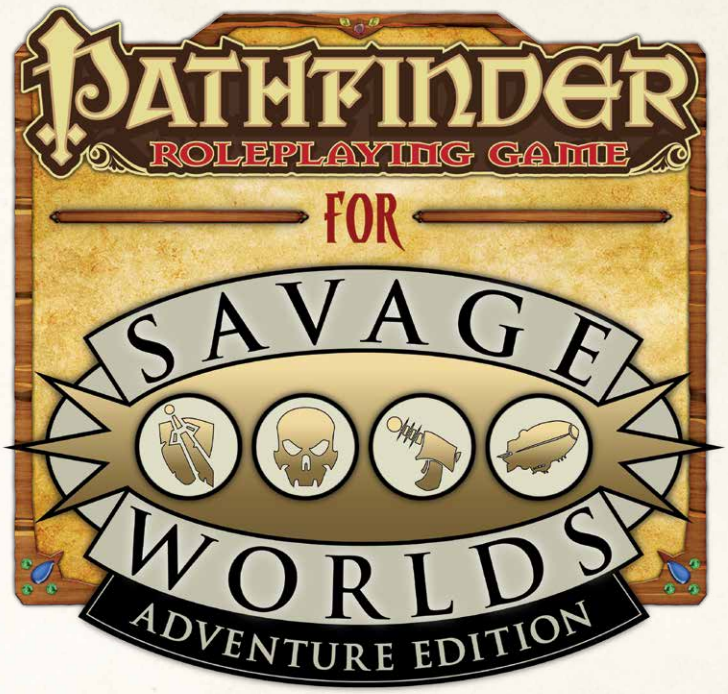

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CONTENTS

DESIGNING THREATS 5

Special Abilities 5
Types 11
Alignment 11

BESTIARY 13

Improved Familiars 13
Aeon 14
Akhana 15
Bythos 15
Paracletus 16
Pleroma 17
Theletos 19
Akata 19
Angels 20
Astral Deva 21
Planetar 21
Animate Dream 22
Assassin Vine 23
Athach 23
Attic Whisperer 24
Banshee 25
Basidirond 25
Bebilith 26
Blink Dog 27
Blink Dog Sages 28
Boggard 28
Brownie 29
Carnivorous Blob 29
Charda 30
Charybdis 31
Chimera 32
Cloaker 32
Cyclops 33
Daemon 34
Astradaemon 35
Cacodaemon 36
Ceustodaemon 36
Derghodaemon 37
Hydrodaemon 38
Leukodaemon 39
Meladaemon 39
Olethrodaemon 40
Piscodaemon 42
Purrodaemon 42
Thanadaemon 43
Dark Slayer 44
Decapus 45
Demons 46
Dretch 46
Hezrou 46
Kalavakus 47
Marilith 48
Omox 48
Shadow 49
Shemhazian 50
Vrolikai 51
Denizen of Leng 51
Devils 52
Barbed (Hamatula) 52
Bearded (Barbazu) 53
Belier (Bdellavritra) 54
Furies (Erinyes) 54
Handmaiden (Gylous) 55
Devilfish 56
Dinosaurs 57
Ankylosaurus 57
Deinonychus 58
Pteranodon 58
Stegosaurus 58
Tyrannosaurus 59
Dragon, Primal 60
Brine Dragon, Adult 61
Brine Dragon, Wyrmling 61
Cloud Dragon, Adult 61
Cloud Dragon, Wyrmling 62
Crystal Dragon, Adult 63
Crystal Dragon, Wyrmling 64
Magma Dragon, Adult 65
Magma Dragon, Wyrmling 65
Umbral Dragon, Adult 66
Umbral Dragon, Wyrmling 66
Draugr 66
Dullahan 67
Faceless Stalker 68
Giant Animals 68
Giant Jellyfish 68
Giant Tick 69
Giant Toad 69
Glacier Toad 70
Giant Snapping Turtle 70
Genie 71
Djinni 71
Efreeti 72
Shaitan 73

Golem....74
Carrion Golem....74
Clockwork Golem....74
Gray Render....75
Gremlin....76
Jinkin....77
Nuglub....77
Pugwampi....78
Vexgit....79
Grey Ooze....79
Gug....80
Hippocampus....80
Hippogriff....81
Hound of Tindalos....82
Howler....83
Inevitable....84
Arbiter....84
Kolyarut....85
Lhaksharut....86
Jabberwock....88
Kelpie....89
Korred....90
Krenshar....90
Leng Spider....91
Lycanthrope....92
Werebear (Hybrid Form)....92
Wereboar (Hybrid Form)....93
Mandragora....94
Mothman....94
Necrophidius....95
Nightshade....96
Nightshade, Nightcrawler....96
Nightshade, Nightwalker....98
Nightshade, Nightwave....98
Nightshade, Nightwing....100
Ogrekin....100
Pegasus....101
Pseudodragon....102
Reefclaw....103
Sahuagin....103
Salamander....104
Sandman....105
Scarecrow....106
Sceaduinar....106
Scylla....107
Serpentfolk....108
Shining Child....109
Skulk....109
Soul Eater....110
Soulbound Doll....111
Sphinx....111
Spriggan....112
Thrasfyr....113
Titans....113
Elysian....114
Thanatotic....114
Troll, Rock....115
Twigjack....116
Urdefhan....117
Vampiric Mist....118
Vegepygmy....118
Viper Vine....119
Water Orm....120
Whale....121
Whale, Great White....121
Winterwight....122
Witchfire....122
Witchwyrd....123
Worm that Walks....124
Xacarba....125
Xtabay....125
Yrthak....126
Zombie, Juju....127
Zombie, Void....128

CHAPTER ONE

DESIGNING THREATS

Great heroes are defined by the threats they face and obstacles they overcome. This chapter provides the building blocks for monsters and other enemies the characters may encounter.

SPECIAL ABILITIES

ALL-AROUND VISION

Some creatures possess the ability to see in all directions, usually because of unique physical features. Creatures with All-Around Vision ignore one point of Gang Up bonuses, add +2 to Notice rolls to resist attacks from Stealth, and cannot be the target of a Sneak Attack

ANCESTRY

Many humanoids have special abilities, Edges, and Hindrances common to their ancestry. Goblins have Darkvision, Size −1, and Greedy (Major), for example. Some non-humanoids and other creature types may also have a universal set of features — such as archons, demons, and devils — when there are different versions within a creature category.

Instead of listing each of these features separately, they are listed together in one bullet in the creature's profile, such as "Ancestry (Goblin)."

NATURALLY POWERFUL

The world of Golarian is full of mystical creatures that defy the laws of physics and possess supernatural abilities beyond our understanding.

Many creature, especially Outsiders do not need to meet the requirements for Edges in the same way a character does.

As an example, almost all Outsiders have Arcane Resistance but not all of them have a Spirit d8+

AQUATIC

The creature is native to the water. It's a natural swimmer and cannot drown. Its Pace in water is specified after the Aquatic ability.

ARMOR

A creature's Armor is written in parentheses next to its total Toughness, and already added in. Thick, leathery hide generally offers 2 points of Armor. Supernatural creatures may have much higher Armor values. An iron golem, for example, might have 6 points of Armor or more.

Armor Piercing (AP) attacks allow an attacker to ignore a number of points of Armor equal to the weapon's AP value.

BASH

Larger creatures often use their bodies or body parts to pummel their opponents during combat. See the creature's statistics for any special effects.

BITE

See **Natural Weapons (page** 8).

BLINDSENSE

A creature with this ability can perceive its environment using non-visual senses. This includes keen sense of smell, echolocation, or the ability to sense vibrations in the ground or even in the air. They ignore *invisibility*, *illusion*, and all Illumination penalties.

BREATH WEAPONS

Most dragons and other "fire breathers" use a Cone Template for their attacks (see **Area Effect** attacks in *Pathfinder for Savage Worlds*). A few specific creatures, such as blue and black dragons, use the Stream Template instead.

Unless otherwise noted, breath attacks may be evaded (see **Evasion** in *Pathfinder for Savage Worlds*) and take the creature's entire turn — they can't perform Multi-Actions in the same round they make a breath attack.

BURROW

From massive worms to sand-dwelling humanoids, many creatures are able to burrow beneath the earth and move within it.

Burrowers can tunnel underground and reappear elsewhere for devastating surprise attacks against their foes. The distance a creature can burrow on its turn is written immediately after its Burrow ability.

A burrowing creature may tunnel on its action, and may erupt from the ground at any point within its burrowing Pace in the same turn. It can't be attacked beneath the earth unless the attacker has some means of detecting it and penetrating the intervening dirt.

Burrowing creatures erupt from beneath their foes and may take them by surprise. If the target was unaware of the burrower's presence, the creature makes an opposed Stealth roll versus the victim's Notice (see **Attacking from Stealth** in *Savage Pathfinder*). Targets on Hold may attempt to interrupt an attack before it occurs if they detect it.

Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

CLASS ABILITIES

When a creature has a Class Edge, the specific features of the Edge are listed in a single bullet as a reminder. A goblin warchanter, for example, has the Bard Class Edge, with all its features listed as "Class Abilities (Bard)."

CLAWS

See **Natural Weapons (**page 8).

COMMON ABILITIES

To save space and keep the profile as clean as possible, identical Special Abilities common to all members of a particular type of creature can often be found at the start of their section.

CONSTRUCT

Golems and other animated objects are collectively called "constructs." Some are sentient beings while others are mere automatons following the will of their masters.

Whatever their origin or material, constructs have several inherent advantages over creatures of flesh and blood.

Constructs add +2 when attempting to recover from being Shaken, ignore 1 point of Wound penalties, don't breathe or eat, are immune to poison and disease, don't Bleed Out, and Wounds are removed with Repair instead of Healing with no "Golden Hour."

DARKVISION

Some creatures on Golarion possess the extraordinary ability to see without a light source. Creatures with this ability ignore penalties for Illumination up to 10" (20 yards).

ENERGY DRAIN

With a successful touch or attack, a victim must make a resistance roll (usually Vigor) or lose a die type in the targeted attribute.

If the attack would reduce an attribute below d4, the victim is Incapacitated until healed or

he recovers a lost die type (see below). If the targeted attribute was Vigor, he must make a Vigor roll at the end of his next turn or perish.

Recovery: Unless slain, a victim recovers one die type every 24 hours, or if given respite with *relief* with the Restoration modifier.

Elemental

Air, earth, fire, and water form the basis of the elemental realms, wherein dwell strange, unfathomable creatures.

Elementals have bodies of pure earth, water, air, or fire and thus ba.

Environmental Resistance

The creature is resistant (but not immune) to a particular type of energy or substance, such as cold, heat, iron, etc.

Damage from the source is reduced by 4, and the being adds +4 to resist matching Hazards or powers with a similar Trapping.

Environmental Weakness

The being is susceptible to a specific type of energy or substance, such as cold, iron, etc.

The creature takes +4 damage from matching sources, and is at −4 when resisting matching Hazards or powers with a similar Trapping.

Ethereal

Ghosts, shadows, will-o'-wisps, and similar intangible creatures have no form in the physical world (or can turn it on and off at will). They can become substantial and invisible (and vice-versa) as a free action, and can only be affected by magical items or weapons and supernatural powers.

Unless its description says otherwise, ethereal creatures can throw objects, wield weapons, or even push heroes down stairs.

Fear

Particularly frightening monsters cause Fear checks to all who see them. Some truly terrifying monsters may inflict penalties on Fear checks as well. A creature with Fear −2, for instance, causes those who see it to make their Fear checks at −2. See the **Fear** rules in *Savage Pathfinder* for effects.

Fearless

Mindless creatures, constructs, and the like don't suffer from the weaknesses of the mortal mind. A fearless creature is immune to Fear effects and Intimidation. It may still be Taunted (usually due to catching its attention than to any emotional distress).

Flight

A creature can fly at the listed Pace. It uses its Athletics to maneuver if a roll is required.

If a creature's Pace is at least 24, attackers subtract 1 when making attacks against it. If its Pace is 48 or higher, attackers subtract 2.

Gargantuan

Gargantuan creatures are those that are at least Size 12 or higher. They have Heavy Armor, can take three additional Wounds, and their attacks count as Heavy Weapons.

Stomp: A Gargantuan creature may stomp by using an area effect template (the size of the template is determined by the GM based on the monster's "footprint"). Defenders must Evade the attack or take the listed damage.

Hardy

A decisive blow is needed to put very tough creatures down. A second Shaken result doesn't cause these tenacious beasts a Wound.

Horns

See **Natural Weapons (**page 8).

Other Special Abilities

The Special Abilities listed here cover a range of common characteristics for monsters and NPCs. They should help the GM figure out how to create their own foes or convert those from other Pathfinder products.

Of course many of the creatures in this book have rare or unique Special Abilities as well. Skim through those when creating or converting monsters, mixing and matching as you see fit.

IMMUNITY

Creatures born in fire aren't affected by heat, and a horror made of pure lightning ignores a *bolt* attack with an electrical Trapping. They ignore damage and effects based on any attack with that Trapping.

Immunities include related types of attacks as well. A monster that ignores cold-based effects and attacks also ignores powers with frost or ice Trappings, for example.

INFECTION

A vampire's bite, a horrid creature that injects eggs into its victim's skin, or the scratches of some vermin can all cause Infection.

A victim Shaken or Wounded by a creature with Infection must make a Vigor roll. Modifiers to the roll are listed in the creature's description, as are the effects of failure.

INNATE POWERS

Various creatures on Golarion have Innate Powers. These are usually magical abilities with "spell-like" effects or powers.

Activating an Innate Power is an action and follows all the power's usual rules such as Range, line of sight, etc.

Automatic Powers: These powers don't require a roll to activate. Minor powers activate with success and major powers activate with a raise. This is true even if the power normally requires an attack roll.

Minor *bolt,* for example, automatically hits its target if any part of it is visible and in Range, ignoring Cover, the Dodge Edge, etc.

Opposed Powers: These powers must still be resisted by the target. A minor power sets the target number to resist at 4 (because it's a success), a major power sets the target number to resist at 8 (because it's a raise).

Major *puppet* means the victim must make a Spirit check against a target number of 8 (for a major power) or be enthralled.

Rolled Powers: If an ability *does* require a Trait roll, the skill or attribute is listed in parentheses after the power, like so: *invisibility* (flamer; True; Spirit).

As with other powers, a Critical Failure causes Fatigue.

Duration: Creatures do not need to spend Power Points to maintain Innate Powers.

Power Modifiers: Innate Powers can't use Power Modifiers unless listed with the ability.

INVULNERABILITY

Invulnerable creatures ignore damage as listed in their description. Unless otherwise specified, they can be Shaken or Stunned but not Wounded by other forms of damage. An ancient god given life by cultists, for example, may only be vulnerable to relics of a rival deity.

LOW LIGHT VISION

Low Light Vision ignores penalties for Dim and Dark Illumination (not Pitch Darkness).

LYCANTHROPY

Lycanthropy is an infectious disease with special properties and effects. All naturally-born lycanthropes carry the disease and can infect others. Anyone Wounded by such a creature must make a Vigor roll or contract the disease (See the **Curse of Lyncanthropy** sidebar on page 83 for more details).

MINDLESS

The creature is immune to *puppet*, Intimidation, Taunt, and any attempts to manipulate it with abilities that Test its Smarts.

NATURAL WEAPONS

Creatures with natural weapons such as fangs, claws, or horns may attack with any or all of them using their Fighting skill. Damage is stated for character ancestries and beasts in their various descriptions.

Creatures with natural weapons are always considered armed. This means they aren't Unarmed Defenders and foes fighting with Two Weapons gain no advantage against them. In addition, each attack has other features:

- **BITE:** The creature may bite a target it has grappled (instead of only crushing its prey, see **Grappling** in *Savage Pathfinder*).
- **CLAWS:** +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).

- **HORNS:** Add +4 damage at the end of one Fighting action in which it runs, moves at least 5"(10 yards), and successfully hits with its horns.

NIGHT VISION

Some creatures thrive in the darkest depths of the night — or in underground caverns and dungeons. Creatures with night vision ignore all Illumination penalties.

PACK TACTICS

The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.

PARALYSIS

Paralyzing poisons are covered under Poison, below. Other creatures might paralyze their victims with magic, electricity, or other sources. Victims Shaken or Wounded by a paralyzing effect are Stunned but can't attempt to recover for d4+1 rounds (or longer if otherwise specified).

POISON

Snakes, spiders, and other creatures inject poisonous venom via bite or scratch. To do so, the thing must cause at least a Shaken result to the victim, who then makes a Vigor roll modified by the strength of the poison (listed in parentheses after the creature's Poison ability). Effects of failure are described in more detail under **Hazards** in *Savage Pathfinder*.

POUNCE

Predators often pounce on their prey to best bring their mass and claws to bear. If a creature with pounce makes a Wild Attack, it adds +4 to its damage instead of +2 to one successful Fighting attack.

REGENERATION

Hydras, trolls, vampires, and other legendary creatures can Regenerate their injuries.

Regeneration can be Fast or Slow.

- **FAST:** Wounded creatures make a Vigor roll each round — even while Incapacitated. Success heals one Wound (or removes Incapacitated status), and a raise heals an additional Wound. Wounds caused by some damage types, listed in the creature's description, don't regenerate but may still heal naturally. Trolls can't regenerate Wounds caused by flame, for example.
- **SLOW:** The creature makes a natural healing roll once per day.

RENDING

Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack.

A successful Healing roll also stops the bleeding.

RESILIENT/VERY RESILIENT

Elite Extras are tougher than usual. This might include specially bred orcs, particularly tough thugs and bodyguards, or giant and dire versions of common animals on Golarion.

Resilient Extras can take one Wound before they're Incapacitated, Very Resilient Extras can take two. Wild Cards can't be Resilient or Very Resilient. The abilities exist to bring select Extras a little closer to the heroes and villains who lead them.

SHAPE CHANGE

The specific forms a creature can change into are listed in its description. This typically takes an action and has an indefinite Duration. A creature reverts to its natural form if killed, Stunned, or Incapacitated.

SIZE

Size grants a bonus to Toughness (or penalty for small creatures) and is a *guide* to the typical Strength of creatures in that general range.

Size is generally based on mass, but exceptions exist for extremely large but weak creatures, small but strong beings, etc. If no Size is listed, the creature is Size 0.

If the creature is of a Scale other than normal, it is listed in parentheses after the Size entry.

Additional Wounds: Large creatures can take an additional Wound, Huge can take

two, and Gargantuan three. The maximum Wound penalty is always three. This stacks with **Resilient/Very Resilient** (see above).

Such creatures typically have Reach equal to the additional Wounds granted by Size.

STUN

A creature with this ability often has an electrical attack, mild toxin, mind lash, or similar Trapping. When it successfully hits a character (even if it causes no damage), she must make a Vigor roll minus any listed penalties or be **Stunned** (see *Savage Pathfinder*).

SUMMON

The creature can summon another creature. This usually takes a limited action and may only be performed a certain number of times per day.

The creature appears within 10" (20 yards) and acts immediately on its summoner's Action Card. It remains five rounds unless otherwise noted, then returns to its original location.

A summoned creature can't summon another creature, even if it has that ability.

SWALLOW WHOLE

With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of each of their subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.

If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at −2.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

SWAT

The monster has learned to hunt or deal with smaller opponents. It ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

TENTACLES

The creature has a number of "tentacle actions" specified in its description (usually 2 or 4) it may use once per turn. All of a creature's tentacle actions count as *one* of its three potential actions for the turn, and must stem from the tentacle in some way — usually a Fighting, Shooting, or grappling attack (GM's call). A giant octopus with four tentacle actions, for example, could make four attacks as one action and still have two actions left over.

If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual.

If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.

Grappling rolls made with tentacles get a +2 bonus, and its crushing attack causes the creature's Strength in damage unless otherwise listed.

Severing a tentacle is a Called Shot. If damage exceeds the creature's Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

TRAMPLE

Elephants, rhinoceroses, and other large creatures can trample smaller victims underfoot while moving at least 5" (10 yards) in a straight line. This applies only when the foes are at least two sizes smaller. See the creature's description for other conditions.

Anyone in the creature's path must Evade or take the listed damage. Those trampled may attack it after it passes, if possible (see **Withdrawing from Melee** in *Savage Pathfinder*), unless it has Extraction or a similar ability.

UNDEAD

Zombies, skeletons, and similar physical horrors are particularly difficult to destroy. In most cases, undead creatures are Evil, but there are exceptions. Below are the benefits of being such an abomination.

- Add +2 to Toughness and Spirit rolls to recover from being Shaken, ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, ignore penalties

for Illumination up to 10", and can only be healed with magical *healing*.

Unstoppable

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

If an attacker's Action Card is a Joker, he may ignore this rule. Some magic items or a creature's Weaknesses also bypass its Unstoppable ability, as listed in the description.

Wall Walker

Some creatures have the ability to walk on walls. They automatically walk on vertical or inverted surfaces.

A Wall Walker's movement rate when walking on walls is its standard Pace. It may run as usual when walking on walls unless the specific creature's text says otherwise.

Weakness

Some creatures can only be hurt by certain substances, are debilitated by sunlight or holy symbols, or might perish immediately if affected by some holy relic, rare object, or magical item. A Weakness not covered by **Environmental Weakness** (page 11) is listed here along with the specific rules and conditions required to trigger it.

Types

This Bestiary categorizes creatures within Thirteen distinct Types. These broad categories are referenced in other *Savage Pathfinder* rules.

- **ABERRATION:** Rare creatures with bizarre anatomy, strange abilities, or alien characteristics.
- **ANIMAL:** Any living vertebrate creature with no magical abilities and no innate language or culture. Smarts is relative to the animal world, as indicated by the (A) as a reminder of "animal intelligence."
- **CONSTRUCT:** An artificially created object or creature.
- **DRAGON:** The family of legendary magical reptilian creatures, usually winged.
- **FEY:** Supernatural creatures, usually humanoid in appearance, with connections to nature or some other fantastical realm.
- **HUMANOID:** Biped creatures, with a head, torso and limbs. Humanoids usually possess language and form cultures.
- **MAGICAL BEAST:** Similar to Animals, creatures of this type possess some kind of magical or supernatural ability.
- **MONSTROUS HUMANOID:** Similar to Humanoids, these creatures have some monstrous features or characteristics, as well as magical or beastly abilities.
- **OOZE:** Mindless amorphous creatures, Oozes consume resources and pose environmental hazards to other creature types.
- **OUTSIDER:** Although these creatures resemble other types, their origin, or perhaps their composition, comes from
- **PLANT:** Creatures composed of vegetation, different than regular plant life, which are considered objects.
- **UNDEAD:** Any once-living creature reanimated by some magical or supernatural force.
- **VERMIN:** Any living invertebrate creatures, from insects, to arachnids, and arthropods.

Alignment

Like characters, creatures have an alignment of either Evil, Good, or Neutral. Each creature's alignment is listed in parenthesis after the Type.

In general, most animals, constructs and vermin are Neutral, while most aberrations, outsiders, and undead are Evil. The alignments of Magical beasts and Humanoids vary widely.

Small Cone Template

Some abilities are Area Effect Attacks that use the Small Cone Template. These function the same as a Cone Template. The only difference is the size of the template.

SIZE TABLE

Use the examples below to estimate the Size of creatures not included in the Bestiary. Mass is usually enough to determine its Size and Toughness bonus, but account for overall dimensions as makes sense.

Tiny creatures have a Strength score of 1. They can't make a Strength roll (and therefore can't Ace or get bonus damage). They can damage creatures with a Toughness of 1, but can only harm Small or larger beings if they swarm together (see **Swarms**, page 122).

SIZE / TOUGHNESS BONUS	TYPICAL STRENGTH RANGE	SCALE MODIFIER	TYPICAL HEIGHT / LENGTH UP TO...	MASS UP TO...	EXAMPLE CREATURES
TINY					
–4	1	–6	6″	<4 lbs	Crow, mouse
VERY SMALL					
–3	d4–3	–4	18″	16 lbs	Soulbound doll
SMALL					
–2	d4–1	–2	3′	32 lbs	Giant tick
NORMAL					
–1	d4 to d6	—	4′	125 lbs	Korred
0	d6 to d12	—	6′	250 lbs	Human
1	d8 to d12+1	—	8′	500 lbs	Cloaker, Witchwyrds
2	d10 to d12+2	—	9′	1000 lbs	Chimera, Cyclops
3	d12 to d12+3	—	12′	2000 lbs	Efreeti, hippocampus
LARGE (+1 WOUND)					
4	d12+1 to d12+4	+2	15′	2 tons	Gray render
5	d12+2 to d12+5	+2	18′	4 tons	Water orm
6	d12+3 to d12+6	+2	24′	8 tons	Olethrodaemon
7	d12+4 to d12+7	+2	30′	16 tons	Shemhazian, tyrannosaurus
HUGE (+2 WOUNDS)					
8	d12+5 to d12+8	+4	36′	32 tons	Carnivorous Blob
9	d12+6 to d12+9	+4	50′	64 tons	Purple worm, phoenix
10	d12+7 to d12+10	+4	63′	125 tons	Tarn linnorm
11	d12+8 to d12+11	+4	75′	250 tons	Nightshade, Nightwave
GARGANTUAN (+3 WOUNDS)					
12	d12+9 to d12+12	+6	100′	500 tons	Tarrasque
13	d12+10 to d12+13	+6	125′	1K tons	
14	d12+11 to d12+14	+6	150′	2K tons	
15	d12+12 to d12+15	+6	200′	4K tons	
16	d12+13 to d12+16	+6	250′	8K tons	
17	d12+14 to d12+17	+6	300′	16K tons	
18	d12+15 to d12+18	+6	400′	32K tons	
19	d12+16 to d12+19	+6	500′	64K tons	
20	d12+17 to d12+20	+6	600′	125K tons	

CHAPTER TWO

BESTIARY

This section contains animals, humanoids, and monsters found throughout Golarion.

Some entries have elite or alternative roles listed. These take the form of upgrades to the base profile. Simply add the upgrades listed to turn the base profile into the elite variant (the base bugbear into a bugbear raider, for example).

If the creature has more than one available upgrade, the advancements are cumulative (unless otherwise stated), so apply the first before you apply the second (so to make a bugbear executioner, take the base bugbear profile, add the bugbear raider improvements and then add the executioner upgrades as well).

IMPROVED FAMILIARS

The following list of creatures can be selected when taking the Improved Familiar Edge.

- Brownie
- Daemon, Cacodaemon
- Dire Rat *
- Elemental, Small (any type) *
- Gremlin, Nuglub
- Inevitable, Arbiter
- Mephit *
- Paracletus
- Pseudodragon
- Quasit*

* These creatures can be found in the Bestiary.

WILD CARD MONSTERS

Creatures noted with this symbol are Wild Cards: . They roll a Wild Die with Trait checks and can take three Wounds before being Incapacitated.

Iconic creatures and "bosses," such as adult dragons or liches, are almost always Wild Cards.

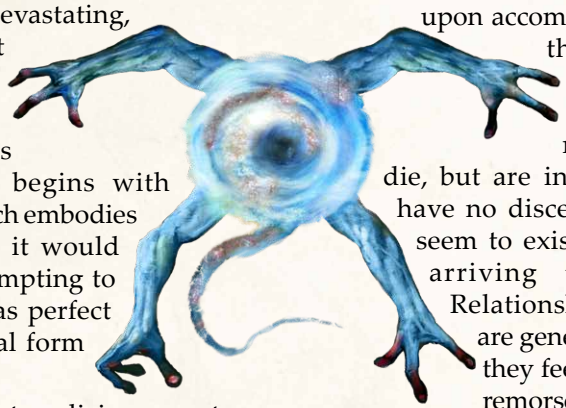
Named creatures are often Wild Cards as well, such as the ogre Jaagrath Kreeg in the *Rise of the Runelords* Adventure Path or any of his named kin.

Groups of creatures are often led by a Wild Card as well, such as a pack of wolves led by a Wild Card "alpha."

Which creatures are and aren't Wild Cards is up to the GM and how challenging you want a threat to be.

AEON

Aeons are the faceless caretakers of reality, inscrutable shapers and eliminators of the multiverse who silently struggle to preserve the tenuous balance upon which all existence depends. They exist beyond the understanding of most mortals, endlessly striving toward goals unfathomable even to many of the planes' eldest inhabitants. Aeons build order from the chaos of the Maelstrom, seed new life upon barren worlds, and halt the rampages of forces grown overbold. They rend nations to vapor, dismantle planets into cosmic dust, and pave the way for calamities. Their ways are at one moment beneficent and in the next utterly devastating, but always without ardor, compassion, or malice.



The balance aeons seek in all things begins with themselves. Thus, each embodies the realm of reality it would seek to balance, attempting to enforce a harmony as perfect as that of its physical form upon all things.

While aeons are not malicious creatures, they care nothing for individual beings or the struggles and emotions central to most life. For aeons, only the final tally matters, and a land overpopulated by humanoids is just as much in need of culling as a land overrun by ravenous fungi.

Such impartiality extends to the interactions between aeons as well. Without culture, society, or even memory beyond the immediate needs of the multiverse, they build no relationships and, in general, have no personalities beyond an automaton-like directness. A vague caste system exists, but it rarely translates to actual direction and obedience. Only in matters of great existential concern do multiple aeons cooperate, directed into doing so by the united consciousness of their race and the multiverse itself, and even then rarely for long.

In rare cases, aeons have been known to deviate from the whims of the multiverse. Such rogue aeons typically arise from interacting with other races excessively, living beyond their intended times, being exposed to unusual ideas, or being forced to perform acts they otherwise wouldn't contemplate. These aeons typically take on extreme personalities, coming to favor one aspect of their being over the other. Normal aeons perceive their rogue brethren as high-priority disturbances in the balance of the multiverse and seek the destruction of such rarities with all haste.

MONAD, THE CONDITION OF ALL

All aeons are bound in a state they know as "the condition of all" or "monad," a supreme oneness with all members of their race and the multiverse itself. When destroyed or upon accomplishing specific goals, their energies simply dissipate and become reabsorbed into the monad. They do not die, but are instead recycled. They have no discernible memories and seem to exist only in the present, arriving to repair balance. Relationships with non-aeons are generally nonexistent, and they feel no sense of affection, remorse, vengeance, or similar emotions. Aeons deal with each task as its own action, independent from all other tasks.

COMMON ABILITY

The following abilities are listed in the Aeon special ability section.

- **EXTENSION OF ALL:** Through an aeon's connection to the multiverse, it gains access to timeless knowledge of events long past, present, and potentially even those yet to come. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using *mind link*. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights.
- **ENVISAGING:** Aeons communicate wordlessly, almost incomprehensibly. They mentally scan beings for thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking.

AKHANA

Akhanas bear charge over the duality of birth and death. They perceive the existence of living things as crucial to maintaining cosmic balance. They also understand the influence living things have on the cosmos, and if left untended, its ability to create terrible consequences. In this circumstance, life must give way to death.

Akhanas wander the byways of the multiverse, constantly on the hunt for imbalances in life. How they judge these imbalances is not understood by non-aeons. As a result, the focus of akhanas' attacks and attentions usually seems arbitrary or random to most creatures — they do not always focus their attentions on the strongest or the weakest members of a group.

An akhana stands 5 feet tall and weighs 120 pounds. Its central body seems vaporous, but is weirdly solid (and slimy) to the touch.

Type: Neutral Outsider (Aeon)
Attributes: Agility d12, Smarts d8, Spirit d12, Strength d12, Vigor d12+2
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Healing d8, Intimidate d8, Notice d10, Occult d12, Persuasion d10, Stealth d12
Pace: 6; **Parry:** 8; **Toughness:** 13 (4)
Edges: Arcane Resistance, Frenzy, Quick
Special Abilities:

- **Aeon:** Parry +2; No additional damage from Called Shots; immune to cold and poison; −4 damage from electric, fire; ignore penalties for Illumination up to 10"; Envisaging; Extension of All.
- **Armor +4:** Outsider resilience.
- **Claws:** Str+d4
- **Flight:** Pace 8.
- **Innate Powers:** Minor *healing*, minor *resurrection* (1/day), minor *sanctuary*.
- **Resilient:** These creatures can take one Wound before they're Incapacitated.
- **Slow Regeneration:** Akhana may attempt a natural healing roll once per day.
- **Soul Siphoning:** At the start of the aeon's turn, it can use its tail to siphon life essence from an Entangled foe. The victim suffers Energy Drain (Vigor). A Vigor check at −2 resists and grants immunity to this ability for 24 hours. If this Incapacitates the victim, its soul tears free and is stored within the body of the akhana. The victim's body remains preserved for as long as the soul is held by the akhana. The akhana can keep the soul indefinitely, or can release it as a limited action. Upon doing so, the released soul returns to its body if the body is within 50" (100 yards), at which point the body returns to life with its Vigor restored. If the body is not in range (or if it has been destroyed), then the creature dies when its soul is released. A *wish* can force a displaced soul to return to its body. If an akhana is slain, any soul it contains is released. An akhana can hold one soul at a time.

BYTHOS

The bythos are guardians of time and planar travel. To bythos, the act of aging is nothing more than a highly specialized method of travel. Although bythos have no additional method of traveling through time, they scour the multiverse, hunting for abuses of planar travel, such as tears in reality, regions where planes overlap, or creatures that abuse the use of planar travel.



A shimmering, colorless mass congeals to form a four-armed humanoid shape with an eye-like pattern in its torso. While a bythos's body may seem to be made of smoke and vapor, it is strangely solid to the touch, feeling not dissimilar to dry stone.

Type: Neutral Outsider (Aeon)
Attributes: Agility d10, Smarts d12+2, Spirit d12+4, Strength d12+1, Vigor d12
Skills: Athletics d6, Common Knowledge d12, Fighting d10, Healing d12, Intimidate d10, Notice d12, Occult d12, Persuasion d12, Stealth d10
Pace: —; **Parry:** 9; **Toughness:** 15 (6)
Edges: Arcane Resistance (Imp)
Special Abilities:

- **Aeon:** Parry +2; No additional damage from Called Shots; immune to cold and poison; −4 damage from electric, fire; ignore penalties for Illumination up to 10"; Envisaging; Extension of All.
- **Aging Strike:** With a raise on an attack against a living target, the bythos ages the creature, causing it to gain the Elderly Hindrance (a Vigor check resists this). The victim does not gain the skills from the Hindrance. A creature with the Elderly Hindrance that fails the Vigor check dies. This process is reversible with *wish*.
- **Armor +6:** Outsider resilience.
- **Bash:** Str+d4+d4 (cold)
- **Blindsense:** Ignores *invisibility* and all Illumination penalties.
- **Fast Regeneration:** Bythos may attempt a natural healing roll every round until they're Incapacitated.
- **Flight:** Pace 8.
- **Innate Powers:** Minor *confusion*, minor *divination*, minor *plane shift*, minor *speed/sloth*, major *teleport*.
- **Size 1:** A bythos is 13 feet tall and weighs 600 pounds.
- **Temporal Strike:** As a limited action, a bythos can touch a creature or object to displace it from time. It disappears and reappears in the same location 1d4 rounds later as if no time had passed (a Spirit check resists this). If an object occupies that space, the creature appears as close as possible.



- **Very Resilient:** These creatures can take two Wounds before they're Incapacitated.

PARACLETUS

The paracletus serve the aeons as agents who connect with mortals and study the influence of emotions (particularly the dualistic nature of raw emotion) upon mortal behavior. They wander the planes seeking mortals with particularly strong emotional or logical capabilities. Once a paracletus locates such a creature, it remains nearby, studying the target's relationship with emotional and logical input and choices.

Although the central mass of a paracletus's body appears to be made of light and energy, it is in fact solid, and feels strangely like electrified flesh to the touch. The crystals that orbit a paracletus are solidified aspects of logic, while the swirling vapors and lights that make up its central mass are manifestations of raw emotion. When a paracletus is slain, both the crystals and vapors fade away into nothingness.

Type: Neutral Outsider (Aeon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4
Skills: Athletics d6, Common Knowledge d6, Fighting d4, Intimidate d6, Notice d6, Occult d6, Persuasion d4, Stealth d10
Pace: —; **Parry:** 6; **Toughness:** 2
Edges: —
Special Abilities:

- **Aeon:** Parry +2; No additional damage from Called Shots; immune to cold and poison; −4 damage from electric, fire; ignore penalties for Illumination up to 10"; Envisaging; Extension of All.
- **Bash:** Str+d6 (Electric)
- **Emotion Aura:** Each paracletus exists as the embodiment of an emotive duality. Three times per day, a paracletus can center a Large Blast Template on itself, representing one of its two programmed emotions. Creatures in the template are affected by *boost/lower Trait*, with the trait matching the chosen emotion. The paracletus can choose one creature in the area to ignore its effects. The spell ends after 10 minutes or if a creature leaves the template.



Specific emotive dualities and their powers follow—Each paracletus has only one of these three dualistic options and cannot change it.

- **Courage/Fear:** Fighting, Shooting or Athletics.
- **Empathy/Apathy:** Persuasion or Intimidation.
- **Hope/Despair:** Spirit.

- **Flight:** Pace 8.
- **Innate Powers:** Minor *divination*, minor *empathy*, minor *sanctuary*.
- **Size −2 (Small):** These aeons are small creatures.

FAMILIARS: A paracletus can be selected with the Improved Familiar Edge.

A paracletus familiar follows its master's orders, but continues its mission to observe emotions and logic at play.

PLEROMA

The pleroma is the most powerful of all the aeons. As a manifestation of the opposing acts of creation and destruction, a pleroma exists in a state of flux, its very form shifting between creation and oblivion within the ebon folds of its vaporous cloak.

Pleromas view the concepts of creation and oblivion not so much as separate processes, but rather as two parts of a cyclical passage that everything in existence must explore. Pleromas guide this progression, ensuring everything remains balanced, such that whatever is created can be destroyed, and that nothing becomes so static that these two processes slow to a halt.

While pleromas believe in eternity, they understand that eternity is cyclical and infinity is something that repeats itself. Therefore, eternity and infinity are states that can be changed, or altered, if only slightly. Pleromas maintain such changes are necessary to keep the cosmos from becoming static and unbalanced, a state they refer to as apocalypse, or the end of everything.

Of all the aeons, pleromas possess the strongest connection to the entity or concept they refer to as Monad. Pleromas describe Monad as the sentience of the multiverse, from which all things are created through the recycling of everything that ever existed.

Pleromas typically travel alone. Their arrival in a region almost always heralds some sort of dramatic change. They pay little mind to

the wants and needs of other creatures, and remain entirely focused upon their primary task. They avoid conflicts of ethics, wars, and similar pursuits, save when manipulating such events would help to restore the balance between creation and oblivion. Should any be so foolish as to attempt to interfere with or sway their work, pleromas immediately retaliate by bringing all of their significant powers and devastating abilities to bear until the intervention is destroyed.

Type: Neutral Outsider (Aeon)
Attributes: Agility d12+3, Smarts d12+3, Spirit d12+5, Strength d12+2, Vigor d12+3
Skills: Academics d10, Athletics d8, Common Knowledge d12, Faith d10, Fighting d12, Healing d12, Intimidation d10, Notice d12, Occult d12, Persuasion d6, Science d12, Spellcasting d10, Stealth d10
Pace: —; **Parry:** 10; **Toughness:** 15 (4)
Edges: Arcane Background (Miracles), Arcane Resistance (Imp), Divine Mastery, Quick
Powers: *Arcane protection*, *blind*, *blast*, *bolt*, *conjure item*, *deflection*, *detect/conceal arcana*, *dispel*, *divination*, *elemental manipulation*, *light/darkness*, *healing*, *mind reading*, *puppet*, *scrying*, *teleport*, *wish*. **Power Points:** 25
Special Abilities:

- **Aeon:** Parry +2; No additional damage from Called Shots; immune to cold and poison; −4 damage from electric, fire; ignore penalties for Illumination up to 10"; Envisaging; Extension of All.



- **Armor +4:** Outsider resilience.
- **Blindsense:** Ignores *invisibility* and all Illumination penalties.
- **Claws (Energy Touch):** 5d8.
- **Fast Regeneration:** Pleroma may attempt a natural healing roll every round until Incapacitated.
- **Flight:** Pace 12.
- **Size 2:** Pleromas are larger creatures.
- **Sphere of Creation:** Three times per day, the pleroma can manifest a 2-foot-diameter sphere of white energy that hovers above its left hand. The pleroma can make the sphere fly at Pace 2. The sphere must remain within 50" (100 yards) of the pleroma or it immediately dissipates. Wherever the sphere travels, it leaves behind a 5-foot-wide path of new matter, creating either new terrain (such as swamp, desert, or forest) or a 10-foot-square wall composed of a single natural substance (such as clay or stone). Any matter that comes in contact with the sphere must make a Vigor check at −4 or be absorbed and incorporated into the new substance (only *wish* can rescue the creature). Creatures that resist are pushed to the nearest unoccupied location adjacent to the newly created substance. The sphere only lasts 1d4 minutes before exploding with a blinding flash (LBT). Creatures within the Large Blast Template must make a Vigor check or gain the Blind Hindrance.
- **Sphere of Oblivion:** Three times per day, the pleroma can manifest a 2-foot-diameter sphere of complete and utter darkness that hovers above its right hand. The sphere is an empty void similar to a *sphere of annihilation*. Any matter that touches the sphere must make a Vigor check at −4 or be sucked into the sphere and destroyed. Larger objects (such as ships or buildings) are destroyed at a rate of one 12-foot cube per round of contact with the sphere. The pleroma can control this sphere, causing it to fly slowly at Pace 2. The sphere must remain within 50" (100 yards) of the pleroma or it immediately dissipates. The sphere lasts 1d4 minutes before harmlessly imploding upon itself. Alternatively, the pleroma may throw the sphere as a limited action (Athletics; Range 2/4/8). The sphere implodes immediately after this is resolved.

THELETOS

The strange theletos is the guardian of the duality between freedom and fate. Slavery is no more of an issue to a theletos than is true freedom, but without one, the other cannot exist. In areas where slavery is rife, a theletos might aid in freeing some slaves, while in regions where slavery has been abolished, this strange being works to subjugate many creatures with its own mind-controlling spell-like abilities—often encouraging them to further undertake acts of slavery themselves.

The theletos is also a guardian of fate and prophecy, and while for some creatures it might allow glimpses of futures, others who peer into the future almost seem to cause the aeon physical pain.

The theletos cannot explain why one seer might be allowed to divine futures while another should not—it knows only that some prophets should be denied this pursuit.

Type: Neutral Outsider (Aeon)
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor d10
Skills: Athletics d4, Common Knowledge d4, Fighting d8, Intimidate d8, Notice d10, Occult d8, Persuasion d4, Stealth d8
Pace: 6; **Parry:** 8; **Toughness:** 9 (2)
Edges: Arcane Resistance (Imp)
Special Abilities:

- **Aeon:** Parry +2; No additional damage from Called Shots; immune to cold and poison; −4 damage from electric, fire; ignore penalties for Illumination up to 10"; Envisaging; Extension of All.
- **Armor +2:** Outsider resilience.
- **Bash:** Str+d4.
- **Fate Drain:** A creature struck by a theletos's crystalline tentacles must make a Spirit check or lose a Benny.
- **Flight:** Pace 6.
- **Innate Powers:** minor *puppet*, minor *sanctuary*, minor *dispel*, minor *lower Trait* (Smarts).
- **Resilient:** These creatures can take one Wound before they're Incapacitated.
- **Slow Regeneration:** Theletos may attempt a natural healing roll once per day.
- **Tentacles (2):** A theletos has two tentacle actions and Reach 2. It may lash with its tentacles for Str damage.



- **Wreath of Fate:** As a limited action, a theletos can release a blast of energy from its chest in a Cone Template. Any intelligent creature in the Template becomes nearly overwhelmed with the knowledge of various fates that destiny has in store for him—there's no way to make sense of these myriad dooms and boons, and as a result, the victim is Distracted. While Distracted, the victim must choose the lowest die rolled when making a Trait roll.

AKATA

Akatas hail from a strange, distant planet that long ago succumbed to a cataclysmic end. Countless akatas clung to fragments of the dead planet, entering hibernation and riding these asteroids until they eventually crashed upon a new planet, protected from the impact by their cocoons. Left untended, an akata scourge can quickly grow into a significant threat.

A typical akata stands 3-1/2 feet tall and weighs 400 pounds.

Type: Neutral Aberration (Akata)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d8
Pace: 8; **Parry:** 4; **Toughness:** 7 (1)
Hindrances: Hard of Hearing (Major)
Edges: —
Special Abilities:

- **Armor +1:** Rubbery skin.
- **Bite:** Str+d4.
- **Darkvision:** Akatas ignore penalties for Illumination up to 10".

- **Disease:** A Humanoid Shaken or Wounded by an akata's bite attack must make a Vigor roll (at −2 with a raise on the attack) or contract void death. Void death is a Lethal disease, requiring a Vigor roll each day to prevent taking a Wound. Anyone killed by void death rises from the dead within 2d4 hours as a void zombie.
- **Environmental Resistance:** Fire.
- **Hibernation:** Akatas can enter a state of hibernation for an indefinite period of time. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 2" or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.
- **Immune:** Cold, disease, poison.



- **Tentacles (2):** An akata has two tentacle actions. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.
- **Weakness (Salt Water):** Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 damage, and full immersion in salt water deals 4d6 damage per round.

ANGELS

Angels are a race of celestials, beings who live on the good-aligned outer planes.

Some angels hail from Heaven while others are from Nirvana or Elysium, though the majority serve one good diety or another and call their patron's realm their home. Most mortals assume that angels are the most trustworthy and diplomatic of all the celestials; while this is generally true, there are exceptions, especially as some angels serve good-aligned trickster gods and other chaotic entities.

The original and most powerful angels predate the mortal races. Those that survive to this day are among the more powerful non-divine beings in the multiverse. While new angels are still periodically created, most modern angels were once good mortals, their souls transforming into something greater upon reaching their destination in the planes.

Often an angel's true form is reminiscent of its mortal self, only taller, brighter, and more powerful. Many mortal religions assume that all members of the faith in good standing become angels of some type in the afterlife. Others confuse the issue by conflating famous mortals (such as saints and martyrs) with preexisting angels that have similar names, or suggesting that angels take human form to perform great deeds as mortals, returning to the heavens when their duties are over.

All angels are blessed with extraordinary beauty, though their actual appearances vary widely. Their natural shapechanging ability means they may appear to mortals as male or female, depending on their personal preference or the will of their deity.

ASTRAL DEVA

Astral devas are messengers of the gods of good. They watch over planar travelers and

sponsor powerful mortals, pushing them to take on good causes.

Astral devas are usually created by deities from the souls of good mortals, though some souls spontaneously transform into astral devas without the intervention of a deity. Their skills and abilities make them excellent scouts and elite agents for celestial armies. They often carry long, flowing scrolls upon which are writ messages and judgments from the gods, and frequently contain hints of prophecies and major events yet to come. Devas are fiercely protective of the contents of these scrolls and let none, not even other astral devas, peruse them.

They appear as tall, human-like creatures with long, feathery wings and a gentle inner radiance that makes it difficult to behold directly.



Type: Good Outsider (Angel)
Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+3, Vigor d12
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d8, Occult d10, Persuasion d10, Stealth d8
Pace: 10; **Parry:** 7; **Toughness:** 16 (8)
Edges: Arcane Resistance
Gear: Warhammer (Str+d6, AP 2, Bane (Undead)).
Special Abilities:

- **Angel:** Ignores penalties for Illumination; +4 armor against electricity, fire, and to resist poison; immune to acid, cold, and petrification.
- **Armor +8:** Divine aspect.
- **Flight:** Pace 24.
- **Innate Powers:** Minor *barrier*, minor *deflection*, minor *detect arcana* (self), Detect Evil (per Paladin Class Edge), minor *dispel*, major *healing*, minor *invisibility* (self), minor *planar travel*, minor *shape change* (self, Humanoid), minor *speak language* (self), minor *stun*.
- **Protection from Evil:** Evil creatures suffer −2 to attack the astral deva.
- **Stun:** Once per turn, a creature hit by an astral deva's warhammer must make a Vigor roll (with a −2 on a raise) or be Stunned.

Languages: Celestial, Draconic, Infernal.

PLANETAR

Planetars are the generals of celestial armies. They focus on combat and the destruction of evil; though they understand diplomacy, a planetar would rather lead the charge against an army of fiends than negotiate peace.

Planetars appear as muscular, bald, and tall humanoids with emerald skin and two pairs of shining, white-feathered wings.

Type: Good Outsider (Angel)
Attributes: Agility d10, Smarts d12, Spirit d12+2, Strength d12+3, Vigor d12+2
Skills: Athletics d10, Common Knowledge d8, Faith d8, Fighting d10, Healing d8, Intimidation d10, Notice d10, Occult d10, Persuasion d8, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 20 (10)
Edges: Arcane Background (Miracles), Arcane Resistance
Powers: *Banish*, *blast* (FIRE STORM), *boost Trait*, *deflection*, *dispel*, *healing*, *light*, *planar travel*, *smite*, *summon monster*. **Power Points:** 25.
Gear: Great sword (Str+d10, AP 3, Two Hands, Bane (Evil Outsiders)).
Special Abilities:

- **Angel:** Ignores penalties for Illumination; +4 armor against electricity, fire, and to

resist poison; immune to acid, cold, and petrification.

- **Armor +10:** Divine aspect.
- **Fast Regeneration:** A planetar may attempt a natural healing roll every round until it's Incapacitated.
- **Flight:** Pace 10.
- **Innate Powers:** Minor *barrier*, major *detect arcana* (self), Detect Evil (per Paladin Class Edge), minor *dispel*, minor *divination*, minor *invisibility* (self), minor *relief* with Restoration, minor *resurrection*, minor *shape change* (self, Humanoid), minor *speak language* (self), minor *stun*.
- **Protection from Evil:** Evil creatures suffer −2 to attack the planetar.
- **Size 1:** A typical planetar stands 9 feet tall and weighs 500 pounds.

Languages: Celestial, Draconic, Infernal.

ANIMATE DREAM

From time to time, when a powerfully imaginative sleeper wakes from a particularly vivid or unusual dream, a fragment of that dream lingers on the Ethereal Plane. To survive, this animate dream needs the power of living will, imagination, and emotion to sustain it. An animate dream seeks out mortal minds, appearing as a shadowy and often frightful dream figure. Its true appearance is vague and nebulous, but it reacts to the fears and emotions of those around it, taking on a nightmarish appearance that differs for each viewer.



An animate dream finds satisfaction and sustenance by passing one of its ghostly limbs through a mortal's body — the act infusing the mortal with negative energy that sates the animate dream's unnatural hunger. But by forcing a creature into a state of sleep, terror, or both, the animate dream gains a much more satisfying meal, feeding on the emotions released in such states. An animate dream forced to go for a long period of time without feeding does not starve to death, but grows increasingly feral and violent in nature.

Animate dreams sometimes associate with other creatures from the Ethereal Plane or that have associations with dreams and nightmares, such as night hags, phase spiders, and xills. Sometimes these alliances are mutually beneficial, but in many cases the animate dreams are treated as slaves. Night hags in particular like enslaving animate dreams, and sometimes use their essence as a component in creating heartstones.

Type: Evil Outsider (Animate Dream)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4−2, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d8, Occult d8, Persuasion d4, Stealth d10
Pace: —; **Parry:** 6; **Toughness:** 6
Edges: Arcane Resistance, Extraction
Special Abilities:

- **Bash:** 2d8.
- **Darkvision:** Animate dreams ignore penalties for Illumination up to 10".
- **Energy Drain:** Anyone hit by an animate dream's bash suffers Energy Drain (Spirit). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Ethereal:** Animate dreams can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Flight:** Pace 8.
- **Innate Powers:** Minor *fear*, minor *mind link*, minor *slumber*, minor *teleport*.

Assassin Vine

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them.

Type: Neutral Plant (Assassin Vine)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d4, Fighting d6, Notice d6, Stealth d10
Pace: 1; **Parry:** 5; **Toughness:** 10 (1)
Edges: —
Special Abilities:

- **Armor +1:** Resilient vines.
- **Bash:** Str+d4, Reach 1.
- **Environmental Resistance:** Cold, fire.
- **Innate Powers:** Minor *entangle*.
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to electricity, paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Size 3:** A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches.

Athach

An athach is a twisted kind of giant. Cruel and thuggish, it lives to bring misery, ruin, and terror to weaker creatures. An individual may be nearly any human color, though its arms are often a darker color or even grayish. Its upper fangs are long, extending from its mouth like those of a ferocious beast, and it constantly drools a weakness-inducing poison.

Athachs thrive upon the fear of their victims, preferring to play with their prey for some time before indulging their vile and murderous natures. Tales tell of how athachs cut down orchards and ruin crops by night, leaving the ruins to be discovered by innocent villagers at the dawning of the following day.



Further tales tell of how athachs desecrate graveyards by exhuming graves and scattering the bones of the dead about.

Athachs dislike other giants (and other monsters of their size) and either attack or flee from them, depending on whether the odds are in their favor.

Type: Evil Humanoid (Giant)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+6, Vigor d12+2
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Stealth d4
Pace: 9 (−1); **Parry:** 5 or 7 (shield); **Toughness:** 19 (5)
Hindrances: Clumsy
Edges: Sweep
Gear: Heavy mace (Str+d8, AP 1), heavy shield, leather vest (+2).
Special Abilities:

- **Ancestry (Giant):** Night Vision, Reach 1, Size 5, Swat.
- **Armor 3:** Tough skin.
- **Bite/Claws:** Str+d4, AP 2.
- **Environmental Resistance:** Cold.
- **Poison (−2):** The athach's bite contains a Mild poison.
- **Resilient:** These creatures can take one Wound before they're Incapacitated.

- **Rock Throwing:** Giants are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 5 (Large):** An athach is 18 feet tall and weighs 5,000 pounds.
- **Swift Claw:** An athach can make a claw attack as a limited free action. This attack does not suffer any penalties due to the athach taking multiple actions.

Languages: Giant.

ATTIC WHISPERER

An attic whisperer spawns as the result of a lonely or neglected child's death. Rather than animating the body, the creature rises from an amalgam of old toys, clothing, dust, and other objects associated with the departed — icons of the child's neglect. It usually seeks out a small animal's skull as a form of decoration soon after it manifests.



Attic whisperers haunt shadowy, forgotten places like old homes, orphanages, schools, debtors' prisons, and similar places where children might be discarded. Hiding in drafty attics and moldy basements, it might lie dormant for decades until the arrival of a child rekindles the creature, its animating spirits motivated by loneliness, and ever seeking comfort and companionship. Once an attic whisperer finds a potential playmate, it does all it can to ensure it will never be lonely again by attempting to lure its friend to it, singing nursery rhymes, leaving trails of old toys, or calling out in the stolen voices of other children.

Destroying an attic whisperer reduces it to its component parts, usually consisting of dusty junk left to molder in the attics of old houses, though a few items, such as china dolls, small lockets, music boxes, precious marbles, fine teacups, sculpted metal soldiers, or the like, may have some value.

Type: Evil Undead (Attic Whisperer)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d8
Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Performance d8, Stealth d10
Pace: 5; **Parry:** 5; **Toughness:** 9 (2)
Edges: Quick
Special Abilities:

- **Armor +2:** Undead resilience.
- **Aura of Sobs:** Any voices an attic whisperer steals linger around it in an invisible but audible aura (Small Blast Template) of unnerving childlike whimpers, songs, and sobs. Living creatures under the template are Distracted. The attic whisperer can suppress or activate its aura as a free action.
- **Bite:** Str.
- **Resilient:** Attic whisperers can take one Wound before they're Incapacitated.
- **Size −1:** Attic whisperers are small children.
- **Steal Breath:** A creature bit must make a Spirit roll or gain a level of Fatigue. Creatures incapacitated by this Fatigue fall asleep. The sleeper can only be roused by killing the attic whisperer or by using dispel with Remove Curse or similar effects.
- **Steal Voice:** Anyone bit by an attic whisperer must make a Spirit roll (at −2 with a raise on the attack) or gain the Mute Hindrance for 1 hour. An attic whisperer can perfectly mimic a stolen voice at any time, even after its victim's voice has returned, and can speak any languages the victim knew. Those familiar with an individual's voice can make a Notice roll (opposed by Performance) to realize a mimicked voice is inauthentic.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Languages: Common (plus any victims).

BANSHEE

This beautiful, ghostly elven woman glides through the air, her long hair flowing around a face knotted into a mask of rage.

A banshee is the enraged spirit of an elven woman who either betrayed those she loved or was herself betrayed. Maddened by grief, a banshee visits her vengeance on all living creatures — innocent or guilty — with her fearsome touch and deadly wails.



Type: Evil Undead (Banshee)
Attributes: Agility d12+6, Smarts d4, Spirit d12, Strength d4, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d12, Stealth d4
Pace: —; **Parry:** 7; **Toughness:** 7
Edges: Extraction, Quick
Special Abilities:

- **Claws:** 2d6 (ignores armor).
- **Darkvision:** Banshees ignore penalties for Illumination up to 10".
- **Ethereal:** Banshees can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Flight:** Pace 12.
- **Hear Heartbeat:** A banshee can sense living creatures as if it had blindsense.
- **Terror:** A creature Shaken or Wounded by the banshee's claws must make a Fear check (at −2 with a raise on the attack).
- **Very Resilient:** A banshee can take two Wounds before it's Incapacitated.
- **Wail:** A banshee can wail once per encounter as a limited action, lasting until the beginning of her next turn. Creatures within 5" (10 yards) of it must make a Vigor check (only once per wail). With success, creatures are Distracted and Vulnerable. Those that fail take 5d6 damage. Banshee wails penetrate *silence*.
- **Weakness (Daylight):** Banshees flee from direct sunlight. While exposed to it, they cannot attack and are Vulnerable.

Languages: Common, Elven.

BASIDIROND

This strange plant monster consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores. It feeds on mineral-rich moisture, be it runoff from cave walls or fresh blood. By ensuring a constant flow of nutritious moisture, canny cave dwellers can use basidironds as guardians for their lairs, although they must take care to avoid the plant's hunting routes lest they become its latest victims.

Type: Neutral Plant (Basidirond)
Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12, Vigor d8
Skills: Athletics d4, Fighting d6, Notice d4, Stealth d4
Pace: 5; **Parry:** 5; **Toughness:** 10 (4)
Edges: —

Special Abilities:

- **Armor +4:** Thick hide.
- **Bash:** Str+d4.
- **Hallucination Cloud:** Once per encounter as a limited action, a basidirond can release a cloud of invisible spores in a Large Blast Template that lasts 5 rounds. A creature entering or starting its turn in the cloud must make a Vigor check to resist the powerful hallucinations. To determine



HALLUCINATIONS

A GM may choose to alter the effects of the hallucinations listed below or even create their own.

1: You're sinking in quicksand! Fall prone and take an action flailing your arms and legs as if trying to swim.

2: Attacked by a swarm of spiders! Take three actions to attack the floor near you with your weapon.

3: An item you hold has turned into a viper! Drop it and flee from the item (run).

4: You're suffocating! Stand in place, hold your breath, and clutch at your throat this round.

5: You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.

6: You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.



what hallucination is suffered, roll 1d6 and consult the table on this page.

- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to cold, paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Spores:** Anyone Shaken or Wounded by a bash must make a Vigor check or suffer a level of Fatigue as the spores take root.
- **Weakness (Cold):** When subject to extreme cold, the basidirond is unable to produce its spores or use its hallucination ability for one round.

BEBILITH

This dark blue, elephant-sized arachnid rears up on its six hind legs to raise its barbed and razor-edged front claws.

The Abyss is a terrible place, yet even in this horrific realm there exist predators and wild beasts that prey upon the demonic horde — the bebilith being the most notorious, a creature evolved to hunt and slay demons.

Far more intelligent than its verminous shape would suggest, it is perhaps a blessing that the bebilith is such a focused and devoted hunter of demons, for had these dangerous outsiders more of a mind to conquer and expand empires, their ability to plane shift would make them a menace indeed. Although, as an outsider, the bebilith has no biological need to eat, it does enjoy the sensation of chewing on demonic flesh.

Type: Evil Outsider (Bebilith)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12+2
Skills: Athletics d10, Fighting d10, Notice d8, Stealth d8, Survival d8
Pace: 8; **Parry:** 7; **Toughness:** 16 (2)
Edges: Frenzy
Special Abilities:

- **Armor +2:** Abyssal exoskeleton.
- **Bite/Claws:** Str+d6.
- **Darkvision:** Bebiliths ignore penalties for Illumination up to 10".
- **Dismantle Armor:** If a bebilith hits a foe with two claw attacks, it can peel away the target's armor and shield as a free action. The target's armor and shield are torn

from his body and dismantled, falling to the ground. With a raise on the attack, the armor needs to be repaired before it can be used again.

- **Innate Powers:** Minor *mind link*, major *plane shift* (self only).
- **Rot:** Anyone Shaken or Wounded by a bebilith's bite suffers a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. The victim must make a Vigor roll or lose a die type in Vigor (−2 with a raise on the attack). At the start of each of the rotting character's turns, he must make the Vigor check again or reduce his Vigor another die type. The victim is Incapacitated if this would reduce Vigor below d4. This ends if the character gets a raise on his Vigor check or receives magical healing.
- **Size 5 (Large):** A bebilith can take one extra Wound.
- **Wall Walker:** The creatures move at their full Pace on walls and ceilings!
- **Webbing:** Bebiliths can cast webs from their thorax that are the size of Small Blast Templates. This is an Athletics roll with a Range of 6". A hit means the victim is Entangled, or Bound with a raise.

Languages: Abyssal (cannot speak).

BLINK DOG

Though they resemble sleek, long-eared canines, blink dogs are as smart as humans. As social creatures, blink dogs travel in large packs led by an experienced "alpha" male or female. They roam forests and plains, running off evil creatures, and hunting for phase spiders — one of their natural enemies. Despite their intelligence and friendly natures, blink dogs tend to avoid humanoids, keeping their packs either hidden or frequently on the move.

Blink dogs are fiercely loyal, defending their own pack or creatures they befriend to the death, and maintaining oaths handed down from litter to litter. Honor is paramount to blink dogs, and different packs often have unique traditions (such as whether a pack's alpha is male or female, or an oath to always protect and aid a particular humanoid race like elves or halflings). They have a great interest in the stars and movements of celestial bodies, noting the seasons, births under auspicious stars, and omens from unusual stellar conjunctions. Blink dog names often contain a reference to a specific constellation under which the dog was born.



Blink dogs can live up to 75 years. They use their abilities to quickly surround prey, and make use of flanking to deal with especially dangerous opponents — particularly creatures like phase spiders.

Type: Good Magical Beast (Blink Dog)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Persuasion d4, Stealth d6, Survival d4
Pace: 7; **Parry:** 5; **Toughness:** 6 (1)
Edges: —
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d4.
- **Blink:** Blink dogs constantly phase between the Material plane and the Ethereal. Blink dogs can move through solid objects, hurt ethereal creatures, and take only half damage when falling. Additionally, all attacks against a blink dog suffer a −4 penalty.
- **Innate Powers:** Minor *teleport* (self).
- **Night Vision:** Blink dogs ignore all penalties for Illumination.

Languages: Sylvan.

BLINK DOG SAGES

A pack's alpha selects the wisest and most intelligent member of the pack to serve as its sage. This blink dog often has the Sorcerer Edge (typically with the celestial or destined bloodline) and is charged with maintaining the long-running oral histories of the pack, which extend back for centuries and link the packs together.

A blink dog sage also decides when a pup is old enough to join his first hunt, performs birth and burial rites, and counsels the alpha on the meaning of omens or upon tactical matters involving interactions with neighboring races and creatures.

BOGGARD

Boggards resemble anthropomorphic frogs or toads, complete with webbed hands and feet, large eyes, and overly wide mouths. These creatures make their homes near large rivers or deep in marshes. There they make small villages composed of mud mounds on the banks. Boggards start out life as tadpoles in breeding ponds, eventually growing to a length of 3 feet before sprouting arms and legs and becoming capable of terrestrial living. Acceptance into the clan then depends on the young boggard's successful hunt to kill a sentient humanoid. Those who fail are exiled from the clan. As boggards age, they continue to grow and lose their coloration. Exceptionally old boggards bear completely white skin covering massive corpulent bodies. Some of these boggards rank among the caste of priest-kings and enjoy a life of grotesque pleasures ruling their clans.





Type: Evil Humanoid (Boggard)
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Stealth d6
Pace: 5; **Parry:** 5; **Toughness:** 8 (3)
Edges: —
Gear: Morningstar (Str+d6), leather vest (+2).
Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +1:** Rubbery hide.
- **Night Vision:** Boggards ignore all Illumination penalties.
- **Sticky Tongue:** Str+d4, Reach 2 (Fighting). A creature hit by a boggard's tongue cannot move more than 2" away from the boggard and suffers –2 Parry as long as the tongue is attached. The tongue can be removed by making an opposed Strength check as an action or by damaging the tongue. The boggard cannot move more than 2" away from the target, but the boggard can release it as a free action.
- **Terrifying Croak:** Once per encounter as an action, a boggard can emit a horrifying croak. Any non-boggard creature within 5" (10 yards) must make a Spirit check or become Distracted and Vulnerable.

Languages: Boggard.

BROWNIE

Brownies make their homes in the trunks of hollow trees, small earthy burrows, and even under porches and within the crawlspaces of farmhouses. Often attired in clothes that appear to be made of plants or leaves, brownies wear belts lined with pouches and tools.

Brownies maintain a pacifist nature, only harassing creatures to run them off or punish them for an insult. They rarely engage in combat, preferring instead to confound and confuse their attackers in order to buy enough time for escape. Despite this nature, all brownies carry a blade. Honest to a fault, brownies take freely, but always repay their debt through work or leave something behind as an offering.

A brownie can share a home with a family for years, keeping it clean, mending clothes, repairing tools, and shooing away vermin in exchange for dishes of milk, pieces of fruit, trinkets, and sometimes even wine as gifts. Brownies distrust foxes and fear wolves, and tend to avoid farms with dogs.

Type: Neutral Fey (Brownie)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Repair d6, Stealth d10
Pace: 5; **Parry:** 5; **Toughness:** 7 (4)
Edges: Arcane Resistance
Gear: Tiny shortsword (Str+d4).
Special Abilities:

- **Armor +4:** Enchanted skin.
- **Environmental Weakness:** Cold iron.
- **Innate Powers:** Minor *illusion*, minor *light*, minor *sound*, minor *teleport*
- **Low Light Vision:** Brownies ignore penalties for Dim and Dark Illumination.
- **Size –2 (Small):** Brownies stand barely 2 feet tall and weigh 20 pounds.

Languages: Common, Elven, Gnome, Sylvan.

FAMILIARS: A brownie can be selected with the Improved Familiar Edge.

CARNIVOROUS BLOB

While sages debate whether the first carnivorous blobs were created by a mad wizard, formed in foul fleshwarping vats in some sinister city, or traveled to this world trapped in the core of a meteor, there is one thing they all agree on — none wish to get close enough to study the monstrosity.

Carnivorous blobs move like a typical ooze, rolling out blobs of its fleshy material in haphazard directions, and pulling its bulk across the ground, up walls, and even through the water. If a carnivorous blob goes for more than 24 hours without a source of food, it drops into a sort of hibernation, resembling nothing so much as a pool of gelatinous blood. The creature springs to life quickly and hungrily as soon as any living prey comes within range of its senses.

Type: Neutral Ooze (Carnivorous Blob)
Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+8, Vigor d12+2
Skills: Athletics d8, Fighting d8, Notice d4, Stealth d4
Pace: 2; **Parry:** 6; **Toughness:** 20 (3)
Edges: —
Special Abilities:

- **Absorb Flesh:** A carnivorous blob cannot eat plant or inorganic matter, but devours living flesh with a voracious speed. Whenever a victim fails to resist the Energy Drain (Vigor), the blob gains 1 Wound. As soon as a carnivorous blob has a total of 5 Wounds, it splits into 2 Wound and 3 Wound creatures.





- **Aquatic:** Pace 2.
- **Armor +3:** Extreme resilience.
- **Bash:** Str+d6, AP 2.
- **Divide:** When Shaken or Wounded by a slashing weapon, the creature splits into two identical blobs.
- **Energy Drain:** Anyone hit by a blob's attack suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Environmental Resistance:** Electricity, fire.
- **Environmental Weakness:** Cold.
- **Immune:** Acid.
- **Ooze:** Ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Reactive Strike:** Whenever a carnivorous blob suffers a Wound, it reflexively lashes out with a free attack. Attacks from bladed weapons do not trigger a reactive strike. Whenever a carnivorous blob is Shaken or Wounded from cold damage, it can't use its reactive strike until the end of its next turn.
- **Size 8 (Huge):** +2 Wounds.

CHARDA

In the darkest depths of the earth, in strange frozen rivers and subterranean lakes of frigid black water dwell the mysterious and ferocious chardas. These xenophobic humanoids rarely venture far from their domains, settling in small tribes and building rocky huts underwater or muddy domes along the subterranean shore.

Chardas reproduce by laying eggs in small clutches of two to four, which they bury among rocks offshore. Females fiercely protect their own clutches, but show no predisposition toward protecting the clutches of other chardas, even those within their tribe.

Devoutly religious, chardas prefer to worship gods of war or cold. They hunt in small packs composed of males and females. Hunting and slaying help determine an individual's power within the group. Chardas often engage in cannibalism. While they patrol their territories in groups, they fight individually with little strategy or structure. Chardas do not assist each other with their kills, as they perceive aid as a weakness and a dishonor to both themselves and their foes.

Type: Neutral Monstrous Humanoid (Charda)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d12
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d8, Occult d4, Stealth d8, Survival d6
Pace: 5; **Parry:** 5; **Toughness:** 9 (1)
Edges: —
Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +1:** Frozen armor.
- **Bite/Claws:** Str+d4 (cold).
- **Breath Weapon (Black Bile):** Stream or Cone Template. 4d6 cold damage that can be Evaded.
- **Darkvision:** Charda ignore penalties for Illumination up to 20".
- **Immune:** Cold, poison.
- **Overwhelming:** A charda gains +4 on attempts to Push a creature.

Languages: Aklo, Undercommon.

CHARYBDIS

Sailors tell tales of the dread charybdis, which captures ships, cracks them open like nuts, and feasts on the doomed sailors within. So legendary are these violent attacks that many sailors have come to view the charybdis not as a species of aberrant life, but as the vengeful personification of an angry sea god.

In truth, the charybdis is not the sending of an angry deity, but in fact little more than a monstrous predator capable of churning even the calmest of seas into a whirling maelstrom. The charybdis uses this vortex ability not only to capture prey like sharks or small whales, but also to entrap ships on the ocean surface above. The monster's claws are particularly well suited to puncturing the hulls of ships, and most charybdises have learned that a single large merchant vessel contains enough sailors to make a perfectly sized meal. Often, a charybdis settles in along a well-known shipping route near the shoreline or amid an archipelago of islands where ships are forced along relatively narrow lanes between rocky isles — such locations allow the charybdis to lie in wait and increases the chance of its prey being unable to circumvent its vortex.

Type: Neutral Aberration (Charybdis)
Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12+7, Vigor d12+2
Skills: Athletics d4, Fighting d10, Notice d10, Stealth d4
Pace: 4; **Parry:** 7; **Toughness:** 21 (4)
Edges: —
Special Abilities:

- **Aquatic:** Pace 10
- **Armor +4:** Chitinous armor.
- **Bite/Claws:** Str+d4, AP 4.
- **Blindsense:** Charybdis ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Environmental Resistance:** Cold.
- **Immune:** Acid.
- **Rending Claws:** A Charybdis's claws deal +4 damage to an object's Hardness.
- **Size 8 (Huge):** A charybdis is 60 feet long and weighs 26,000 pounds. +2 Wounds.
- **Slow Regeneration:** A charybdis may attempt a natural healing roll once per day unless it's Incapacitated.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics



roll to escape. If it is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

- **Vortex:** A charybdis can generate a whirlpool as a limited action. This creates a Large Blast Template in the water that is 20" (40 yards) deep. The charybdis can manipulate objects inside the vortex as if using major *telekinesis*.

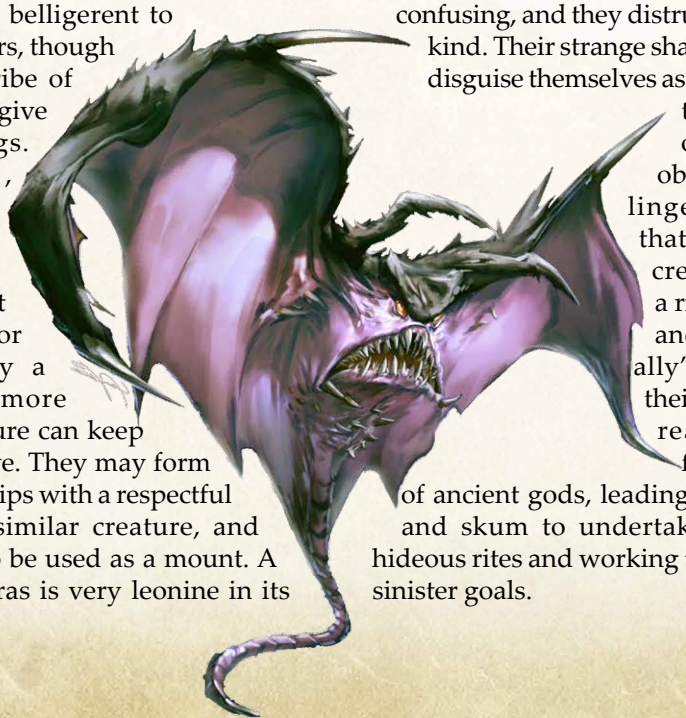
Languages: Aquan.

CHIMERA

This winged monster has the body of a lion, though two more heads flank its central feline one — a dragon and a horned goat.

Chimeras are monstrous creatures born of primordial evil. Hateful and hungry, they hunt on the ground or in the air. A chimera's dragon head may be of any evil dragon type, with the corresponding breath weapon, and its wings usually match the scales on its head. Chimeras speak with three overlapping voices, but rarely do so, typically only when playing toady to a more powerful creature.

Chimeras prefer meat but can subsist on vegetable matter if necessary (although being forced to do so generally leaves the beasts more ill-tempered than usual). They are too stupid and belligerent to acquire followers, though sometimes a tribe of kobolds might give them offerings. Conversely, they are just intelligent and stubborn enough that they make poor pets, and only a significantly more powerful creature can keep them submissive. They may form equal partnerships with a respectful humanoid or similar creature, and even consent to be used as a mount. A pride of chimeras is very leonine in its hierarchy, with a dominant male leading the group and most of the hunting done by the females.



Type: Evil Magical Beast (Chimera)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 13 (5)
Edges: —
Special Abilities:

- **Armor +5:** Thick hide.
- **Bite/Claws:** Str+d6.
- **Breath Weapon (Varies):** Stream Template, 3d6 damage. The type of breath weapon depends on the dragon head.
- **Flight:** Pace 10.
- **Night Vision:** Chimeras ignore all penalties for Illumination.
- **Resilient:** Chimeras can take one Wound before they're Incapacitated.
- **Size 2:** A chimera is 5 feet tall at the shoulder, nearly 10 feet long, and weighs 700 pounds.

Languages: Draconic.

CLOAKER

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

Resembling hideously evil flying manta rays, cloakers are mysterious and paranoid creatures. A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum to undertake all manner of hideous rites and working toward singularly sinister goals.

Type: Neutral Aberration (Cloaker)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d6, Notice d8, Occult d6, Persuasion d4, Stealth d8
Pace: 2; **Parry:** 5; **Toughness:** 11 (3)
Edges: Quick
Special Abilities:

- **Armor +3:** Rubbery hide.
- **Bite:** Str+d6.
- **Darkvision:** Cloakers ignore penalties for Illumination up to 10".
- **Engulf:** A cloaker can wrap a Size 0 or smaller creature in its body when it grapples. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.
- **Flight:** Pace 7.
- **Innate Powers (Moan):** Minor *confusion* (NAUSEATING), minor *fear* (FEARFUL; Large Blast Template), minor *lower Trait* (UNNERVING; Strength or Fighting), minor *stun* (STUPOR).
- **Shadow Shift:** While in Dim, Dark, or Pitch Dark Illumination, the cloaker gains the following Innate Powers. Major *deflection* (self only), minor *illusion*.
- **Size 1:** A typical specimen has an 8-foot wingspan and weighs 100 pounds.
- **Tail:** Str+d4, Reach 1.

Languages: Undercommon.

CYCLOPS

Thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites of the cyclopes control the race's destiny and may have led to their original downfall.

Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

Cyclopean history is a vanishing thing inscribed on the crumbling walls of lost cities that fell long before even the rise of the elves, when dragons and giants ruled a landscape unspoiled by the petty ephemeral races that rule today.

Type: Evil Humanoid (Giant)
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12+1, Vigor d8
Skills: Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Shooting d6, Stealth d4, Survival d6
Pace: 6; **Parry:** 6 or 5 (great axe); **Toughness:** 12 (4)
Edges: Sweep
Gear: Great axe (Str+d10, AP 3, Parry −1), heavy crossbow (Range 15/30/60, Damage 2d8, AP 2, Reload 2), thick leather (+2).
Special Abilities:

- **Ancestry (Giant):** Low Vision, Reach 1, Size 2, Swat.
- **Armor +2:** Thick hide.
- **Flash of Insight:** Once per day when a cyclops makes a Trait roll, it can choose what number comes up instead of rolling (even choosing to Ace). The cyclops must roll any additional dice if the die aces.
- **Resilient:** A Cyclopse can take one Wound before they're Incapacitated.

Languages: Common, Cyclops, Giant.



DAEMON

Harbingers of ruin, daemons epitomize painful death, the all-consuming hunger of evil, and the utter annihilation of life. While demons seek to pervert and destroy in endless unholy rampages, and devils vex and enslave in hopes of corrupting mortals, daemons seek only to consume mortal life itself. While some use brute force to despoil life or prey upon vulnerable souls, others wage campaigns of deceit to draw whole realms into ruin. With each life claimed and each atrocity meted out, daemons spread fear, mistrust, and despair, tarnishing the luster of existence and drawing the planes ever closer to their final, ultimate ruin.

Notorious for their hatred of the living, daemons are the things of dark dreams and fearful tales, as their ultimate ambitions include extinguishing every mortal life—and the more violent or terrible the end, the better. Their methods vary, typically differentiated by daemonic breed. Many seek to infiltrate the mortal plane and sow death by their own taloned hands, while others manipulate agents as puppet masters, instigating calamities on massive scales from their grim realms.

Daemons flourish upon the plane of Abaddon, a bleak expanse of cold mists, fearful shapes, and hunted souls. Upon these wastes, the souls of evil mortals flee predation by the native fiends, and terror and the powers of the evil plane eventually transform the most ruthless into daemons themselves. Amid these scarred wastelands, poison swamps, and realms of endless night rise the foul domains of the tyrants of daemonkind, the Four Horsemen of the Apocalypse. Lords of devastation, these daemons desire slaughter, ruin, and death on a cosmic scale, and drive hordes of their lesser kin to spread terror and sorrow across the planes. Although the Horsemen share a singular goal, their tactics and ambitions vary widely.

Along with mastery over vast realms, the Horsemen are served by unimaginably enormous armies of their lesser brethren, but are obeyed most closely by retinues of daemons enslaved to their titles. These specific strains of daemonic servitors, known as deacons, serve whoever holds the title of Horseman. Although these instruments of the archdaemons differ in strength and ability, their numbers provide their lords with legions capable of near-equal terrorization.

Several breeds of daemons lust after souls. They value possession and control over mortal *animas*, entrapping and hoarding souls—and in so doing disrupting the natural progression of life and perverting the quintessence of creation to serve their own terrible whims. Not all daemons possess the ability to steal a mortal being's soul and turn it to their use, but the lowliest of daemonkind, the maniacal cacodaemons, endlessly seek life essences to consume and imprison. These daemons enthusiastically serve their more powerful kin, eager for increased opportunities to doom mortal spirits. While cacodaemons place little value upon the souls they imprison, greater daemons gather them as trophies, fuel for terrible rites, or offerings to curry the favor of their lords. Several breeds also posses their own notorious abilities to capture mortal spirits or draw upon the power of souls, turning the forces of utter annihilation to their own sinister ends.

THE FOUR HORSEMEN

Four dread lords, infamous across all the planes, rule the disparate hordes of daemonkind. Risen from among the ranks of their terrible brethren to displace those fiendish tyrants before them, they are the archdaemons, the End Bringers, the Four Horsemen of the Apocalypse. In the blasphemous annals of fiendish lore, they are the prophesied architects of multiversal ruin, destined to stand triumphant over cadaverous cosmoses and infinities of silence before also giving way to absolute oblivion. Undisputed in his power among their kind, each Horseman rules a vast realm upon the bleak plains of Abaddon and a distinctive method of mortal ruin: pestilence, famine, war, or death from old age. Yet while each archdaemon commands measureless influence, daemons know nothing of loyalty and serve only those they cannot overcome. Thus, though the Horsemen stand peerless in their power and manipulations among

daemonkind, they must ever defend their thrones from the machinations of underlings and the plots of other archdaemons.

Upon the poisonous expanses of Abaddon, lesser daemonic peers carve petty fiefdoms and posture as lords, but despite their world-spanning intrigues, all bow before the Horsemen — though most do so only grudgingly. Ancient myths also tell of a mysterious fifth Horseman, the Oinodaemon, though nearly all mention of such a creature has been scoured from the multiverse.



Astradaemon

Believed to be creations of the Four Horsemen, astradaemons live out their existence in search of souls to harvest. These deadly creatures are ravening planar predators, openly hunting throughout the void for souls on which to feed. These voracious creatures are the personifications of death resulting from negative energy or level drain. Their vile touch drains life force from their enemies, and even perishing near them sates their thirst for life and souls.

Type: Evil Outsider (Daemon)
Attributes: Agility d12+3, Smarts d6, Spirit d6, Strength d12+1, Vigor d12+2
Skills: Athletics d12, Common Knowledge d6, Fighting d10, Intimidation d12, Notice d10, Occult d10, Spellcasting d10, Stealth d10, Survival d10
Pace: 18; **Parry:** 7; **Toughness:** 16 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Combat Reflexes, Extraction, First Strike, Frenzy
Powers: *Deflection*, *locate*, *lower trait*, *plane shift*.
Power Points: 15
Special Abilities:

- **Armor +6:** Outsider resilience.
- **Bite/Claws:** Str+d6, AP 2.
- **Daemon:** Immune to acid, disease, and poison; +4 damage from silver; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Devour Soul:** As a limited action, an astradaemon that begins its turn with a Bound opponent can attempt to draw out and consume the victim's soul, killing it instantly (a Vigor roll resists this effect).
- **Energy Drain:** Anyone hit by an astradaemon suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Flight:** Pace 18.
- **Innate Powers:** Minor *fear*, minor *teleport* (Greater Teleport, self).
- **Size 1:** Astradaemons stand a head over normal humanoids.
- **Soul Siphon:** If a Size −1 or larger creature dies within 2", the astradaemon heals one Wound as it consumes the soul.
- **Summon:** Once per day as a limited action this creature can summon a derghodaemon.
- **Tail:** Str+d8, Reach 1.

Languages: Abyssal, Infernal.

CACODAEMON



The least of daemonkind, cacodaemons spawn from eddies of angry, violent, and demented souls amid the mists of Abaddon. Dim-witted but utterly evil, they endlessly seek to cause pain and indulge their hunger for mortal souls. Many more powerful fiends keep cacodaemons as pets, if only to be able to harvest the tiny creatures' soul gems.

Type: Evil Outsider (Daemon)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Occult d4, Stealth d8
Pace: 2; **Parry:** 5; **Toughness:** 6 (4)
Edges: —
Special Abilities:

- **Armor +4:** Outsider resilience.
- **Bite:** Str.
- **Change Shape:** As a limited action, a cacodaemon can assume the form of a lizard, octopus, scorpion, or snake.
- **Daemon:** Immune to acid, disease, and poison; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Disease:** The daemon's bite contains a debilitating disease. Additionally, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance.
- **Environmental Weakness:** Silver.
- **Flight:** Pace 10.
- **Innate Powers:** Minor *confusion*, minor *invisibility* (self)
- **Size −3 (Very Small):** Cacodaemons are very small.
- **Soul Lock:** Once per day a cacodaemon can ingest the spirit of any sentient creature that died within the last minute. This causes a soul gem to grow inside of its gut, which it can regurgitate as a limited action. A soul gem is a Tiny object with Hardness 2. Destroying a soul gem frees the soul within. Attempts to resurrect a body whose soul is trapped suffer a −2 to the arcane skill roll. With success, the gem shatters and the victim's soul returns the creature to life.
  Evil outsiders can ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains Fast Regeneration for 1 minute.

Languages: Abyssal, Common, Infernal.

FAMILIARS: A cacodaemon can be selected with the Improved Familiar Edge.



CEUSTODAEMON

Some claim the Four Horsemen created these creatures to serve as summoning fodder. Others believe that they form from neutral evil souls who commit suicide. Wherever the truth lies, ceustodaemons find themselves on the Material Plane more often than any other daemon, as they are easily pressured into service — many call these creatures "guardian daemons" as a result. Yet in the back of their wicked minds, ceustodaemons always think about escaping their bonds and ripping to shreds the ones who summoned them.



Type: Evil Outsider (Daemon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d8, Occult d6, Persuasion d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 13 (5)
Edges: —
Special Abilities:

- **Armor +5:** Outsider resilience.
- **Bite/Claws:** Str+d4, AP 2.
- **Breath Weapon (Fire):** Cone Template, 2d6 damage.
- **Daemon:** Immune to acid, disease, poison, and Stunned; +4 damage from silver; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Innate Powers:** minor *dispel*, minor *fly*, minor *stun*, minor *teleport*.
- **Size 2:** Ceustodaemons are large daemons.

Languages: Abyssal, Infernal.

DERGHODAEMON

These brutal daemons personify death resulting from violent insanity, such as being murdered by a maniac or torn to shreds by a pack of rabid predators. These insectoid creatures roam the Outer Planes, scavenging battlefields and following the inevitable trail of violence in those hostile worlds. They hunt the weak and dying along the fringe of battles, feeding off their victims' suffering until they make their kill. Attacks from a derghodaemon often come from within a cloud of biting insects.

Brutish and low on intellect, derghodaemons find themselves serving as front-line fighters in fiendish armies.

Type: Evil Outsider (Daemon)
Attributes: Agility d12, Smarts d4, Spirit d10, Strength d12+4, Vigor d12
Skills: Athletics d6, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d12, Persuasion d4, Stealth d10
Pace: 8; **Parry:** 7; **Toughness:** 17 (7)
Edges: Arcane Resistance, Frenzy, Sweep
Special Abilities:

- **All-Around Vision:** Derghodaemons can see in all directions. They ignore 1 point of Gang Up bonuses.
- **Armor +7:** Outsider resilience.
- **Claws:** Str+d4
- **Daemon:** Immune to acid, disease, and poison; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Feeblemind Aura:** By grinding and clicking its mandibles and chitinous plates together (a free action), a derghodaemon causes all non-daemons within 10" (20 yards) to make a Spirit roll or suffer a −2 on all Smarts and Spirit rolls as long as they are within 10" of the derghodaemon. With success, a creature is immune to the effect for 24 hours. Anyone with the Hard of Hearing Hindrance gains a +2 to the Spirit roll. Creatures with Hard of Hearing (Major) are immune to this ability.
- **Innate Powers:** Minor *fear*, minor *teleport* (Greater Teleport, self).
- **Resilient:** Derghodaemons can take one Wound before they're Incapacitated.
- **Size 2:** A derghodaemon stands 9 feet tall and weighs 800 pounds.
- **Summon:** Once per day as a limited action this creature can summon a derghodaemon.
- **Swarmwalking:** Derghodaemons are immune to swarms. Once per day, a derghodaemon can summon a swarm.

Languages: Abyssal, Draconic, Infernal.

HYDRODAEMON

While at first glance these creatures seem like enormous and foul boggards, their dangerous gait, dead eyes, and wicked claws give away their fiendish nature. In their home environment, hydrodaemons swim the sickening rivers and seas of Abaddon and the River Styx, ducking beneath the rivers of pus and bile only to leap out at enemies and rend their flesh with tooth and claw. It is said these are among the few creatures able to survive in the deadly waters of the River Styx. When called to the Material Plane, hydrodaemons serve powerful spellcasters, protecting domains dotted with pools, streams, and even sewer complexes. Associated with death by drowning, these fiends use a favored tactic to draw the most anguish from their victims. Hydrodaemons first attack with their inky black sleep spittle, hoping to render victims unconscious. With their opponents unable to fight back, hydrodaemons drag their enemies into the foul waters they call home and delight as the liquid fills their victims' gasping lungs. If unable to drown a victim, they finish the job with jaws and claws.



Hydrodaemons possess an awkward gait, springing back on their heels and leaping about like humanoid frogs. Even so, they move in an unpredictable manner, twisting their bodies with each hopping movement. Hydrodaemons can also unfurl flaps of skin that allow them to glide through the air.



Type: Evil Outsider (Daemon)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Occult d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (4)
Edges: Arcane Resistance, Sweep
Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +4:** Outsider resilience.
- **Bite/Claws:** Str+d4.
- **Daemon:** Immune to acid, disease, poison, waters of Styx; +4 damage from cold iron; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Flight:** Pace 8.
- **Innate Powers:** Minor *bolt* (ACID ARROW), major *darkness*, minor *elemental manipulation* (water), minor *slumber* (SLEEP SPITTLE), minor *summon nature's ally* (elemental, water; 3/day), minor *teleport* (Greater Teleport, self).

- **Size 3:** Hydrodaemons stand 10 feet tall and weigh upward of 3,000 pounds.
- **Summon:** Once per day as a limited action this creature can summon a hydrodaemon.

Languages: Abyssal, Infernal.

LEUKODAEMON

Deacons of the Horseman of Pestilence, leukodaemons serve their lord in Abaddon as well as across the planes by spreading plagues and pandemics. The skulls that serve as their heads can be replaced with any skulls, yet these creatures choose horse skulls to show their loyalty to the Horsemen. The creature's true head is merely a blistered knob between its shoulders.

Type: Evil Outsider (Daemon)
Attributes: Agility d12+2, Smarts d8, Spirit d12, Strength d12+2, Vigor d12+1
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Healing d8, Intimidation d8, Notice d12, Occult d8, Persuasion d6, Shooting d10, Stealth d8, Survival d8
Pace: 6; **Parry:** 6; **Toughness:** 15 (4)
Edges: Arcane Resistance, Quick
Gear: Composite bow (Range 12/24/48, Damage Str+d6, AP 1).
Special Abilities:

- **Armor +4:** Outsider resilience.
- **Bite/Claws:** Str+d6.
- **Breath of Flies:** Once per encounter as a limited action, a leukodaemon can unleash a cloud of corpse-bloated, biting black flies in a Cone Template that deals 4d6 damage (this can be Evaded). Anyone Shaken or Wounded is Distracted. In addition, the flies linger for three rounds, congealing into a buzzing cloud (Medium Blast Template) centered on the cone's point of origin. Any creature that ends its turn in this cloud must make an Evasion roll to avoid taking 2d6 damage and becoming Distracted. All daemons are immune to this effect.
- **Contagion:** Any arrow a leukodaemon fires from a bow is tainted with disease. If a creature is Shaken or Wounded by a leukodaemon's arrow, it must make a Vigor roll (at −2 with a raise on the attack) or contract a debilitating disease. A leukodaemon can manifest arrows at will and never runs out of ammunition.
- **Daemon:** Immune to acid, disease, and poison; +4 damage from silver; −4 damage from cold, electricity, fire; minor *detect arcana,* minor *mind link*; ignore penalties for Illumination up to 10".
- **Flight:** Pace 12.
- **Infectious Aura:** While within 10" (20 yards) of a leukodaemon, creatures suffer a −2 penalty on rolls made to resist diseases.
- **Innate Powers:** Minor *dispel*, minor *teleport* (Greater Teleport, self).
- **Resilient:** The leukodaemon can take one Wound before it's Incapacitated.
- **Size 3:** Leukodaemons stand upward of 14 feet tall but weigh just over 200 pounds.
- **Summon:** Once per day as a limited action this creature can summon a leukodaemon.

Languages: Abyssal, Draconic, Infernal.

MELADAEMON

As personifications of death from starvation and thirst, these withered fiends spend their time destroying resources and spreading hunger. Deacons of the Horseman of Famine, these creatures visit worlds throughout the planes, destroying acres of crops and slaughtering livestock in order to harvest souls for their honored master.

Meladaemons delight in the slow death of starvation, going so far as to experiment with various bodily deficiencies and mortal weaknesses. Arrogant and utterly bound



to their patron, meladaemons rarely work with others of their kind and never serve any of the other three Horsemen except in the rarest of circumstances.

Type: Evil Outsider (Daemon)
Attributes: Agility d12, Smarts d12, Spirit d10, Strength d12+1, Vigor d12
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Healing d6, Intimidation d8, Notice d10, Occult d10, Persuasion d8, Spellcasting d8, Stealth d8, Survival d8
Pace: 6; **Parry:** 7; **Toughness:** 14 (4)
Edges: Arcane Background (Magic), Arcane Resistance, Combat Reflexes
Powers: *Bolt*, *lower trait.* **Power Points:** 10
Special Abilities:

- **Armor +4:** Outsider resilience.
- **Bite/Claws:** Str+d8.
- **Consumptive Aura:** Meladaemons radiate an aura of hunger at 5" (10 yards). A creature beginning its turn within this aura must make a Vigor roll or suffer a Fatigue due to extreme hunger. Creatures that do not need to eat are immune to this effect.
- **Daemon:** Immune to acid, disease, and poison; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Disease:** Creatures bit by a meladaemon must make a Vigor check (at −2 with a raise on the attack) or contract the lethal disease daemonic wasting, requiring a Vigor roll each day to prevent taking a Wound.
- **Flight:** Pace 12.
- **Innate Powers:** Minor *darkness*, minor *fear*, minor *teleport* (Greater Teleport, self).
- **Size 2:** Meladaemons stand over 12 feet tall and weigh around 350 lbs.
- **Very Resilient:** A meladaemon can take two Wounds before it's Incapacitated.

Languages: Abyssal, Draconic, Infernal.

OLETHRODAEMON

While some of the more powerful daemons are servitors to one of the Four Horsemen, olethrodaemons serve as juggernauts for all of the Four. These nihilistic behemoths roam the gray expanses of Abaddon, feasting on the souls of evil mortals damned to their realm. When on the Material Plane, olethrodaemons act as agents of destruction, spreading ruin and devouring mortal souls as they plow through cities and countrysides, bent on devastation. It's rare for a mortal to be able to control such a potent force, but sometimes mad spellcasters utilize effects like gate to urge an olethrodaemon to visit a devastating holocaust upon an enemy region — the olethrodaemon generally does not hold a grudge against a mortal that asks such a service from it.



While not as intelligent or scheming as many other powerful daemons (or other fiends who match their power, for that matter), olethrodaemons remain dangerous foes. They do not generally wish to lead armies and gain power by control, but rather to revel in the evil purity of annihilation. Among olethrodaemons, the greatest desire is to be the one to devour the very last mortal soul. They angle and shove for this honor, often ceding a city or group of victims to a rival if they believe that, in so doing, they might gain the advantage of positioning to consume the final soul once the multiverse has been devoured.

Type: Evil Outsider (Daemon)
Attributes: Agility d12+3, Smarts d6, Spirit d12+3, Strength d12+8, Vigor d12+8
Skills: Athletics d12, Common Knowledge d8, Fighting d12, Intimidate d12, Notice d12, Occult d10, Persuasion d6, Spellcasting d8, Stealth d8, Survival d12
Pace: 8; **Parry:** 8; **Toughness:** 22 (4)
Edges: Arcane Background (Magic), Arcane Mastery, Arcane Resistance (Imp), Frenzy, Sweep (Imp), Quick
Powers: *Bolt, burst.* **Power Points:** 10
Special Abilities:

- **Armor +4:** Outsider resilience.
- **Bite/Claws:** Str+d6, AP 4 (adamantine).
- **Breath Weapon (Soul-Drain):** Stream or Cone Template, 4d8 damage. Damages living creatures only.
- **Burrow (10"):** These daemons can tunnel swiftly through the earth and rock.
- **Daemon:** Immune to acid, disease, and poison; +4 damage from silver; −4 damage from cold, electricity, fire; major *detect arcana,* minor *mind link*; ignore penalties for Illumination up to 10".
- **Innate Powers:** Minor *barrier* (WALL OF FIRE, WALL OF ICE), minor *telekineses*, minor *teleport* (Greater Teleport, self).
- **Multiple Stomachs:** Once a creature deals enough damage to allow escape from the olethrodaemon's stomach, it has a 50% chance to end up in another stomach chamber instead of escaping. Due to the multiple stomach chambers, an olethrodaemon can house and drain up to four medium creatures at one time.
- **Size 6 (Large):** Olethrodaemons stand 25 feet tall and weigh 12,000 lbs. +1 Wound.
- **Summon:** Once per day as a limited action this creature can summon any non olethrodaemon daemon.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet.

  If Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.
- **Trample:** Str+d10.

Languages: Abyssal, Draconic, Infernal.

OLETHRODAEMON PARAGONS

Just as powerful balors become lords and pit fiends clamor for positions as infernal dukes, olethrodaemons can achieve a unique level of power among their kin. These creatures are known as paragons, and gain this level of power by pledging their loyalty to one of the Four Horsemen as a chosen agent of apocalypse. These olethrodaemons specialize in their patron's particular method of annihilation, their abilities evolving to suit the method of ruin.

Some planar scholars postulate that olethrodaemons are actually the creations of the Four Horsemen, and that the Four worked foul rites upon a fifth Horseman, with these interactions spawning olethrodaemons to serve their will and spread oblivion throughout the multiverse. The abilities of these chosen spawn warp to the tendencies of their daemonic lords.

Olethrodaemons gain a benifit based on the Horseman they follow:

Pestilence: Bite/Claws can infect their victims with a Lethal disease.

War: Bite/Claws damage increases two die types.

Famine: Gain Consumptive Aura with a −2 penalty on the Vigor roll (see meladaemon).

Death: Innate Powers: Major *lower Trait* (Vigor). If this Incapacitates the victim, they gain the Elderly Hindrance.

PISCODAEMON

These aquatic daemons roam the lower planes sowing misery and blight. They delight in drawn-out deaths, poisoning creatures or dismembering victims to watch them slowly bleed out. On their home plane of Abaddon, they gravitate toward the same aquatic regions inhabited by hydrodaemons, and often the stronger among their ranks end up leading armies of hydrodaemons. These creatures serve as sergeants in the hierarchy of Abaddon, and run their units with an excess of cruelty and violence.

Piscodaemons enjoy targeting strong, well-armored warriors, knowing the pain of their weakening poison rests poorly on shoulders accustomed to bearing heavy weights and delivering devastating blows.



Type: Evil Outsider (Daemon)
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d12+2
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Occult d8, Stealth d8, Survival d8



Pace: 6; **Parry:** 6; **Toughness:** 16 (6)
Edges: Arcane Resistance, Frenzy
Special Abilities:

- **Armor +6:** Outsider resilience.
- **Aquatic:** Pace 10.
- **Claws:** Str+d6, AP 2.
- **Daemon:** Immune to acid, disease, and poison; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Innate Powers:** Minor *dispel*, minor *fly*, minor *teleport* (Greater Teleport, self).
- **Poison (–1):** The piscodaemon's tentacles deliver a Lethal poison.
- **Resilient:** Piscodaemons can take one Wound before they're Incapacitated.
- **Summon:** Once per day as a limited action this creature can summon 1d3 hydrodaemons.
- **Size 1:** Piscodaemons are 7 feet tall and weigh 400 pounds.
- **Tentacles (2):** A piscodaemon has two tentacle actions and Reach 1. It may lash with its tentacles for Str+d4 damage.

Languages: Abyssal, Draconic, Infernal.

PURRODAEMON

Deacons of War, purrodaemons ravage the planes as generals of massive battles. They employ creative tactics and never launch an

assault without carefully looking over the plans or surveying the battlefield themselves.

Type: Evil Outsider (Daemon)
Attributes: Agility d12+1, Smarts d10, Spirit d10, Strength d12+6, Vigor d12+5
Skills: Athletics d12, Common Knowledge d4, Fighting d12, Intimidation d12, Notice d12, Occult d10, Persuasion d8, Spellcasting d10, Stealth d12, Survival d8
Pace: 6; **Parry:** 8; **Toughness:** 19 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Trademark Weapon (Halberd), Sweep, Quick
Powers: *Bolt* (flame strike), *burst* (Stream Template (CHAIN LIGHTNING)), Cone Template (CONE OF COLD)). **Power Points:** 15
Gear: Halberd (Str+d8+1, AP4, Reach, Two Hands, Damaging, Keen (enchantments from Weapon Steep)).
Special Abilities:

- **Armor +6:** Outsider resilience.
- **Bite:** Str+d4.
- **Daemon:** Immune to acid, disease, and poison; +4 damage from silver; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Fear:** Purrodaemons are frightening creatures.
- **Innate Powers:** Minor *fly*, minor *teleport* (Greater Teleport, self).
- **Size 3:** A purrodaemon is 12 feet tall and weighs 1,300 pounds.
- **Summon:** Once per day as a limited action this creature can summon two derghodaemons.
- **Weapon Steep:** A purrodaemon can sheathe a weapon in its flesh. A weapon sheathed for at least 24 hours gains up to two points of magical weapon qualities (see *Pathfinder for Savage Worlds*). A purrodaemon can have up to a dozen weapons sheathed at a time, but only one can possess magical enhancements. A weapon's enhancements vanish as soon as the purrodaemon dies or releases the weapon.

Languages: Abyssal, Draconic, Infernal.

THANADAEMON

While all daemons represent death in some fashion, thanadaemons, the Deacons of Death, represent the inevitable death through old age. Thanadaemons effortlessly work eerie skiffs along every pus- and bile-choked river in Abaddon, including the legendary River Styx. For the right price (typically 50 pp or 2 gems worth at least 300 gp each), a thanadaemon will even carry passengers on its skiff, yet those who travel with these fiends should beware — they frequently renegotiate the terms once they've got their passengers in dangerous realms.



Type: Evil Outsider (Daemon)
Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d12+2
Skills: Athletics d10, Common Knowledge d6, Fighting d12, Intimidation d10, Notice d12, Occult d12, Persuasion d10, Spellcaster d8, Stealth d8, Survival d6
Pace: 6; **Parry:** 8; **Toughness:** 17 (8)
Edges: Arcane Background (magic), Arcane Resistance (Imp), Extraction, Frenzy
Powers: *Lower Trait*, *zombie*. **Power Points:** 10
Gear: Staff (Str+d4+1, Parry +1, Reach 1, two hands, Damaging).
Special Abilities:

- **Armor +8:** Outsider resilience.
- **Claws:** Str, AP 4.
- **Daemon:** Immune to acid, disease, and poison; −4 damage from cold, electricity, fire; minor *detect arcana*, minor *mind link*; ignore penalties for Illumination up to 10".
- **Energy Drain:** Anyone hit by a thanadaemon's weapon suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Fear (–1):** A thanadaemon has a terrifying gaze.
- **Flight:** Pace 6.
- **Innate Powers:** Minor *plane shift* (self plus skiff and passengers, Astral, Ethereal, and evil planes only), minor *teleport* (Greater Teleport, self plus skiff and passengers).
- **Resilient:** Thanadaemons can take one Wound before they're Incapacitated.
- **Soul Crush:** A thanadaemon can crush a soul gem (see cacodaemon) to gain Fast Regeneration for 15 rounds. This action condemns the crushed soul to Abaddon—*resurrection* cast on this character suffers an additional −2 penalty.
- **Summon:** Once per day as a limited action this creature can summon two hydrodaemons or one thanadaemon.

Languages: Abyssal, Draconic, Infernal.



DARK SLAYER

Dark slayers are a relatively rare sub-race of the dark folk imbued with malign energies that grant them a suite of deadly spell-like abilities beyond those normally accessible to their kin. They are usually encountered leading small bands of dark creepers, and seethe with barely concealed envy of the dark stalkers, ever scheming to displace them and claim a dark folk tribe of their own. Dark stalkers direct the slayers for their own ends, grooming them for use against enemies, ever ready to sacrifice a slayer in battle for an advantage, however temporary.

Unlike other dark folk, dark slayers embrace their evil impulses. Their pleasures extend more to murder and pain than to theft or mayhem. Dark slayers are obsessed with magical trinkets, coveting them above all else. Sadly, their obsessive need to fiddle and tinker often leaves their pretties broken.

Type: Evil Humanoid (Dark Slayer)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d4, Occult d6, Persuasion d6, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 4
Edges: Formation Fighter
Gear: Dagger (Str+d4), 2× black smear (mild poison).
Special Abilities:

- **Death Throes:** When a dark slayer dies, its body implodes violently, leaving behind its gear. Creatures within a Small Blast Template take 2d4 damage. Anyone Shaken

or Wounded gains the Hard of Hearing (Major) Hindrance for 4 rounds.

- **Innate Powers:** Minor *darkness*, minor *detect arcana*.
- **Night Vision:** Dark slayers ignore all penalties for Illumination.
- **Size –1:** Dark slayers stand just short of 4 feet tall and weigh 50 pounds.
- **Soul Harvest:** When a creature is Shaken or Wounded by a dark slayer, the dark slayer becomes Resilient for the next hour.
- **Weakness (Light):** Dark slayers subtract 1 from Trait rolls requiring sight in bright light.

Languages: Dark Folk.

DECAPUS

Named for its resemblance to an octopus, the decapus is one of many bizarre creatures that hail from the deepest caverns of the world. When they are encountered aboveground, their affinity for forests (they particularly enjoy clambering around in tangled canopies) suggests that their original source might be some strange, deep underground cavern wherein magical jungles grow.

The decapus is a fairly intelligent creature — an ambush predator that makes excellent use of its ability to weave magical visual illusions and to imitate the voices of other creatures it has heard speaking. Typical decapuses know only the Aklo tongue, but when they use their sound mimicry ability to imitate creatures speaking in other languages, they can typically form short sentences even when imitating a language they don't actually know.

The decapus favors humanoid flesh over all other food (gnome flesh in particular). This creature has an enormous appetite that often drives it to consume whatever food is available — the decapus is not above cannibalism when food sources are scarce. For this reason, they are largely solitary creatures, except when the urge to mate overwhelms their urge to feed. They can live to 100 years old — although their violent natures usually result in much shorter lifespans.

Type: Evil Aberration (Decapus)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8



Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Occult d6, Performance d6, Stealth d6
Pace: 2; **Parry:** 5; **Toughness:** 10 (3)
Edges: —
Special Abilities:

- **Armor +3:** Thick hide.
- **Bite:** Str+d4.
- **Darkvision:** A decapus ignores penalties for Illumination up to 10".
- **Innate Powers:** Minor *illusion*, minor *sound* (VOICE MIMICRY).
- **Size 1:** A typical decapus has a leg span of 8' and weighs 200lbs.
- **Tentacles (2):** A decapus has two tentacle actions. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.
- **Wall Walker:** A decapus can move on vertical or inverted surfaces at Pace 6 and may run.

Languages: Aklo.

DEMONS

Demons come to the Material Plane from the Abyss. They are usually summoned by evil spellcasters as bodyguards or to complete some terrible mission. These irredeemably evil creatures have destructive and malicious tendencies. They sometimes do as they please, despite the reasons for their summoning.

DRETCH

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

The lowly dretch is as hideous and foul as it is cruel, even if it lacks the strength and power to realize its need to brutalize others. The lot of the dretch's existence is to serve more powerful demons as victims.

Dretches form from the souls of slothful, evil mortals — yet it only takes a small fragment of a soul to trigger such a hideous birth. A single soul can often trigger the manifestation of a small army of dretches, and the sight of a horde of fresh-birthed dretches pulling free from the heaving protomatter of the Abyss is a nauseating and terrifying one indeed.

Type: Evil Outsider (Demon)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d6, Persuasion d4, Stealth d6
Pace: 5; **Parry:** 4; **Toughness:** 6 (2)
Edges: —
Special Abilities:

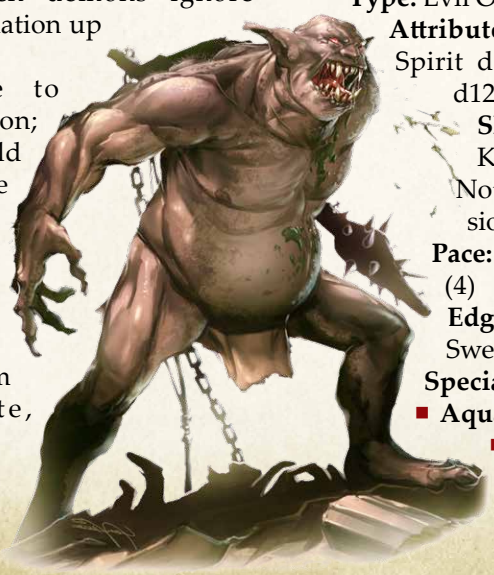
- **Armor +2:** Demonic hide.
- **Bite/Claws:** Str+d4.
- **Darkvision:** Dretch demons ignore penalties for Illumination up to 10".
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; −4 damage from acid, cold, fire; minor *detect arcana*.
- **Innate Powers:** minor *fear*, minor *mind link*, minor *stun* (Shroud, Medium Blast Template, (STINKING CLOUD)).
- **Size −1:** A dretch stands 4 feet tall and weighs 180 pounds.
- **Summon:** Once per day as a limited action this creature can summon a dretch.

Languages: Abyssal (can't speak).

HEZROU

These monstrous and bestial creatures form from the souls of evil mortals who poisoned themselves, their kin, or their surroundings, such as drug addicts, assassins, and alchemists who cared not how their experiments polluted the environment. They dwell in the vast Abyssal swamps, mires, and waterways, equally at home on land and in the water. The presence of a hezrou has an obvious effect on the nearby flora and water, causing plant life to twist and knurl and infusing water with a foul odor and brackish taste — signs much easier to spot on the Material Plane than the Abyss. Long exposure to this corruption can cause vile transformations and hideous deformities. Often, entire backwater communities of deformed mutants owe their twisted countenances not as much to incest and poor breeding as they do to a hezrou's proximity.

Although quite intelligent, a hezrou can fairly be said to waste its intellect. They prefer the simple pleasures — slumber, the thrill of torture, the bliss of feasting on a living meal, or the joy of feeling something beautiful breaking and crumbling in a clenched fist. They do not often seek to build empires or lead cults — although few hezrous would turn away prospective minions who came to serve the demon on their own.



Type: Evil Outsider (Demon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12+4
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d12, Occult d6, Persuasion d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 18 (4)
Edges: Arcane Resistance (Imp), Sweep (Imp)
Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +4:** Demonic hide.



- **Bite/Claws:** Str+d6, AP 2.
- **Darkvision:** Hezrou demons ignore penalties for Illumination up to 10".
- **Demon:** Immune to electricity and poison; −4 damage from acid, cold, fire; minor *detect arcana*.
- **Innate Powers:** Minor *mind link*, minor *intangibility*, minor *teleport* (Greater Teleport, self).
- **Nausea:** While within the reach of a hezrou demon, creatures are Distracted due to the foul fluids and vapors that seethe from it.
- **Resilient:** Hezrou can take one Wound before they're Incapacitated.
- **Size 4 (Large):** +1 Wound.
- **Summon:** Once per day as a limited action this creature can summon a hezrou demon.

Languages: Abyssal, Celestial, Draconic.

KALAVAKUS

Known to some as "horned demons," the kalavakus demons are hulking, muscled beasts. They work as slavers on the Abyss, sometimes as harem keepers or captains of the guard for a more powerful demon, and at other times as mercenaries who sell their captured victims for profit to anyone with the funds to pay. They form from the souls of evil mortals who were slavers in their mortal lives.

This muscular, violet demon walks upon elephantine feet. Large, razor-sharp horns cover its body.

Type: Evil Outsider (Demon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d12+2
Skills: Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d10, Occult d6, Persuasion d4, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 17 (7)
Edges: Arcane Resistance (Imp)
Special Abilities:

- **Armor +7:** Demonic hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Demon:** Immune to electricity and poison; −4 damage from acid, cold, fire; ignore penalties for Illumination up to 10"; minor *detect arcana*.
- **Enslave Soul:** As a free action, a kalavakus can enslave the soul of a mortal creature within 10" (20 yards). The target resists with a Spirit check, with success, the target is Shaken (though becomes immune to this ability for 24 hours). With failure, the target's soul is enslaved—this creature suffers −2 on attack rolls against the kalavakus. If the kalavakus slays the target, the soul infuses the demon's body, affecting it with minor *healing*. A kalavakus can have only one soul enslaved at a time.



- **Horns:** Str+d8.
- **Innate Powers:** Minor *fly*, minor *mind link*, minor *puppet*, minor *telekinesis*, minor *speed*, minor *teleport* (Greater Teleport, self).
- **Resilient:** Kalavakus can take one Wound before they're Incapacitated.
- **Size 1:** A kalavakus is 7 feet tall and weighs 450 pounds.
- **Summon:** Once per day as a limited action this creature can summon a kalavakus demon.

Languages: Abyssal, Celestial, Common, Draconic.

MARILITH

This snake-bodied fiend has a six-armed woman's torso, pointed ears, and glittering, otherworldly eyes.

The leaders of Abyssal hordes and queens of Abyssal nations, the dreaded mariliths serve demon lords as governesses, advisors, and even lovers, yet their brilliance as tacticians makes them most sought after as generals and commanders of armies. The most powerful mariliths serve no one, and instead command ravenous fiendish legions.



Only the most arrogant and proud evil souls, typically those of cruel kings, sadistic generals, and exceptionally violent warlords, can trigger the manifestation of a marilith.

Type: Evil Outsider (Demon)
Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+2, Vigor d12+6
Skills: Athletics d10, Battle d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d12, Persuasion d10, Science d8, Stealth d8
Pace: 7; **Parry:** 7; **Toughness:** 19 (4)
Edges: Arcane Resistance (Imp), Command, Command Presence, Fervor
Gear: Longsword (Str+d8) ×6.
Special Abilities:

- **Armor +4:** Demonic hide.
- **Crushing Coils:** Anyone Shaken or Wounded by a marilith's tail attack must make a Vigor check (−2 with a raise on the attack) or be Stunned.
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; −4 damage from acid, cold, fire; ignore penalties for Illumination up to 10"; minor *detect arcana*.
- **Innate Powers:** Minor *fly*, minor *illusion*, minor *mind link*, minor *smite*, minor *telekinesis*, minor *teleport* (Greater Teleport, self).
- **Multiweapon Mastery (6):** As a limited action, a marilith can make six attacks at Reach 1 as long as she is attacking with a weapon in different hands.
- **Size 4 (Large):** A marilith measures 20 feet long. It weighs 4,000 lbs. +1 Wound
- **Summon:** Once per day as a limited action this creature can make a Spirit check at −4 to summon a marilith.
- **Tail:** Str+d6.

Languages: Abyssal, Celestial, Draconic.

OMOX

Amorphous beings of living slime, these repulsive demons lurk in fetid pools and lakes of filth, eager to drown unwary passersby. When summoned to the Material Plane, omoxes typically guard places of sacred filth or waters watched over by cults of Jubilex, the demon lord with which these foul demons are most commonly associated.

They form from the souls of those who destroyed beautiful things in life, or who befouled and desecrated objects of purity.

Type: Evil Outsider (Demon)
Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12+3, Vigor d12+2
Skills: Athletics d12, Common Knowledge d6, Fighting d10, Notice d10, Occult d8, Persuasion d4, Stealth d10
Pace: 8; **Parry:** 7; **Toughness:** 14 (3)
Edges: Arcane Resistance, Extraction
Special Abilities:

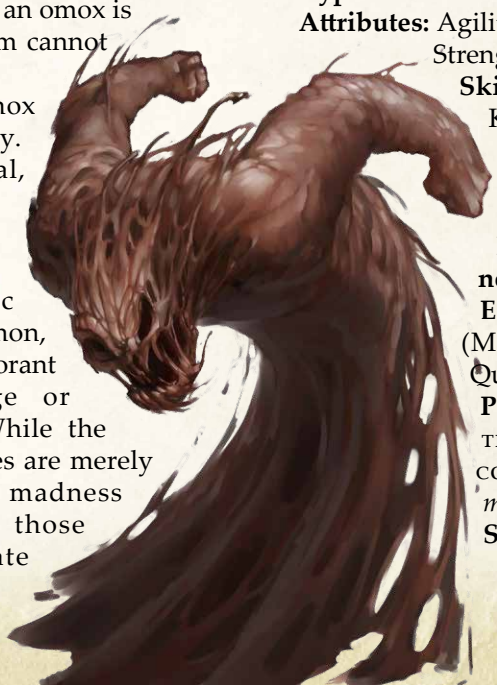
- **Armor +3:** Corrupt ooze.
- **Aquatic:** Pace 16.
- **Bash:** Str+d8, AP 4 (acid).
- **Darkvision:** Omox demons ignore penalties for Illumination up to 10".
- **Demon:** Immune to acid, disease, electricity, poison, and Stunned; −4 damage from cold, fire; minor *detect arcana*.
- **Innate Powers:** Minor *elemental manipulation* (water), minor *intangibility* (three times per day), minor *telekinesis*, minor *teleport* (Greater Teleport, self).
- **Resilient:** Omox can take one Wound before they're Incapacitated.
- **Size 2:** Omox demons stand 7ft tall and weigh 1,200lbs.
- **Slime:** An omox can remove some of its nauseating acidic slime that makes up its body, and throw it using Athletics (Range 6/12/24). Any creature struck by this glob of slime must make an Athletics roll at −2 or be Entangled (Bound if the attack got a raise).
- **Smothering:** While an omox is grappling, its victim cannot breathe or speak.
- **Summon:** One omox demon, once per day.

Languages: Abyssal, Celestial, Draconic.



Shadow Demon

Tales of demonic possession are common, used often by the ignorant to explain strange or violent behavior. While the majority of such cases are merely manifestations of madness or derangement, those that are legitimate possessions are often the work of shadow demons.



Unlike many demons, shadow demons are incorporeal. When a particularly envious and evil mortal soul is pulled into the Abyss, it is transformed, split apart, and combined with other souls until what emerges is little more than jealous malevolence without the impediment of a physical body.

Type: Evil Outsider (Demon)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d4, Notice d10, Occult d6, Persuasion d8, Spellcasting d8, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 7
Edges: Arcane Background (Magic), Arcane Resistance, Quick
Powers: *Bolt* (shadow evocation), *conjure item* (shadow conjuration), *darkness*, *fear*, *magic jar*. **Power Points:** 15
Special Abilities:

- **Bite/Claws:** Str+d4 AP 2 (cold).
- **Darkvision:** Shadow demons ignore penalties for Illumination up to 10".
- **Demon:** Immune to cold, electricity, and poison; +4 damage from cold iron; −4 damage from acid, fire; minor *detect arcana*.
- **Ethereal:** Shadow demons can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Flight:** Pace 8.
- **Innate Powers:** Major *invisibility* (see Shadow Blend), minor *mind link*, minor *telekineses*, minor *teleport* (Greater Teleport, self).
- **Resilient:** Shadow demons can take one Wound before they're Incapacitated.
- **Shadow Blend:** A shadow demon can only use its Major *invisibility* if it is in Dim, Dark, or Pitch Darkness Illumination. Artificial illumination and the glow Power Modifier do not negate this ability.
- **Summon:** Once per day as a limited action this creature can summon a shadow demon.
- **Weakness (Daylight):** Shadow demons flee from direct sunlight. While exposed to it, they cannot attack and are Vulnerable.

Languages: Abyssal, Common.



SHEMHAZIAN

Although nearly all the horrors of the Abyss prey upon one another in an endless, eternal bloodbath, shemhazians are predators among predators. They are more intimidating and physically powerful than most demons, combining the features of numerous insectile and bestial hunters into one massive, deadly form. Although they don't require sustenance, shemhazians take perverse delight in mutilating and eating their victims.

They form from the sinful souls of torturers and those who enjoyed mutilating living victims to death.

Type: Evil Outsider (Demon)
Attributes: Agility d10, Smarts d4, Spirit d12, Strength d12+8, Vigor d12+4
Skills: Athletics d8, Common Knowledge d4, Fighting d10, Healing d10, Intimidation d10, Notice d12, Occult d10, Persuasion d8, Stealth d4
Pace: 8; **Parry:** 7; **Toughness:** 20 (3)
Edges: Arcane Resistance (Imp), First Strike, Frenzy (Imp)
Special Abilities:

- **Armor +3:** Demonic hide.
- **Bite/Claws:** Str+d6.
- **Darkvision:** Shemhazian demons ignore penalties for Illumination up to 10".
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; −4 damage from acid, cold, fire; *detect arcana* at will.
- **Energy Drain (Strength):** Anyone Shaken or Wounded by an attack must make a Vigor roll (−2 if the attack had a raise) or suffer Energy Drain (Strength).
- **Flight:** Pace 12.
- **Innate Powers:** Minor *invisibility*, major *mind link*, minor *telekineses*, minor *teleport* (Greater Teleport, self).
- **Paralyzing Gaze:** Once per day a shemhazian demon can use this ability. All non-evil creatures within 6" must make a Vigor roll at −2 or be Stunned.
- **Pincers:** Str+d8, AP 2.
- **Size 7 (Large):** A shemhazian stands 35 feet tall and weighs 12,000 pounds. +1 Wound.
- **Summon:** 1d4 vrocks, as a limited action once per day.

Languages: Abyssal, Celestial, Draconic.



VROLIKAI

Unlike other demons, it does not form from a sinful soul—it instead manifests from a nabasu demon that returns to the Abyss after growing to maturity on the Material Plane. Not all nabasus survive this transformation, but those who do become powerful indeed—vrolikai usually rule large regions of unclaimed Abyssal land, and often serve as assassins or ambassadors to demon lords in need of an agent in a distant realm.

This black-skinned, bat-winged demon has four arms; a long, thin tail; and a leering, fanged face with dead, white eyes.

Type: Evil Outsider (Demon)
Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+5, Vigor d12+4
Skills: Athletics d10, Common Knowledge d6, Fighting d12, Intimidation d10, Notice d12, Occult d8, Persuasion d12, Spellcasting d8, Stealth d8, Survival d8
Pace: 8; **Parry:** 8; **Toughness:** 14 (2)
Edges: Arcane Resistance (Imp), Frenzy (Imp), Quick
Powers: *Healing, silence.* **Power Points:** 15
Special Abilities:

- **Armor +2 (Heavy Armor):** Demonic hide.
- **Bite/Claws:** Str+d6, AP 1.
- **Black Flame Knives:** A vrolikai can manifest magical daggers (Accurate) made of crystallized black flames in each of its four hands as a free action.
- **Death-Stealing Gaze:** As a limited action, a vrolikai can force a creature within 6" to make a Spirit check or suffer Energy Drain Vigor. Creatures Incapacitated by this become zombies under the vrolikai's control.
- **Demon:** Immune to electricity and poison; +4 damage from cold iron; −4 damage from acid, cold, fire; major *detect arcana* at will.
- **Energy Drain (Strength):** Anyone hit by a black flame knife must make a Vigor roll (−2 if the attack had a raise).
- **Flight:** Pace 12.
- **Innate Powers:** Major darkness, minor *lower Trait*, minor *mind link*, minor *telekinesis*, minor *teleport* (Greater Teleport, self).
- **Night Vision:** Vrolikai ignore all penalties for Illumination.
- **Size 2:** This creature is 14 feet tall but weighs only 500 lbs.
- **Sting:** Str+d4, anyone Shaken or Wounded becomes Distracted.
- **Summon:** Once per day as a limited action this creature can summon a marilith or 2 glabrezus.

Languages: Abyssal, Celestial, Draconic.

DENIZEN OF LENG

These eerie denizens travel the universe from their strange homeland of Leng, walking uncontested when they disguise themselves as humans by wearing loose-fitting robes and wrappings about the head and face. Under these disguises, they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves.

Scholars have argued over where the otherworldly realm of Leng lies—some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng travel to other planes freely, and often do so in strange, black ships, seeking new breeds of slaves or trading

rubies for unusual services or magical treasures. At other times, their visits are more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that can spill into other worlds.

Type: Evil Outsider (Denizen of Leng)
Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d10
Skills: Academics d8, Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Occult d8, Performance d8, Persuasion d8, Stealth d10, Thievery d10
Pace: 8; **Parry:** 6; **Toughness:** 10 (3)
Edges: Arcane Resistance, Formation Fighter
Special Abilities:

- **Armor +3:** Unnatural resistance.
- **Bite/Claws:** Str+d6.
- **Darkvision:** Denizens of Leng ignore penalties for Illumination up to 10".
- **Energy Drain:** A creature bit by a denizen of Leng suffers Energy Drain (Agility). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Environmental Resistance:** Cold, electricity.
- **Fast Regeneration:** Denizens of Leng may attempt a natural healing roll every round until they're Incapacitated unless the Wounds were caused by silvered objects.
- **Immune:** Poison.
- **Innate Powers:** Major *fly* (levitate up and down only), *mind reading* (use Smarts roll), minor *plane shift*, minor *speak language* (all languages).
- **Pack Tactics:** Denizens add any Gang Up bonus to their Fighting damage rolls.
- **Unusual Anatomy:** Denizens of Leng don't suffer additional damage from Called Shots. Additionally, denizens of Leng do not need to breathe.

Languages: Aklo.



DEVILS

Devils are evil outsiders from the nine layers of Hell. They seek to destroy all things good, on Golarion and elsewhere. Whether for sport or at the bidding of superiors, devils delight in dragging mortal souls to the depths of their home plane.

Many types of devils are known to scholars and occultists. Each of these masters of corruption specializes in unique forms of depravity or temptation. Devils are often summoned by evil spellcasters — and are quick to make devious bargains with the souls they intend to take. Ultimately their allegiance is always to the hierarchies of Hell.

BARBED (HAMATULA)

Sentinels of the vaults of Hell, jailers of the darkest souls, and living weapons of the infernal forges, barbed devils — known as hamatulas to diabolists — enforce the strictures of the damned and safeguard the nefarious works of greater devils. A hamatula enjoys the feel of warm blood on its spines, and prefers to leap into melee when presented with an opportunity for battle.

Hamatulas are collectors and organizers, and are favorite allies of greedy summoners as they often bring with them tempting treasures from Hell's vaults or know the paths to deadly riches. Left to their own devices, the lairs of these devils often bear the pierced trophies of their past victims, hung like perverse bug collections on bloodied walls.

Type: Evil Outsider (Devil)
Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+1, Vigor d12
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d10, Occult d10, Persuasion d6, Spellcasting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 15 (7)
Edges: Arcane Background (Magic), Arcane Resistance, Sweep
Powers: *Bolt*, *stun*. **Power Points:** 15.
Special Abilities:

- **Armor +7:** Fiendish resilience.
- **Claws:** Str+d6, AP 2.



- **Barbed Defense:** A creature that strikes a barbed devil with a melee weapon or natural weapon takes 2d6 damage from the barbs. Melee weapons with Reach do not endanger a user.
- **Devil:** Ignore penalties for Illumination up to 10"; −4 damage from acid, cold; immune to fire, poison.
- **Fear:** Anyone Shaken or Wounded by a barbed devil's claws must make a Fear check.
- **Innate Powers:** Minor *mind link,* minor *illusion,* minor *teleport* (Greater Teleport, self).
- **Resilient:** Barbed devils can take one Wound before they're Incapacitated.
- **Summon:** Once per day as a limited action, this creature can summon a barbed devil.

Languages: Celestial, Common, Draconic, Infernal.

BEARDED (BARBAZU)

Elite warriors in Hell's legions, bearded devils — or barbazus — fight savagely in the name of their infernal lords and command mindless hordes of the damned into battle. They collect and train with their infernally forged glaives among the vaults of Hell's third layer, Erebus, but inevitably return to the first layer, Avernus, to serve at the side of the dread lord Barbatos.

Barbazus are fond of charging with their glaives, and try to maintain a gap between themselves and their foes so they can use their polearms to great effect. Against a foe that has greater reach, they drop their glaives and resort to their claws and hideous beards.

Type: Evil Outsider (Devil)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d12
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 12 (4)
Edges: Arcane Resistance
Gear: Glaive (Str+d8, Reach 1, Two Hands).
Special Abilities:

- **Armor +4:** Fiendish resilience.
- **Beard:** Str.
- **Claws:** Str+d4.
- **Devil:** Ignore penalties for Illumination up to 10"; +4 damage from silvered weapons; −4 damage from acid, cold; immune to fire, poison.
- **Disease:** Anyone Wounded by a barbazu's beard must make a Vigor roll (at −2 with a raise on the attack) or contract devil chills. This is a Lethal disease, requiring a Vigor roll each day to prevent taking a Wound.
- **Innate Powers:** Minor *mind link,* minor *teleport* (Greater Teleport, self).
- **Rending:** Anyone Shaken or Wounded by a glaive attack begins to bleed profusely and must make a Vigor roll at the start of their next turn. Failure causes the victim to take a Wound. Success prevents the Wound but the roll must be made again on the victim's next turn. A raise or successful healing stops the bleeding.
- **Summon:** Once per day as a limited action this creature can summon a bearded devil or six lemures.

Languages: Celestial, Common, Draconic, Infernal.



BELIER (BDELLAVRITRA)

Masterful possessors and foul manipulators, belier devils are among the most feared masterminds of Hell. Known as bdellavritras to devilkind, these worm-like fiends avoid physical confrontation. Instead, they target influential individuals for possession, using them to manipulate events by proxy. If their schemes are uncovered, the devils retaliate with all the power at their host bodies' disposal.

A bdellavritra's voice can emanate from its worm-like maw, from any of its human-like mouths, or from all four at once, as it desires. Each mouth has its own distinct voice, often pleasing to the human ear.

Type: Evil Outsider (Devil)
Attributes: Agility d12+1, Smarts d12+2, Spirit d12+3, Strength d12+2, Vigor d12+2
Skills: Athletics d6, Common Knowledge d10, Fighting d10, Intimidation d12, Notice d12, Occult d12, Persuasion d10, Spellcasting d12, Stealth d10
Pace: 5; **Parry:** 7; **Toughness:** 18 (5)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Quick
Powers: *Bolt*, *damage field*, *magic jar*, *plane shift*, *puppet*, *scrying*. **Power Points:** 15
Special Abilities:

- **Armor +5:** Infernal Hide.
- **Bite:** Str+d6, AP 2.
- **Blood Drain:** A belier devil can suck blood from a bound opponent; instead of crushing him, it drains blood, causing Energy Drain (Vigor).
- **Devil:** Ignore penalties for Illumination up to 10"; +4 damage from silver; −4 damage from acid and cold; immune to fire and poison; minor *detect arcana*.
- **Flight:** Pace 12.
- **Innate Powers:** Major *dispel*, minor *illusion*, minor *mind link*, minor *teleport* (Greater Teleport, self).
- **Possession:** When a belier devil casts *magic jar*, it can identify and pinpoint life forces accurately, allowing it to select its victims with ease. It does not require a receptacle to use magic jar. If it uses magic jar on a host while on the Material Plane, its own body becomes ethereal for the duration of the possession and the magic jar effect lasts until dispelled, the devil ends the effect, it is forced out of its host, or it or its host is slain.
- **Size 4 (Large):** A belier is 16 feet from worm-mouth to human heads, and weighs 3,000 pounds. +1 Wound
- **Summon:** Once per day as a limited action the belier devil can summon 3 barbed devils.
- **Tentacles (2):** A belier devil has two tentacle actions with its massive tongues. These have Reach 2 and deal Str+d4 damage.
- **Very Resilient:** Belier devils can take two Wounds before they're Incapacitated.

Languages: Celestial, Common, Draconic, Infernal.



FURIES (ERINYES)

Known by many names — the Fallen, the Ash Wings, and the Furies — the erinyes mock the form of the angelic hosts in their exaction of vengeance and bloody justice. Executioners, not judges, erinyes alight upon the bladed eaves of Dis, Hell's cosmopolitan second layer, ever attentive for chances to soar into battle. All erinyes weave deadly living ropes from their own hair, which they use to lift their foes into the air, mocking and condemning their victims for their transgressions before dropping them from great heights.

Erinyes appear as darkly beautiful angels, augmenting their sensuality with deliberate bruises and scars. Despite their beauty, erinyes are not seducers — they lack the subtlety and patience required for emotional manipulations. Instead they prefer to solve their problems with swift and excruciating violence. Often, an erinyes will stay her hand before attempting to slay a foe simply so she can draw out the victim's suffering. Death is usually the only way to escape an erinyes's not-so-tender attentions, and the most powerful of these devils excel at keeping their enemies alive but helpless so as to extend their torment. Rumors hold that the most powerful erinyes torturers have skills that allow their torment to continue even after their subject has died from their attentions.

Most erinyes stand just under 6 feet tall and weigh approximately 140 pounds, even with their black- feathered wings that stretch over 10 feet wide.

Type: Evil Outsider (Devil)
Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12, Vigor d12
Skills: Athletics d10, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Occult d6, Persuasion d8, Shooting d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 11 (3)
Edges: Arcane Resistance, Rapid Shot
Gear: Longsword (Str+d8, AP 1, Accurate), composite longbow (Range 12/24/48, Damage Str+d6, AP 2, Elemental (Fire)), 20 arrows.
Special Abilities:

- **Armor +3:** Fiendish resilience.
- **Devil:** Ignore penalties for Illumination up to 10"; −4 damage from acid, cold; immune to fire, poison.
- **Entangle:** Each erinyes carries a 50-foot-long rope that entangles opponents of any size as a minor *entangle* spell. An erinyes can hurl its rope 5" (10 yards) with an Athletics roll. An erinyes's rope functions only for the erinyes who made it and no other.
- **Fear (−1):** Erinyes devils are terrifying beings.
- **Flight:** Pace 10.
- **Innate Powers:** Minor *detect arcana*, minor *illusion*, minor *mind link*, minor *teleport* (Greater Teleport, self).



- **Resilient:** Erinyes devils can take one Wound before they're Incapacitated.
- **Summon:** Once per day as a limited action, this creature can summon one bearded devil.

Languages: Celestial, Common, Draconic, Infernal.

HANDMAIDEN (GYLOUS)

Known as handmaiden devils, Mothers of Pain, and Maids of Miscarriage, gylous attend to the whims and schemes of Hell's few female overlords. Like manipulative matrons amid decadent mortal courts, these deceivers hide their fathomless evil beneath illusions of beauty, graciousness, and tradition. Gylous particularly loathe children. It's said that the persistent cry of a babe can sometimes cause these fiends to abandon their illusions and viciously attack.

As greater devils, gylous can command many lesser devils, yet harbor an exclusive favoritism for erinyes. A gylou weighs 160 pounds and stands stiffly at 5-1/2 feet — though many wear their head-sprouting tentacles in tall, elaborate coiffures.



Type: Evil Outsider (Devil)
Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+2, Vigor d12+2
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Notice d8, Occult d8, Performance d8, Persuasion d8, Stealth d8
Pace: 8; **Parry:** 7; **Toughness:** 19 (10)
Edges: Arcane Resistance (Imp), Quick
Special Abilities:

- **Armor +10:** Infernal Hide.
- **Claws:** Str+d8, AP 2.
- **Devil:** Ignore penalties for Illumination up to 10″; –4 damage from acid and cold; immune to fire and poison; minor *detect arcana*.
- **Innate Powers:** Minor *disguise*, minor *dispel*, major *fly*, minor *illusion*, minor *mind link*, minor *puppet*, minor *teleport* (Greater Teleport, self), major *wall walker*.
- **Summon:** Once per day as a limited action, this creature can summon two erinyes devils.
- **Tentacle Cage:** If a gylou grapples a creature, she transfers it into her lower body's nest of cage-like tentacles. This works like swallow whole.
- **Tentacles (2):** A gylou has two tentacle actions. These have Reach 2 and deal Str+d4 damage.
- **Very Resilient:** Gylous can take two Wounds before they're Incapacitated.

Languages: Celestial, Common, Draconic, Infernal.

DEVILFISH

Although the devilfish superficially resembles a seven-armed octopus, it is an altogether different creature. Possessing a rudimentary intellect, a devilfish can understand and even speak a few words and phrases in various languages, although when it speaks it has a tendency to mix languages together, making it somewhat difficult to understand.

The devilfish's intelligence and several of its abilities are gifts from a fiendish legacy. Most sages believe that the original devilfish were once outsiders from the Abyss, and that over the course of thousands of years they became true natives of the Material Plane's oceans. Rumors of far more intelligent devilfish dwelling in the deepest ocean trenches persist.

Type: Evil Magical Beast (Devilfish)
Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4
Pace: 2; **Parry:** 6; **Toughness:** 10 (3)
Edges: Sweep
Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +3:** Rubbery hide.



- **Bite:** Str+d6, AP 2.
- **Environmental Resistance:** Cold.
- **Night Vision:** Devilfish ignore all penalties for Illumination.
- **Poison:** A devilfish bite contains a mild poison.
- **Size 1:** A devilfish is 10 feet long and weighs 500 pounds.
- **Tentacles (2):** A devilfish has two tentacle actions. These have Reach 2 and deal Str+d4 damage.
- **Unholy Blood:** The devilfish's blood is infused with fiendish magic. Once per day, as a free action, a devilfish can emit a night-black cloud (Large Blast Template) of this foul liquid. In water, the blood provides total cover for everything but a devilfish (which can see through it); on land the slippery blood coats the ground, making the area Difficult Ground. The blood persists for one minute before fading. Anyone who enters a cloud in the water or who is within the template on land is Distracted.

Languages: Abyssal, Aquan, Common.

DINOSAURS

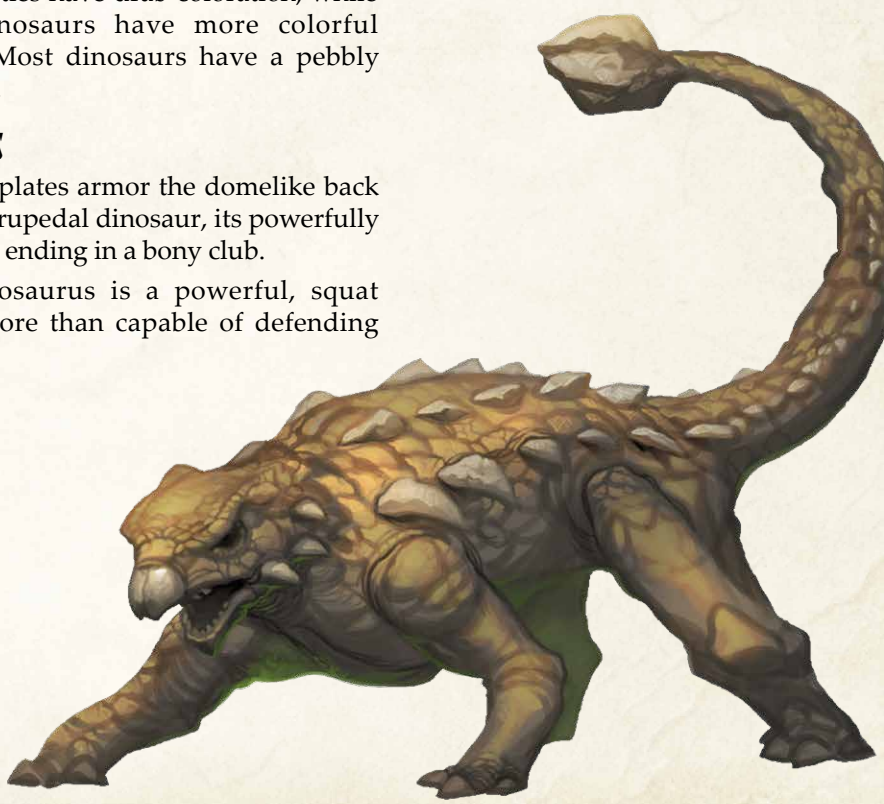
Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have more colorful markings. Most dinosaurs have a pebbly skin texture.

ANKYLOSAURUS

Thick bony plates armor the domelike back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.

The ankylosaurus is a powerful, squat dinosaur more than capable of defending itself against enemies. Its back is heavily armored with thick bony plates and spikes. A solid blow from an ankylosaurus's tail can leave most creatures stunned long enough for the armored dinosaur to escape, although once confronted, most ankylosauruses are too ill-tempered and stubborn to flee. Instead, they stand their ground and use their tails to great effect in battle.

Type: Neutral Animal (Dinosaur)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 14 (2)
Edges: —
Special Abilities:
- **Armor +2:** Tough hide.
- **Low Light Vision:** An ankylosaurus ignores penalties for Dim and Dark Illumination.
- **Size 5 (Large):** +1 Wound. An ankylosaurus is 30 feet long and weighs 6,000 pounds.
- **Stun:** Anyone Shaken or Wounded by the ankylosauruses tail must make a Vigor roll or be Stunned.
- **Tail:** Str+d6.





DEINONYCHUS

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

Type: Neutral Animal (Dinosaur)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10
Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8
Pace: 12; **Parry:** 5; **Toughness:** 9 (2)
Edges: —
Special Abilities:

- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** A deinonychus ignores penalties for Dim and Dark Illumination.
- **Pack Tactics:** The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.
- **Pounce:** If a deinonychus makes a Wild Attack when leaping on prey, it adds +4 damage instead of +2 to one successful Fighting attack.
- **Speed:** d10 running die.

PTERANODON

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

The pteranodon is not a dinosaur but rather a large flying reptile that is often found in areas dinosaurs are common. Its flight lacks grace, so it lands on the ground to fight foes it can't carry away.

Type: Neutral Animal (Pteranodon)
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d4
Pace: 2; **Parry:** 5; **Toughness:** 7 (1)
Edges: —
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d4.
- **Flight:** Pace 10.
- **Low Light Vision:** A pteranodon ignores penalties for Dim and Dark Illumination.
- **Size 1:** A pteranodon has a wingspan of 30 feet but only weighs 40 pounds.

STEGOSAURUS

The stegosaurus is one of the most distinctive-looking dinosaurs — its twin rows of dorsal plates and spiked tail are enough to give most predators second thoughts before attacking.

Type: Neutral Animal (Dinosaur)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 16 (3)
Edges: Sweep
Special Abilities:

- **Armor +3:** Armor plating.



- **Low Light Vision:** A stegosaurus ignores penalties for Dim and Dark Illumination.
- **Size 6 (Large):** +1 Wound. The stegosaurus is 30 feet long, 14 feet tall, and weighs 5,000 pounds.
- **Tail:** Str+d6, AP 2.
- **Trample:** Str+d6

TYRANNOSAURUS

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

Type: Neutral Animal (Dinosaur)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12
Skills: Athletics d6, Fighting d10, Notice d12, Stealth d4
Pace: 7; **Parry:** 7; **Toughness:** 17 (2)
Edges: —
Special Abilities:

- **Armor +2:** Tough hide.
- **Bite:** Str+d6.
- **Low Light Vision:** A tyrannosaurus ignores penalties for Dim and Dark Illumination.
- **Size 7 (Large):** The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds. +1 Wound.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet.

  If the t-rex is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If it is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Swat:** Ignores 4 points of Scale penalties.



DRAGON, PRIMAL

Though chromatic and metallic dragons are the most widely known, other categories of true dragon exist. Presented on the following pages are the five primal dragons — powerful creatures that hail from the elemental planes and the Plane of Shadows.

PRIMAL DRAGON, BRINE

Although not inherently evil, brine dragons have little patience for kindness and philanthropy. As they age, they grow more and more opinionated and obsessed with power — by adult age, a brine dragon counts itself a failure if it doesn't rule over a collection of "lesser beings" such as humans, merfolk, locathah, or even sahuagin.

A blue-green neck frill sweeps back from the head of this dragon, leading to a body of shiny scales and fin-like crests.

Type: Neutral Dragon (Brine Dragon)
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d12+2, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Healing d8, Notice d8, Persuasion d8, Stealth d6, Survival d8
Pace: 12; **Parry:** 6; **Toughness:** 12 (4)

Edges: Dodge, Frenzy
Special Abilities:
- **Aquatic:** Pace 12.
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Acid):** Stream Template, 3d6 damage.
- **Dragon:** Ignore penalties for Illumination; immune to acid, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Innate Powers:** Minor *darkness* (obscuring mist; Large Blast Template), major *environmental protection* (water breathing).
- **Size 2:** Brine dragons are medium sized dragons.
- **Speak with Animals:** Brine dragons can speak with any fish.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Aquan, Common, Draconic.

Brine Dragon, Adult

As Brine Dragon with the following updates:

Type: Neutral Dragon (Brine Dragon)
Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12+5, Vigor d10
Skills: Athletics d8, Common Knowledge d10, Fighting d10, Healing d8, Notice d8, Occult d10, Persuasion d8, Spellcasting d8, Stealth d6, Survival d8
Pace: 12; **Parry:** 7; **Toughness:** 17 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Dodge, Frenzy (Imp)
Powers: *Blast* (sleet storm), *invisibility*, *lower Trait*, *shape change.* **Power Points:** 20.
Special Abilities:
- **Armor +6:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Acid):** Stream Template, 4d6 damage.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 4 (Large):** Adult brine dragons are large creatures. They take one extra Wound.

Languages: Aquan, Common, Draconic, Elven, Halfling.



Brine Dragon, Wyrmling

As Brine Dragon with the following updates:

Type: Neutral Dragon (Brine Dragon)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Stealth d6, Survival d6
Pace: 12; **Parry:** 5; **Toughness:** 5 (2)
Edges: —
Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Breath Weapon (Acid):** Stream Template, 2d6 damage.
- **Flight:** Pace 10.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –2 (Small):** Brine wyrmlings are small creatures.

Languages: Common, Draconic.

Primal Dragon, Cloud

Cloud dragons stay out of the complicated political schemes and obsessions of other dragons (especially the chromatic dragons), preferring to live their lives freely and as the whim to travel strikes them. Exploration and viewing new lands from far above are the cloud dragon's greatest joy, rivaled only by speaking with new creatures and gaining exotic treasures from them. They keep lairs on high mountain peaks, but are often away on journeys of discovery, returning home only when they've claimed a new treasure that needs to be placed in safekeeping back home.

The blue-white scales of this four-horned dragon exude wisps of fog. The dragon's snout is short but filled with sharp teeth.

Type: Neutral Dragon (Cloud Dragon)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Occult d8, Persuasion d10, Stealth d6
Pace: 8; **Parry:** 6; **Toughness:** 14 (4)
Edges: Dodge, Frenzy
Special Abilities:

- **Armor +4:** Scaly hide.
- **Aquatic:** Pace 8.
- **Bite/Claws:** Str+d6, AP 2.

Dragon Age

Dragons vary in age and size. The base profiles are for a young dragon, with all the creature's statistics and Special Abilities. Additional profiles are listed for adults and wyrmlings, which build up or scale down from the base statistics.

Adult

This profile lists all Traits, Derived Statistics, and Edges. Adults have the same Special Abilities as their base counterpart, with any adjustments listed. Adults are Wild Cards and so they aren't Resilient or Very Resilient.

Wyrmling

This profile lists all Traits, Derived Statistics, and Edges. Wyrmlings have the same Special Abilities as their base counterpart, with any adjustments listed. Wyrmlings haven't developed arcane abilities, and thus have no Arcane Background or powers and are Resilient instead of Very Resilient.

- **Breath Weapon (Electric):** Cone Template, 3d6 damage.
- **Dragon:** Ignore penalties for Illumination; immune to electric, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana*.
- **Flight:** Pace 24.
- **Innate Powers:** Minor *darkness* (obscuring mist; Large Blast Template).
- **Mist Vision:** A cloud dragon can see through fog, clouds, and mist.
- **Size 3:** Cloud dragons are medium sized dragons.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Auran, Draconic.

Cloud Dragon, Adult

As Cloud Dragon with the following updates:

Type: Neutral Dragon (Cloud Dragon)
Attributes: Agility d4, Smarts d8, Spirit d12, Strength d12+2, Vigor d12



Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d10, Occult d10, Persuasion d10, Spellcasting d8, Stealth d6, Survival d10
Pace: 8; **Parry:** 7; **Toughness:** 18 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Dodge, Frenzy (Imp)
Powers: *Deflection*, *empathy*, *intangibility*, *light*, *puppet*. **Power Points:** 20.
Special Abilities:
- **Armor +6:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Electric):** Cone Template, 4d6 damage.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 4 (Large):** Adult cloud dragons are large creatures. They take one extra Wound.

Languages: Auran, Common, Draconic, Elven.

CLOUD DRAGON, WYRMLING

As Cloud Dragon with the following updates:

Type: Neutral Dragon (Cloud Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d8, Occult d6, Persuasion d8, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 6 (2)
Edges: —
Special Abilities:
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Breath Weapon (Electric):** Small Cone Template, 2d6 damage.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Draconic.

PRIMAL DRAGON, CRYSTAL

Crystal dragons are generally good-natured, though their incredible vanity sometimes causes them to seem aloof and cocky. Any perceived insult against its appearance is all but assured to send a crystal dragon into a rage — which is a problem, as most crystal dragons are prone to seeing insults even where none are intended. Crystal dragons prefer underground lairs, and often go for decades or even centuries without emerging from their extensive cavern lairs onto the surface world above.

Crystal dragons tend to be exacting and even obsessive-compulsive, their personalities mirroring the precise and ordered nature of the facets of their scales. A crystal dragon's

lair is a well-ordered place — these dragons find the very idea of the classic sprawl of a dragon's hoard to be shameful.

This brilliantly colored dragon has scales, teeth, and claws made of multicolored crystal, and its wings are sheets of flexible glass.

Type: Good Dragon (Crystal Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Performance d4, Persuasion d4, Stealth d8
Pace: 12; **Parry:** 5; **Toughness:** 10 (2)
Edges: Dodge, Frenzy
Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4, AP 2.
- **Blindsense:** Ignores *invisibility* and all Illumination penalties. They can detect vibrations up to 200 yards.
- **Breath Weapon (Sonic):** Cone Template, 3d4 damage.
- **Burrow (6"):** Crystal dragons can burrow underground.
- **Dragon:** Ignore penalties for Illumination; immune to paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Innate Powers:** Minor *confusion* (Large Blast Template).
- **Size 2:** Crystal dragons are medium sized dragons.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Draconic, Undercommon.

Crystal Dragon, Adult

As Crystal Dragon with the following updates:

Type: Good Dragon (Crystal Dragon)
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+1, Vigor d12
Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d10, Notice d10, Performance d6, Persuasion d6, Spellcasting d8, Stealth d6
Pace: 12; **Parry:** 6; **Toughness:** 17 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Dodge, Frenzy (Imp)
Powers: *Deflection*, *sound.* **Power Points:** 15.
Special Abilities:

- **Armor +6:** Scaly hide.



- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Sonic):** Cone Template, 5d4 damage.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 3 (Large):** Adult crystal dragons are large creatures. They take one extra Wound.

Languages: Common, Draconic, Terran, Undercommon.

CRYSTAL DRAGON, WYRMLING

As Crystal Dragon with the following updates:

Type: Good Dragon (Crystal Dragon)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d4, Notice d6, Performance d6, Persuasion d4, Stealth d10
Pace: 12; **Parry:** 4; **Toughness:** 5 (2)
Edges: —
Special Abilities:

- **Breath Weapon (Sonic):** Small Cone Template, 2d4 damage.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str.
- **Flight:** Pace 10.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –2 (Small):** Wyrmlings are small creatures.

Languages: Draconic.

PRIMAL DRAGON, MAGMA

Temperamental and prone to violent outbursts, magma dragons are regarded by most other dragons as dangerously insane — an assumption that, more often than not, proves correct. One can rarely predict a magma dragon's state of mind until it either attacks or attempts to engage in conversation. For their part, magma dragons can justify all of their actions — they just rarely feel the need to do so.

Between this dragon's jet-black scales run glowing rivulets of lava, and veins aglow with heat shine in the membranes of its wings.

Type: Neutral Dragon (Magma Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 13 (4)
Edges: Dodge, Frenzy



Special Abilities:
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d4+d4 (fire), AP 2.
- **Breath Weapon (Fire):** Cone Template, 3d6 damage.
- **Burrow (6"):** Magma dragons can burrow underground.
- **Dragon:** Ignore penalties for Illumination; immune to fire, paralysis, *slumber*, Stun; +4 damage from cold; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Size 2:** Magma dragons are 9 feet long from nose to tail and weigh around 1,000 lbs.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Common, Draconic, Ignan.

MAGMA DRAGON, ADULT

As Magma Dragon with the following updates:

Type: Neutral Dragon (Magma Dragon)
Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+4, Vigor d12
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d12, Notice d12, Persuasion d4, Spellcasting d8, Stealth d8, Thievery d8
Pace: 8; **Parry:** 7; **Toughness:** 18 (5)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Dodge, Frenzy (Imp)
Powers: *Barrier* (WALL OF FIRE), *blast*, *dispel*, *protection.* **Power Points:** 20.
Special Abilities:
- **Armor +5:** Scaly hide.
- **Bite/Claws:** Str+d6+d4 (fire), AP 2.
- **Breath Weapon (Fire):** Cone Template, 5d6 damage.
- **Fear (–2):** The frightful presence of dragons causes Fear checks at –2.
- **Size 5 (Large):** Adult magma dragons are large creatures. They take one extra Wound.

Languages: Common, Draconic, Dwarven, Elven, Ignan

MAGMA DRAGON, WYRMLING

As Magma Dragon with the following updates:

Type: Neutral Dragon (Magma Dragon)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Stealth d10
Pace: 8; **Parry:** 5; **Toughness:** 6 (2)
Edges: —
Special Abilities:
- **Breath Weapon (Fire):** Small Cone Template, 2d6 damage.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Flight:** Pace 10.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Common, Draconic.

PRIMAL DRAGON, UMBRAL

Cruel and sadistic, umbral dragons prefer the taste of undead flesh or ghostly ectoplasm, yet never turn down opportunities to consume living flesh.

This sleek, dark dragon moves with a disturbing, serpentine grace, its eyes glowing as if lit from within by crimson embers.

Type: Evil Dragon (Umbral Dragon)
Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12, Vigor d10
Skills: Athletics d6, Common Knowledge d8, Fighting d8, Notice d8, Occult d8, Persuasion d8, Spellcasting d8, Stealth d6
Pace: 8; **Parry:** 6; **Toughness:** 15 (4)
Edges: Arcane Background (Magic), Dodge, Frenzy
Powers: *Bolt*, *deflection.* **Power Points:**10.
Special Abilities:
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Negative Energy):** Cone Template, 3d6 damage.
- **Dragon:** Ignores penalties for Illumination; immune to cold, Energy Drain, paralysis, *slumber*, Stun; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Flight:** Pace 24.
- **Ghost Bane:** An umbral dragon can damage ethereal creatures.
- **Innate Powers:** Minor *darkness*
- **Size 4 (Large):** +1 Wound.
- **Very Resilient:** These dragons can take two Wounds before they're Incapacitated.

Languages: Abyssal, Common, Draconic, Undercommon.



UMBRAL DRAGON, ADULT

Type: Evil Dragon (Umbral Dragon)
Attributes: Agility d8, Smarts d12, Spirit d12, Strength d12+4, Vigor d12
Skills: Athletics d8, Common Knowledge d10, Fighting d10, Notice d12, Occult d10, Persuasion d12, Spellcasting d12, Stealth d8
Pace: 8; **Parry:** 7; **Toughness:** 20 (4)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Dodge, Frenzy (Imp)
Powers: *Bolt*, *deflection*, *dispel*, *entangle*, *healing*, *invisibility*, *shrink*. **Power Points:** 25.
Special Abilities:
- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Breath Weapon (Blinding):** Cone Template, major *blind*. Anyone who fails suffers Energy Drain (Strength).
- **Breath Weapon (Negative Energy):** Cone Template, 4d6 damage.
- **Fear (–2):** Anyone who sees a mighty dragon must make a Fear check at –2.
- **Innate Powers:** Minor *darkness*, major *teleport* (Greater Teleport)
- **Size 8 (Huge):** Adult umbral dragons can take two extra Wounds.

Languages: Abyssal, Common, Draconic, Undercommon, any other two.

UMBRAL DRAGON, WYRMLING

Type: Evil Dragon (Umbral Dragon)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Occult d6, Persuasion d6, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 7 (3)
Edges: —
Special Abilities:
- **Armor +3:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Breath Weapon (Negative Energy):** Small Cone Template, 2d6 damage.
- **Flight:** Pace 24.
- **Resilient:** Wyrmlings can take one Wound before they're Incapacitated.
- **Size –1:** Wyrmlings are small creatures.

Languages: Abyssal, Common, Draconic.

DRAUGR

Draugrs smell of decay and the sea, and drip water wherever they go. These foul beings are usually created when humanoid creatures are lost at sea in regions haunted by evil spirits or necromantic effects. The corpses of these drowned sailors cling fiercely to unlife, attacking any living creatures that intrude upon them.

In the case of draugrs who manifest when an entire ship sinks, these undead usually stay with the wreck of their ship. Some draugrs may be found under the control of aquatic necromancers, while others may wander the seas as undead pirates aboard ghost ships.

Type: Evil Undead (Draugr)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 5 or 4 (axe); **Toughness:** 10 (3)
Edges: —
Gear: Great axe (Str+d10, AP 3, Parry –1, Two Hands), leather armor (+2).
Special Abilities:
- **Aquatic:** Pace 6.



- **Armor +1:** Undead resilience.
- **Bash:** Str+d4.
- **Environmental Resistance:** Fire.
- **Nausea:** Anyone Shaken or Wounded by a draugr's attack is Distracted.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Languages: Common (can't talk).

DRAUGR CAPTAIN: Barbarian, Fighter or Rogue Edge, Replace Nausea with Energy Drain (Vigor), Innate Powers: Minor *darkness* (OBSCURING MIST), are Resilient.

DULLAHAN

Terrifying reapers of souls, dullahans are created by powerful fiends from the souls of particularly cruel generals, watch-captains, or other military commanders. Sent back from the pits of Hell to sow terror and harvest new souls, dullahans return to the towns or villages they lived in as mortals. Their favored victims are evil men and women (or their living descendants), but dullahans have no qualms about adding innocents to their lists of victims.

Type: Evil Undead (Dullahan)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d10, Occult d8, Persuasion d6, Riding d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 12 (4)
Edges: Arcane Resistance
Gear: Longsword (Str+d8+d6 (cold), AP 2), full plate armor (+4).
Special Abilities:

- **Chilling Blade:** When a dullahan wields a bladed weapon, the blade inflicts +1d6 cold damage and gains AP +2.
- **Death's Calling:** Once per day as a limited action, a dullahan may place death's calling on a target within 10" (20 yards). A Vigor roll (at −2 if the dullahan knows and speaks the target's name) resists the effect. If the victim fails, he is Stunned. For the next 24 hours (or until the dullahan is slain), all attacks that get a raise against the victim roll a d8 instead of a d6. Finally, the victim suffers a −2 penalty when rolling for Bleeding Out.
- **Fast Regeneration:** A dullahan may attempt a natural healing roll every round, until it's Incapacitated.
- **Fear:** A dullahan emanates an aura of fear.
- **Resilient:** A dullahan can take one Wound before it's Incapacitated.
- **Summon Mount:** As a limited action, a dullahan can summon a fiendish heavy



horse. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

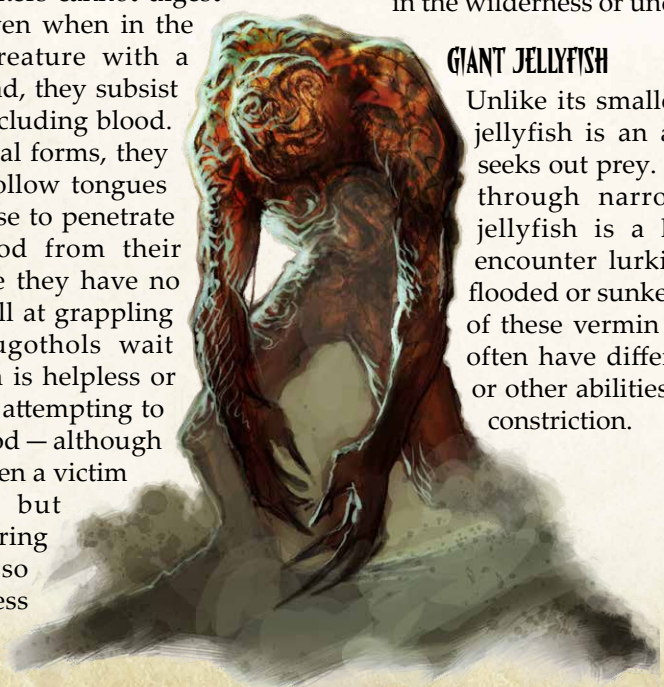
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

Languages: Common, Sylvan.

Faceless Stalker

Ugothols (as faceless stalkers call themselves) are one of the many tools created and then discarded by the aboleths in their long war against the surface dwellers. Scorned by their former masters when the scheme for which they were designed unraveled, the faceless stalkers fled into swamps, marshes, or any other dark, wet places they could find — the closest they could come to the aquatic cities they once considered home. Originally designed to serve as spies that could walk uncontested among the air-breathing races, faceless stalkers adopt new forms by reshaping their skin and contorting their rubbery bodies. This painful process takes approximately 10 uninterrupted minutes — an ugothol typically seeks a private place to do it, avoiding even others of its own kind. The sensation of returning to its true form is quite exhilarating and results in a momentary burst of euphoria.

Faceless stalkers cannot digest solid food even when in the form of a creature with a mouth. Instead, they subsist on liquids, including blood. In their natural forms, they have three hollow tongues which they use to penetrate and lap blood from their victims. Since they have no particular skill at grappling foes, most ugothols wait until a victim is helpless or asleep before attempting to drink its blood — although the best is when a victim is helpless but conscious during the process, so that the faceless stalker can "play with its food" by having grisly and cruel conversations with it.



Type: Evil Aberration (Faceless Stalker)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d8, Stealth d6, Thievery d6
Pace: 6; **Parry:** 5; **Toughness:** 8 (2)
Edges: —
Gear: Masterwork longsword (Str+d8, AP 1).
Special Abilities:

- **Armor +2:** Aberrant skin.
- **Change Form:** Faceless stalkers can assume the form of a size 0 humanoid creature, though it requires 10 uninterrupted minutes to do so. It can revert to its normal form as a limited free action, however, causing opponents to become Distracted when they witness it.
- **Darkvision:** Faceless stalkers ignore penalties for Illumination up to 10".
- **Innate Powers:** Minor *speak language*.
- **Resilient:** Faceless stalkers can take one Wound before they're Incapacitated.

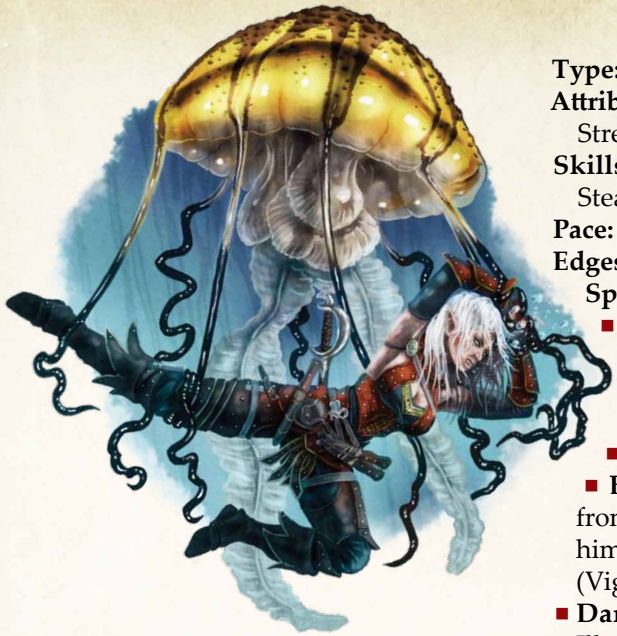
Languages: Aquan, Common.

Giant Animals

A wide variety of fauna exists on Golarion — some creatures grow to gigantic proportions relative to their normal-sized cousins. This section highlights several dangerous examples of giant animals or vermin found in the wilderness or underground.

Giant Jellyfish

Unlike its smaller cousins, the giant jellyfish is an active predator that seeks out prey. Capable of slithering through narrow cracks, a giant jellyfish is a horrifying beast to encounter lurking in the hold of a flooded or sunken ship. Other species of these vermin exist; these variants often have different types of poison or other abilities like translucency or constriction.



Type: Neutral Vermin (Jellyfish)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d12+1
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d4, Survival d4
Pace: —; **Parry:** 5; **Toughness:** 11
Edges: —
Special Abilities:

- **Aquatic:** Pace 5.
- **Darkvision:** Jellyfish ignore penalties for Illumination up to 10".
- **Hardy:** The creature doesn't suffer a Wound from being Shaken twice.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison:** The creature's tentacles deliver a Paralyzing poison.
- **Resilient:** Giant jellyfish can take one Wound before they're Incapacitated.
- **Size 3:** The bell of this enormous amber jellyfish is as large as a carriage.
- **Tentacles (4):** A giant jellyfish has four tentacle actions and Reach 2. It may lash with its tentacles for Str+d4 damage.

Giant Tick

In areas where large creatures like megafauna or dinosaurs dwell, the giant tick behaves much like its smaller kin—it lies in wait in the undergrowth, and when a suitable host passes by, it drops onto the body to feed. In other areas, these vermin are much more aggressive, and actively hunt smaller prey like dogs, livestock, or even humanoids.

Type: Neutral Vermin (Tick)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d8
Pace: 5; **Parry:** 4; **Toughness:** 6 (2)
Edges: —
Special Abilities:

- **Armor +2:** Chitinous armor.
- **Attach:** If the giant tick hits with a bite attack, it automatically grapples the victim, regardless of Size.
- **Bite:** Str.
- **Blood Drain:** A giant tick can suck blood from a bound opponent; instead of crushing him, it drains blood, causing Energy Drain (Vigor).
- **Darkvision:** Ticks ignore penalties for Illumination up to 10".
- **Infection:** Victims Shaken or Wounded from a bite must make a Vigor roll at or gain a Debilitating disease.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Size –2 (Small):** A giant tick is 3 feet long and weighs 50 pounds.
- **Wall Walker:** A tick can move on vertical or inverted surfaces at its normal Pace and may run.

Giant Toad

Most giant toads live in dryer areas after maturing, returning to the water only to mate and give birth.

Stubby warts dot the skin of this horse-sized brown toad. Its throat bulges and ripples as though about to croak.

Type: Neutral Animal (Toad)
Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d8, Stealth d6





Pace: 6; **Parry:** 5; **Toughness:** 8
Edges: —
Special Abilities:

- **Aquatic:** Pace 3
- **Bite:** Str.
- **Low Light Vision:** Giant toads ignore penalties for Dim and Dark Illumination.
- **Poison:** Any creature that touches a toad's poisonous skin suffers the effect of a Mild Poison.
- **Size 2:** A giant toad is the size of a small horse.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the toad is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the worm is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

Glacier Toad

Glacier toads are strange, magical cousins of the more common giant toads. None can say for certain whether they were bred, or evolved from exposure to elemental energies. Glacier toads have no practical use for most treasure, but have a fondness for shiny objects like gems and glowing items.

This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.

Type: Neutral Magical Beast (Toad)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12
Skills: Athletics d8, Fighting d8, Notice d10, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 14 (4)
Edges: —
Special Abilities:

- **Armor +4:** Frozen hide.
- **Bite:** Str+d6 (cold).
- **Environmental Weakness:** Fire.
- **Icy Aura:** At the end of the toad's turn, all adjacent foes take 2d4 cold damage.
- **Immune:** Cold.
- **Low Light Vision:** Giant toads ignore penalties for Dim and Dark Illumination.
- **Resilient:** Glacier toads can take one Wound before they're Incapacitated.
- **Size 2:** A glacier toad is the size of a small horse.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile.

  If the toad is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the toad is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

Languages: Aklo.

Giant Snapping Turtle

This lumbering turtle is the size of a house; its head features a powerful, razor-sharp beak.

Type: Neutral Animal (Turtle)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+6, Vigor d12
Skills: Athletics d6, Fighting d10, Notice d12, Stealth d4
Pace: 5; **Parry:** 7; **Toughness:** 19 (4)

Edges: —
Special Abilities:

- **Aquatic:** Pace 5.
- **Armor +4:** Thick shell.
- **Bite:** Str+d6, AP 4.
- **Low Light Vision:** Snapping turtles ignore penalties for Dim and Dark Illumination.
- **Shell:** As a free action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but it gains +4 armor.
- **Size 7 (Large):** Giant snapping turtles typically grow to diameters of about 35 feet and weigh 20,000 pounds. +1 Wound.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet.

  If the turtle is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the worm is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at –2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Very Resilient:** The turtle can take two Wounds before being Incapacitated.

Genie

In general, one summons a genie for magical power or ancient wisdom. Genies seek and value power, though they are more brash and boastful than most. It is said the best way to secure the attentions of a genie is to speak its true name, and to offer it aid in battles against its political enemies — a wise conjurer researches the inner battles of geniekind before summoning a genie, or else is prepared to cow the genie with strong magic.

Djinni

The djinn (singular djinni) are genies from the Plane of Air. They are said to be made of the stuff of clouds, with the strength of the mightiest storms.

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow. When faced with no other option than melee, most djinn prefer to wield masterwork scimitars two-handed.

Among other genies, djinn get along well with jann and marids. They are frequently at odds with the shaitans, and are sworn enemies of the efreet, despising these fiery





genies more than any other genie race. So legendary is the conflict between the efreet and the djinn that many spellcasters attempt (to varying degrees of success) to secure a djinni's servitude by promising to aid the cause against their hated enemies.

Type: Good Outsider (Genie)
Attributes: Agility d12, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Common Knowledge d8, Fighting d8, Notice d8, Occult d8, Repair d8, Spellcasting d6, Stealth d6
Pace: 4; **Parry:** 6; **Toughness:** 8 (1)
Edges: Arcane Background (Magic)
Powers: *Conjure item, fly, illusion, intangibility.* **Power Points:** 10
Gear: Masterwork scimitar (Str+d6, AP 1).
Special Abilities:

- **Air Mastery:** Airborne creatures suffer a −1 penalty to attack djinn.
- **Armor +1:** Outsider resilience.
- **Darkvision:** Djinn ignore penalties for Illumination up to 10".
- **Flight:** Pace 12.
- **Immune:** Acid.
- **Innate Powers:** Major *invisibility* (self), minor *mind link*, minor *plane shift* (Elemental, Astral, or Material plane only).
- **Size 2:** A djinni is about 10 feet tall and weighs about 1,000 pounds.
- **Whirlwind:** The Djinni becomes an intangible whirlwind the size of a Small Blast Template and up to 50" tall. The djinni manipulate objects inside the wind vortex as if using major *telekineses*.

Languages: Aquan, Auran, Common, Ignan, Terran.

VIZIER (DJINN NOBLE): Strength d12+2, Can grant 3 wishes to any non-genie that catches them, are Wildcards.

EFREET

The efreet are genies from the Plane of Fire. Efreet have few allies among geniekind. They certainly hate djinn, and attack them on sight. They hold an equally strong enmity for marids, and view the jann as frail and weak. Efreet often work closely with shaitans, yet even then alliances are temporary at best.

Type: Evil Outsider (Genie)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d10, Performance d8, Persuasion d10, Spellcasting d8, Stealth d6
Pace: 5; **Parry:** 6; **Toughness:** 11 (1)
Edges: Arcane Background (Magic)



Powers: *Barrier* (WALL OF FIRE), *bolt* (FIRE), *elemental manipulation* (fire only), *illusion*, *intangibility*, *invisibility*, *protection*, *wish* (non-genies only). **Power Points:** 15.
Gear: Masterwork falchion (Str+d8 AP 1).
Special Abilities:

- **Armor +1:** Outsider resilience.
- **Change Shape:** As a limited action, this creature can change into any humanoid between Size −2 and 4 with a Spellcasting roll. Changing back also requires a roll.
- **Environmental Weakness:** Cold.
- **Flight:** Pace 8.
- **Darkvision:** Ignores Illumination penalties up to 10".
- **Heat:** An efreeti's melee attacks deal an additional +2 damage (fire). This also applies to any melee weapons they wield.
- **Immunity:** Fire.
- **Innate Powers:** Major *detect arcana*, major *mind link*, minor *plane shift* (Elemental, Astral, or Material Plane only).
- **Resilient:** Efreet can take one Wound before they're Incapacitated.
- **Size 3:** Efreeti are 12 feet tall and weigh 2,000 lbs.

Languages: Aquan, Auran, Common, Ignan, Terran.

MALIK (EFREETI NOBLE): Spellcasting d10, *damage field* (PYROCLASTIC STORM), **Power Points:** 20, are Wildcards.

SHAITAN

Shaitans are boastful and proud genies from the Plane of Earth with flesh of metal, gems, or stone.

Type: Neutral Outsider (Genie)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d6, Repair d8, Science d8, Spellcasting d8, Stealth d4
Pace: 5; **Parry:** 6; **Toughness:** 13 (2)
Edges: Arcane Background (Magic)
Powers: *Bolt* (Range Limitation, Disintegrate Power Modifier. RUSTING GRASP), *barrier* (WALL OF STONE), *protection* (STONE SKIN). **Power Points:** 15.
Gear: Masterwork scimitar (Str+d6, AP 1).
Special Abilities:

- **Armor +2:** Stony skin.
- **Bash:** Str+d4.



- **Blindsense:** Shaitan ignore penalties for Illumination. They can detect vibrations up to 10" (20 yards).
- **Burrow (5"):** Shaitan can meld into and out of the ground.
- **Earth Mastery:** A shaitan gets a free reroll on attack and damage rolls if both it and its target are touching the ground.
- **Immune:** Electricity.
- **Innate Powers:** Minor *elemental manipulation* (earth only), minor *mind link*, minor *plane shift* (Elemental, Astral, or Material plane only).
- **Metalmorph:** As a limited action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.
- **Size 3:** A shaitan stands about 11 feet tall and weighs roughly 5,000 pounds.
- **Stone Curse:** If a shaitan pushes a creature into a stone barrier, the creature must make an Evasion roll or be forced into the barrier, becoming Entangled and Bound.

Languages: Aquan, Auran, Common, Ignan, Terran.

PASHAS (SHAITAN NOBLE): Fighter, Fighting d10, Spellcasting d10, wish (non-genies only), **Power Points:** 20, are Wildcards.

GOLEM

Golems are magically created automatons of great power. Unlike other constructs, golems are granted their magical life via an elemental spirit. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.

Golems do nothing without orders from their creators. They follow instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it within 10" (20 yards). A golem usually follows its last instruction to the best of its ability. If attacked it returns the attack.

CARRION GOLEM

A lurching mash-up of rotting flesh, jagged bone, and coarse hair, this humanoid monstrosity reeks of death and decay.

Type: Neutral Construct (Carrion Golem)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 9 (3)
Edges: —
Special Abilities:



- **Armor +3:** Rotting flesh.
- **Bash:** Str+d6.
- **Construct:** +2 to recover from being Shaken; ignores one point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Elemental Affinities:** Magic attacks that deal cold or fire damage cause the carrion golem to slow down as if affected by minor *sloth*. Magic attacks that deal electrical damage speed the golem up as if affected by minor *speed*.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Foul Stench:** Living creatures ending their turn in a Medium Blast Template around the carrion golem are Distracted.
- **Immunity:** Powers and magical effects. Magical weapons and the Damage enchantment applies normally, but any additional effects do not.
- **Night Vision:** Carrion golems ignore all penalties for Illumination.
- **Plague Carrier:** Anyone struck by a carrion golem must make a Vigor check (−2 with a raise on the attack) or contract a debilitating disease.
- **Resilient:** Carrion golems can take one Wound before they're Incapacitated.

CLOCKWORK GOLEM

Forged from thousands of gears, the clockwork golem is a precision creation. In combat, a clockwork golem is ruthlessly efficient, moving with swift conviction to grind and slice its foes to ribbons.

Type: Neutral Construct (Golem)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d8
Skills: Athletics d6, Fighting d10, Notice d6, Stealth d4
Pace: 6; **Parry:** 7; **Toughness:** 14 (4)
Edges: —
Special Abilities:

- **Armor +4:** Enchanted gears.
- **Bash:** Str+d8, AP 2.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Death Burst:** When an clockwork golem is Incapacitated, it explodes in a shower of razor-sharp gears. Anyone adjacent to it takes 4d6 damage (this can be Evaded).

- **Environmental Weakness:** Adamantine.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Grind:** A clockwork golem's Crush deals 2d12 damage against grappled creatures.
- **Immunity:** Powers and magical effects. Magical weapons and the Damage enchantment applies normally, but any additional effects do not.
- **Night Vision:** Clockwork golems ignore all penalties for Illumination.
- **Size 4 (Large):** Clockwork golems have +1 Wound.
- **Wall of Gears:** As a limited action, a clockwork golem can fold into a whirling wall of grinding gears measuring 2" by 2" or 1" by 4". Anyone passing through the wall takes 4d6 damage. The clockwork golem can take no actions while in this form except to resume its normal form as a free action.



GRAY RENDER

Renders are gifted with immense strength, and some reports claim to have witnessed a gray render uprooting a fully grown tree and tearing it to splinters in order to catch prey hiding within. Gray renders actively avoid forming groups or communities with their own kind, and perhaps only tolerate the presence of other renders when it is time to mate. Some sages claim they are asexual, but it is more likely they are hermaphrodites able to self-fertilize, and reproduce only rarely.

Despite its solitary existence, a gray render often develops an affectionate bond with other creatures, typically a herd of herbivores or a small tribe of humanoids, but in some cases a solitary denizen of its swamp. The render acts as a guardian for this creature or creatures, never straying more than a mile away, running to protect them if they are attacked, and providing an offering of meat once each day, as might a domesticated cat. A gray render never harms its protected creatures, and retreats in confusion if they attack it. A render's bond may last from a few months to as long as 10 years, after which it wanders to a new territory and ignores its former favorites.

Renders are not malicious, and only attack if hungry or if they or their pets are threatened. A render protecting its pets fights to the death.

Type: Neutral Magical Beast (Gray Render)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12+2
Skills: Athletics d4, Fighting d10, Notice d10, Stealth d4, Survival d6
Pace: 6; **Parry:** 7; **Toughness:** 15 (2)
Edges: —
Special Abilities:
- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6, AP 2, Heavy.
- **Night Vision:** Gray renders ignore all penalties for Illumination.
- **Render:** A grey render deals +2 damage when breaking objects and can Ace.
- **Size 4 (Large):** Gray renders stand over 9 feet tall and weighing in excess of 4,000 pounds. +1 Wound.

Languages: Giant.

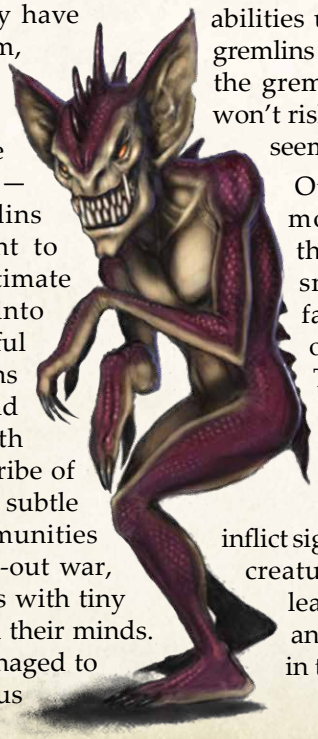
GREMLIN

Well known for their mischievous natures, their nasty senses of humor, and their destructive habits, the fey creatures known as gremlins rightfully earn their reputations as cruel pranksters and sadistic saboteurs. Ranging in size from 3 feet in height down to barely over a foot tall, numerous types of gremlins stalk the world's dark and unseen reaches, tending to linger near thin spots in reality between the Material Plane and the realms of the fey. The smaller the gremlin, the stronger its ties to the realm of the fey remain, and the stranger and more potent its powers.

Gremlins are usually encountered in large groups that work together to defend each other and their lair. While all gremlins share certain traits in common, they are most known for their great delight in ruining and breaking things, and while each gremlin race has a particular "specialty" (be it magical auras, complex machinery, coordinated tactics, or even luck itself), all gremlins are fascinated by complex devices and intricate social constructs. Nothing pleases a gremlin more than being involved in the collapse of something complex.

Although gremlins originally hailed from the mysterious realm of the fey, they have lived upon the Material Plane for countless generations. In that time, they have become natives of this realm, both in body and soul.

Yet not all gremlins have managed to retain their strange powers to disrupt and destroy—the most unfortunate gremlins are the mites, who represent to their fellow gremlins the ultimate shame and horror: a fall into pathetic self-loathing and pitiful cowardice. As a result, gremlins grow particularly sadistic and violent when presented with an opportunity to torment a tribe of mites, abandoning their more subtle methods of disrupting communities and machinery in favor of all-out war, invading mite homes and lairs with tiny knives in hand and murder on their minds. Only mite tribes that have managed to ally themselves with dangerous vermin generally have any chance at all to withstand an invasion of this sort, and most tribes quickly surrender to the gremlins.



Gremlins seek out regions within urban areas where the "big folk" don't bother to visit often—places like sewers, dumps, graveyards, and abandoned buildings make for perfect gremlin lairs. Once a gremlin tribe establishes itself in the shadows of a humanoid society, the gremlins move out into the society, seeking ways to undo anything that can be undone. If a gremlin can arrange it, it prefers to leave an object, relationship, or situation in such a condition that it may seem stable and undamaged to the casual observer, but falls apart or fails spectacularly the next time it is used or encountered. A gremlin often waits in hiding nearby so it can observe the calamitous results of its mayhem, but takes pains to be well out of reach when such a disaster occurs.

One common method of dealing with gremlins is to use objects known as gremlin bells. Crafted from bronze, brass, or other semiprecious metals and measuring no more than an inch tall, gremlin bells are hung from delicate chains or silken cords over door frames and windows, or affixed to precious objects. The belief is that the presence of a gremlin bell sickens the creatures and even renders their supernatural and spell-like abilities useless. Strangely enough, many gremlins believe this as well, and even when the gremlin bells aren't magic, gremlins won't risk tinkering with most objects that seem to be warded in such a manner.

Other communities take a much more active path in ridding themselves of gremlins, training small animals like cats, dogs, falcons, or even weasels to seek out and attack gremlins on sight. Tiny trained animals can pursue gremlins into their cramped warrens with ease and, when their claws are fitted with cleverly constructed cold iron spikes, can inflict significant damage on a tribe of these creatures. Many gremlin tribes have learned from such tactics, however, and utilize trained (or not) animals in their own lairs for protection.

JINKIN

Sneaky and sadistic, jinkins are hideous gremlins that inhabit the dark places underground. Well acclimated to the shadows, they hide in cramped quarters and attack larger creatures when they're strategically positioned. Jinkins commonly work with or near larger or more powerful creatures; these larger creatures provide cover for the jinkins' trickery. They use *teleport* to exit any battle that goes badly, taking any stolen goods with them.



Jinkins delight in leading larger creatures into dangerous caves or pits, usually by lunging out of the shadows to make a single sneak attack against a creature and then running away, taking care while "fleeing" to remain visible to their target so that they can lure the victim into a trap.

Jinkins also hold dangerous grudges, and one might follow a creature that supposedly slighted it for weeks, looking for an opportunity to take revenge. This revenge can take many forms, from leading horses astray to contaminating food supplies to directing larger monsters toward the begrudged creature.

One of the most direct and unwelcome revenges of the jinkins is the destruction or cursing of magical items. Many times they'll observe camped enemies from a distance and either steal an item to tinker with it or just use their tinkering magic at a distance to annoy the item's owner. Once a jinkin has worked its sabotage on a stolen item, the jinkin either grows bored with the item or may attempt to return it to its owner. Jinkin lairs are often cluttered with stolen items that bear curses the jinkins themselves have forgotten all about.

Dwarves in particular hate jinkins, with numerous tales in their folklore telling of tragedy at the hands of the gremlins. The loathing is largely mutual.

Type: Evil Fey (Gremlin)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Repair d4, Stealth d10, Thievery d8
Pace: 8; **Parry:** 4; **Toughness:** 6 (4)
Edges: Arcane Resistance
Gear: Tiny short sword (Str+d4).
Special Abilities:

- **Armor +4:** Enchanted skin.
- **Bite:** Str.
- **Environmental Weakness:** Cold iron.
- **Innate Powers:** minor *teleport* (self).
- **Night Vision:** Jinkin ignore all penalties for Illumination.
- **Size –3 (Very Small):** The average jinkin stands almost 2 feet tall and weighs about 13 pounds.
- **Tinker:** Once per day, a group of six jinkins working together over the course of an hour can use Innate Powers: Minor *curse* (only on willing or Incapacitated creatures). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly by the Game Master.

Languages: Undercommon.

NUGLUB

Nuglubs are deranged; they enjoy combat with a glee that other gremlins reserve for destroying devices or creating complex traps. Indeed, they seek it out, entering villages and killing innocents by night. Their idea of a good time is murder so silent that the victim never wakes up, so the family members find the remains the next morning and accuse one another of the atrocity.

Nuglubs jealously attack armored foes, as the gremlins' hunchbacked forms make it difficult to wear armor made for other humanoids. A group may attempt to weaken

an opponent before trying to knock the foe prone. As soon as an enemy falls, all nuglubs descend on that target in a frenzy of bloodlust, grappling and biting like perverse leeches until nothing remains.

Though less technically inclined than some of their kin, nuglubs delight in the stealthy construction of traps in areas their victims consider familiar, rigging these painful and often deadly surprises on front doors, around the floor of beds, or near cribs in nurseries.

The brutes of gremlin-kind, groups of nuglubs remain small, as they tend to quarrel with each other and cannibalize those on the wrong side of an angry argument. Lone nuglubs often work with other gremlins, as they like proving they're the strongest.

Type: Evil Fey (Gremlin)
Attributes: Agility d10, Smarts d4, Spirit d4, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Repair d6, Stealth d8
Pace: 6; **Parry:** 4; **Toughness:** 7 (4)
Edges: Arcane Resistance
Special Abilities:

- **Armor +4:** Enchanted skin.
- **Bite/Claws:** Str.
- **Environmental Weakness:** Cold iron.
- **Night Vision:** Nuglubs ignore all penalties for Illumination.
- **Size –3 (Very Small):** Nuglubs stand 2-1/2 feet tall and weigh around 25 pounds.

Languages: Undercommon.

FAMILIARS: A Nuglug can be selected with the Improved Familiar Edge.



PUGWAMPI

Mean, dog-faced, and cowardly, pugwampis are loved by no one — not even other gremlins. These gremlins take disproportionate amounts of enjoyment from the accidents and missteps of other creatures, often going to great lengths to manufacture the perfect deadfalls or stumbling blocks. They then wait nearby, both to laugh at the inevitable mishaps and to make sure their personal unluckiness is passed off on their victims.

Pugwampis live in caves or ruined buildings, occasionally venturing forth to find victims upon which to inflict their sick senses of humor. Their "jokes" tend to involve spikes and excrement, or sometimes pits full of spiders or campsites that flood with swamp water. Certainly only the pugwampis consider their jokes funny. As all pugwampis are somewhat deaf, when not trying to be stealthy, they tend to scream and yell loudly so they can hear themselves and each other.

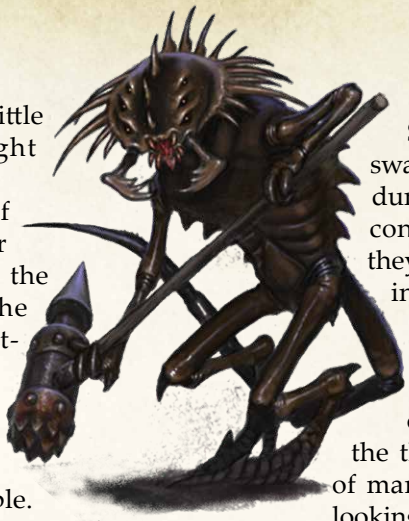
Pugwampis are enamored of gnolls, seeing in the beast-men a kindred form and thus aspiring to the height and deadly prowess of the savage warriors, whom they honor as gods. Gnolls, for their part, hate pugwampis even more than other creatures, mostly because of the gremlins' weakness and sickening fawning, though they sometimes keep the gremlins around just to torment them.

Type: Evil Fey (Gremlin)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4–2, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Repair d4, Riding d4, Shooting d4, Stealth d10, Thievery d4
Pace: 6; **Parry:** 4; **Toughness:** 3
Edges: —
Tear: Tiny dagger (Str+2), tiny shortbow (Range 6/12/24, Damage 2d4), 20 arrows.
Special Abilities:

- **Aura of Unluck:** Creatures cannot spend Bennies while within 5" (10 yards) of a pugwampi. Animals, gremlins, and creatures with the Luck Edge are immune to this effect.
- **Night Vision:** Pugwampi ignore all penalties for Illumination.
- **Size –2 (Small):** Pugwampi are small.

Languages: Gnoll, Undercommon, can speak with animals.

VEXGIT



Maniacally destructive little brutes, vexgits delight in scrapping and sabotaging the works of larger races. The larger and more complicated the target, the better. The portcullis of a vexgit-infested gatehouse turns into a deadly weapon, while a clock tower becomes an avalanche of gears waiting to topple. Engineers warn apprentices of masterful constructions destroyed by these unruly gremlins, with many blaming their greatest failures on such tiny saboteurs.

Like most gremlins, vexgits prefer to live underground, but cities and the devices they find there fascinate them, often drawing mobs of the dangerous fey to sewer tunnels and abandoned warehouses.

Type: Evil Fey (Gremlin)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4−1, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Repair d6, Stealth d8
Pace: 5; **Parry:** 5; **Toughness:** 6 (4)
Edges: Arcane Resistance
Gear: Tiny warhammer (Str+d4, AP 1).
Special Abilities:

- **Armor +4:** Enchanted skin.
- **Bite/Claws:** Str.
- **Environmental Weakness:** Cold iron.
- **Night Vision:** Vexgits ignore all penalties for Illumination.
- **Size −3 (Very Small):** Vexgits stand 1-1/2 feet tall and weigh approximately 16 pounds.
- **Speedy Sabotage:** Vexgits are adept at disassembling machinery; they reduce the time needed to dismantle an item in half. A raise on the repair roll reduces it to a quarter of the normal time.
- **Wrecking Crew:** Vexgits automatically pass Support rolls when helping to dismantle a device.

Languages: Undercommon.

GRAY OOZE

Slinking their way through cold swamps, bleary marshlands, or even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.

Some sages believe that the gray ooze is the result of a failed alchemical experiment, while others postulate that the first gray oozes spontaneously arose from a cesspit of magical detritus.

Type: Neutral Ooze (Gray Ooze)
Attributes: Agility d4−2, Smarts d4 (A), Spirit d4, Strength d8, Vigor d12+3
Skills: Athletics d4, Fighting d6, Notice d4, Stealth d4
Pace: 2; **Parry:** 5; **Toughness:** 9
Hindrances: Hesitant.
Edges: —



Special Abilities:

- **Acid:** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. The grey ooze deals 2d6 damage to objects as long as it remains in contact with them.
- **Bash:** Str+d4. A raise adds +2 acid damage.
- **Immunity:** Cold, fire.
- **Ooze:** Ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Transparent:** When motionless, gray oozes are hard to see (+2 Stealth). Those who walk or fall into it automatically suffer damage as if successfully struck by the ooze's attack.

GUG

Gugs are inhuman monstrosities that dwell in the deep places of the world. It is unknown whether they were banished to the dark lands by ancient gods or the light-loving races they terrorized, or brought to the deep realms by dark powers from some even more inhuman nightmare realm.

Gugs move with an eerie, unnatural gait as though their limbs contained far too many joints. They can contort and distend their limbs for greater reach or to wriggle easily through impossibly small passages. Gugs may cling for long hours to cave walls waiting for prey to stumble too close or else stalk their prey for long days, even venturing at times beyond their caves to dare the bright lands of the surface in search of tasty meat to drag back for their horrific sacrifices.



Gugs are savage fighters when driven by a strong leader, but on their own may flee if brought to fewer than half their Wounds. They can subsist on fungi, slimes, and molds as well as carrion and even undead flesh—particularly that of ghouls.

Type: Evil Aberration (Gug)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d10, Persuasion d6, Stealth d10, Survival d10
Pace: 8; **Parry:** 6; **Toughness:** 14 (3)
Edges: —
Special Abilities:

- **Armor +3:** Aberrant hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Compression:** The creature can move through an area as small as one-quarter its space without suffering penalties.
- **Darkvision:** Gugs ignore penalties for Illumination up to 10".
- **Immunity:** Disease, poison.
- **Size 4 (Large):** Gugs stand 16 feet tall and weigh nearly 2,000 lbs. +1 Wound
- **Swat:** Ignores 4 points of Scale penalties.
- **Very Resilient:** Gugs can take two Wounds before they're Incapacitated.

Languages: Undercommon.

GUG SAVANT: Cleric, Faith d8, Power Points: 15, *confusion darkness*, *invisibility*.

HIPPOCAMPUS

A hippocampus's scales vary in color from ivory to deep green to cerulean blue with shades of silver. Aquatic races such as merfolk and locathahs often train hippocampi as steeds or as draft animals used to pull cunningly designed underwater carriages. In the wild, hippocampi prefer to dwell in relatively shallow waters where their favorite food (seaweed and kelp) is more plentiful and larger predators are less common. These creatures often travel in large schools,

analogous to free-roaming herds of wild horses on the surface world.

The hippocampus is relatively easily trained—the amount of work and cost it requires is equivalent to what it takes to train a horse. As armor impacts the creature's swim speed, those who train hippocampi for war generally opt for the lightest armor, such as padded or leather barding. Mounted combat on a hippocampus is similar to fighting while riding a horse, although the hippocampus is a clumsy creature on land and cannot move at all out of the water if it has a rider weighing it down.



A number of variant species of hippocampus exist, although the majority of these species differ from the creature presented here only in color. A few species of hippocampus are heartier and tougher all around—these creatures are generally those found in colder waters and are known as polar hippocampi. Most impressive of all are hippocampi that dwell in the deeper seas. These creatures are known as giant hippocampi.

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

Type: Neutral Magical Beast (Hippocampus)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d4
Pace: 1; **Parry:** 4; **Toughness:** 10 (2)
Edges: —
Special Abilities:

- **Armor +2:** Thick scales.
- **Aquatic:** Pace 12.
- **Bite:** Str.
- **Dependency:** A hippocampus can survive out of the water for a number of minutes equal to its Vigor. Beyond this limit, a hippocampus runs the risk of suffocation.
- **Night Vision:** These beasts ignore all penalties for Illumination.
- **Size 3:** A hippocampus is the size of a horse.

GIANT HIPPOCAMPI: Strength d12+1, Vigor d10, Size 5 (Large), Toughness: 14 (2).

HIPPOGRIFF

The hippogriff bears the wings, forelegs, and head of a great raptor bird and the tail and body of a magnificent horse. As horses are a preferred meal for griffons, sages claim some flesh-warping wizard with an ironic sense of humor long ago created this unfortunate fusion of horse and hawk as a joke.

A hippogriff's feathers bear coloration similar to those of a hawk or an eagle. Its torso and hind end are most often bay, chestnut, or gray, with some coats bearing pinto or even palomino coloration.

Territorial, hippogriffs fiercely protect the lands under their domain. They must also watch the skies for other predators, as they are a preferred meal of griffons, wyverns, and young dragons. Hippogriffs nest in sweeping grasslands, rugged hills, and flowing prairies. Exceptionally hardy hippogriffs make their home nestled into niches on canyon walls, from which they comb the rocky deserts for coyotes, deer, and the occasional humanoid.



Hippogriffs prefer mammalian prey, yet they graze after every meal of flesh to aid their digestion. Their dietary habits can be dangerous to both ranchers and their livestock, so ranching communities often set bounties on them.

Far easier to train than griffons, yet easily as intelligent as horses, hippogriffs are trained as mounts by some elite companies of mounted soldiers, patrolling the skies and swooping down on unsuspecting enemies. Although they are magical beasts, if captured young, hippogriffs can be trained using Persuasion as if they were animals. An adult hippogriff is more difficult to train, and attempts to do so follow the normal rules for training magical beasts using the skill. A hippogriff saddle must be specially crafted so as to not impact the movement of the creature's wings — these saddles are always exotic saddles.

Hippogriffs lay eggs rather than birthing live young — as a general rule, a hippogriff nest only contains one egg at a time. A hippogriff's egg is worth 200 gp, but a healthy young hippogriff is worth 500 gp. A fully trained hippogriff mount can command prices of up to 5,000 gp or more.

Type: Neutral Magical Beast (Hippogriff)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d8
Pace: 8; **Parry:** 4; **Toughness:** 8
Edges: —
Special Abilities:
- **Bite/Claws:** Str.
- **Flight:** Pace 18.
- **Night Vision:** Hippogriffs ignore all penalties for Illumination.
- **Size 3:** Typical hippogriff measures 11 feet long and weighs about 1,500 lbs.

HOUND OF TINDALOS

Hounds of Tindalos are otherworldly predators from beyond the bounds of known reality, usually appearing only when summoned by reckless spellcasters. Little is known about their nature outside of blood-spattered notes and deranged writings of the nearly insane survivors of their attacks. Although possessed of great cunning and cruel intellect, the hounds show no evidence of understanding or communicating with mortals. They enter the physical world on their own in pursuit of those who have trodden too much the netherways beyond time and reality — time travelers (be it physical travel or simply divinatory glimpses forward or backward in time) and creatures that teleport without regard to how this movement impacts subtle magical currents in the multiverse particularly draw their interest.

Type: Evil Outsider (Hound of Tindalos)
Attributes: Agility d12, Smarts d8, Spirit d12, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Occult d6, Stealth d8, Survival d8
Pace: 8; **Parry:** 6; **Toughness:** 8 (2)
Edges: —
Special Abilities:
- **Armor +2:** Multidimensional hide.
- **Bite/Claw:** Str+d6, AP 2.
- **Darkvision:** Hounds of Tindalos ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Enchanted weapons.
- **Flight:** Pace 12.
- **Immune:** *Empathy*, poison, *puppet*.

- **Innate Powers:** Minor *invisibility*, major *locate*, minor *speed/sloth*, minor *scrying*, minor *teleport* (can only appear next to a fixed angle).
- **Otherworldly Mind:** Any non-Outsider attempting to read the thoughts of a hound of Tindalos with *mind link* or *mind reading* must make a Spirit roll or take 2d6 damage (ignoring armor) and be Stunned.
- **Resilient:** Hounds of Tindalos can take one Wound before they're Incapacitated.
- **Ripping Gaze:** When a hound of Tindalos is dealt a face card it can target a creature within 5" with this ability as a limited free action. The target takes 3d6 damage, ignoring armor. This attack can be Evaded.

Languages: Aklo.

HOWLER

The howler is a native to the Abyss, an Outer Plane where madness is the norm and cruelty is expected and often rewarded. The howler prowls these Abyssal realms, serving the role of a hungry predator like a lion or tiger, save for the fact that the typical howler is much more intelligent than a big cat. Worse, howlers have little interest in eating their prey — they need not feed to live, but rather enjoy the process of stalking, mauling, and killing living creatures. In a way, the act of inflicting intense pain and madness upon mortal life is what fills a howler's life instead of the desire to feed.

The howler's mane of razor-sharp quills makes it a poor choice of mount for most creatures, but it serves quite well as a guardian or sentinel — especially for outsiders, who may not enjoy the creature's constant howling, but aren't adversely affected by the supernatural sounds. When a howler sees prey, the tenor of its howls changes — howlers cannot speak, but they can use their howls to communicate quite a bit of information if required. They understand the Abyssal tongue, and when serving demons as guardians, their howls can not only alert their masters to the presence of intruders, but also to their number, appearance, and weaknesses.

Type: Evil Outsider (Howler)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d10, Shooting d4, Stealth d4
Pace: 12; **Parry:** 5; **Toughness:** 12 (2)
Edges: —
Special Abilities:
- **Armor +2:** Tough hide.
- **Bite:** Str+d4.
- **Darkvision:** Howlers ignore penalties for Illumination up to 10".
- **Howl:** As a limited action, a howler can drive listeners insane with its constant howling. All non-outsiders within 20" (40 yards) of a howling howler must resist minor *curse*.
- **Pain:** Whenever a creature is hit with a howler's quill, it must make an Evasion roll or a quill breaks off in its flesh, causing the target to become Distracted until the quill is removed. Removing a quill requires a Healing check.
- **Size 4 (Large):** A howler is 12 feet from snout to tail and weighs 6,000 pounds.
- **Quill:** Range 5/10/20, Damage 2d4 (Shooting).
- **Quill Defense:** Any creature that makes a melee attack against a howler without using a weapon with Reach suffers the effects of Pain.

Languages: Abyssal (can't speak).



INEVITABLE

Invitables are living machines whose sole purpose is to seek out and destroy agents of chaos wherever they can. Forged as an unflinching army by the axiomites during the height of the first war between law and chaos, while the Outer Planes were still forming from the raw chaos of the primal reality, inevitables marched on the madness-inducing hordes of proteans who sought to unmake reality and return it all to the primal chaos they so adored.

While this war has long since cooled to a simmer, and the reality of the Outer Planes is now not so easily threatened by the entropic influence of the proteans and their home plane, the defense of the axiomites' home plane remains the inevitables' primary goal.

Today, many inevitables — almost all of those encountered on the Material Plane — pursue a new aspect of their original mission: tracking down those who flagrantly flout the forces of law and redeeming them or, more often, eliminating the threat they present to the ordered nature of the multiverse. Matched on the side of chaos by the manipulative imentesh proteans, new inevitables awake to find themselves locked in a proxy war, knowing that losing the Material Plane to chaos would place their masters in a dangerous position.

Genderless, incorruptible, and caring nothing for power or personal advancement, inevitables are cunning and valiant shock troops in the service of law. They have no society of their own, and are almost always encountered singly on other planes, each pursuing its own mission ranging from enforcing important or high-profile contracts and laws to forcibly correcting those mortals who would seek to cheat death.



How they deal with the guilty varies according to the transgression: sometimes this means a simple geas or mark of justice, but just as often only immediate execution will suffice. Such decisions are not always popular — the kindly priest who transcends mortality and the freedom fighter who battles the evil-yet-rightful king are every bit as guilty as grave-robbing necromancers and demon-worshipers — but the inevitables are always just, and few dare stand in the way of their judgment.

Those inevitables who have completed a given mission often wander through whatever society they find themselves in, seeking other lawbreakers worthy of their ministrations. Brave souls with a worthy cause are always welcome to approach an inevitable and present their case, but such powerful, single-minded beings may not see the situation the same way they do, and though all inevitables do their best to preserve innocent life, they're not above sacrificing a few allies or innocents in an effort to bring down a greater villain.

Physically, inevitables often have humanoid forms or aspects, but their bodies appear somewhere between clockwork constructs and fine statues in the greatest classical tradition. Constructed of stone, adamantine, and even more precious materials, each inevitable is brought to sentience in the axiomites' forges already programmed with the details of its first target.

ARBITER

Stealthy, observant, and frequently persuasive, arbiter inevitables are the scouts and diplomats of the inevitable race. Arbiters keep a close eye on the forces of chaos and do their best to keep the lawful from straying, while simultaneously winning over the hearts and minds of those who might yet be saved. They detest being summoned by chaotic individuals, and try to influence the

summoner's friends or refuse to undertake actions contrary to their programming.

An arbiter who comes across evidence of a significant insurgence of chaos upon a given plane does everything in its power to rally its allies against the dangerous instability, and in situations that are clearly beyond its ability to handle, it may refuse to continue onward until the group agrees to help it reach the nearest greater inevitable and make a full report, or else may travel to Utopia itself and present its urgent information in person.

Type: Neutral Outsider (Inevitable)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Occult d6, Persuasion d6, Stealth d10
Pace: 5; **Parry:** 5; **Toughness:** 4 (2)
Edges: Arcane Resistance.
Gear: Shortsword (Str+d6).
Special Abilities:

- **Armor +2:** Outsider resilience.
- **Constant Vigilance:** An arbiter gets a free reroll to recognize and disbelieve illusions created by creatures.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Electrical Burst:** An arbiter can release electrical energy from its body in a Small Blast Template that deals 3d6 electricity damage. Immediately following such a burst, the arbiter becomes Stunned for 24 hours.
- **Flight:** Pace 10.
- **Innate Powers:** Minor *divination* (once per week) minor *make whole* (3/day, Small or smaller objects only).
- **Locate Inevitable:** An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.
- **Night Vision:** Arbiters ignore all penalties for Illumination.
- **Size −3 (Very Small):** Arbiters measure 1 foot in diameter but are surprisingly heavy, weighing 60 pounds.
- **Slow Regeneration:** An arbiter can make a natural healing roll once per day unless it's completely destroyed.

Languages: All.

FAMILIARS: An arbiter can be selected with the Improved Edge.

KOLYARUT

Kolyaruts are enforcers of bargains, traveling to the very edges of the planes in order to punish oath-breakers and see that contracts are kept. They care little for the terms of the agreements in question, only that promises are fulfilled, debts are paid, and balance is maintained.

Least conspicuous of the inevitables, even in their natural form, kolyaruts are the size of tall humans, though they weigh far more because of their composition. Kolyaruts most frequently appear as cloaked warriors bearing finely crafted bastard swords, allowing others to chalk up any metallic noises to the clanking of hidden armor until the moment when they pull back their hoods and let their quarries look upon their mechanical faces, understanding only too late the nature of the mysterious strangers.

Kolyaruts are by far the most talkative of the inevitables, naturally possessing a courtly grace and an encyclopedic knowledge of social customs, which they use both to assist them in gathering information on their targets and in issuing challenges (or executing dignified sentences) on the battlefield. They are occasionally content to let members of other races tag along and assist them in achieving shared goals, abandoning or even exploiting these "comrades" if it brings them closer to fulfilling their mission.

Type: Neutral Outsider (Inevitable)
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+1, Vigor d12+1
Skills: Athletics d8, Common Knowledge d8, Fighting d10, Notice d10, Occult d8, Performance d8, Persuasion d10, Stealth d6, Survival d10
Pace: 6; **Parry:** 7; **Toughness:** 14 (6)
Edges: Arcane Resistance (Imp)
Gear: Bastard sword (Str+d8+1, AP 2, Accurate, Damaging).
Special Abilities:

- **Armor +6:** Outsider resilience.
- **Bash:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.

- **Discern Lies:** As a limited free action, kolyarut can force a target to make a Spirit roll. With failure, the kolyarut can tell when the subject is lying.
- **Innate Powers:** Major *disguise*, minor *fear*, minor *invisibility* (self), minor *locate*, major *puppet*, minor *stun*.
- **Night Vision:** Kolyarut ignore all penalties for Illumination.
- **Slow Regeneration:** A kolyarut can make a natural healing roll once per day unless it's completely destroyed.
- **Very Resilient:** A kolyarut can take two Wounds before it's Incapacitated.

Languages: All.

LHAKSHARUT

A typical lhaksharut is a six-armed construct that appears to be made of a mix of metals and stone. Where a human would have legs, it instead possesses a complex orb of spinning rings similar in shape to an orrery. This whirling machine grants the lhaksharut the ability to fly, using its metal wings as stabilizers in flight. Four of the construct's arms end in functional hands that it normally uses to carry a mix of weapons. The lhaksharut's lower two arms hold large, flaming metal spheres in their hands, which it uses to generate elemental bolts of energy that it can hurl great distances.



Lhaksharuts are tasked with maintaining the separation between different planes of reality, especially the elemental planes. They do not concern themselves with petty trespasses by visitors from one plane to another, nor even the occasional creation of a pocket plane or hijacking of a chunk of one reality to serve as a base within another, but anything that represents a permanent link between planes, or an effort by the denizens of one plane to invade and conquer another. A lhaksharut enforces the separation of planes through the simple expedient of smashing any device that creates a dangerous breach, or killing any creature that seems determined to mix or blend realities. It does not care why such infractions occur, and is often deaf to any excuse suggesting even a temporary linking of planes is a good idea.

However, while singled-mined and emotionless, a lhaksharut is not mindless or incapable of reason. They can be negotiated with if a problem cannot be solved by smashing and killing violators. Rarely, a lhaksharut can even be convinced that maintaining a planar link is important enough to let the gate stand, if only temporarily. In such cases, the lhaksharut always volunteers to guard the portal until the time comes to shut it down. These arrangements must include a detailed explanation on how a desired course of action will directly lead to meeting the lhaksharut's goal.

In combat, a lhaksharut uses its speed and mobility to get close to targets. A lhaksharut sees groups as imperfect machines, and knows that the best way to overcome them is to disrupt their smooth functioning. It prefers to first eliminate healers, scouts, and shield-bearers before tackling powerful fighters or spell-casters. A lhaksharut cannot be taunted or baited into changing its course of action, and it fights without care for its own survival.

Some lhaksharuts forge networks of informants who can patrol the many planes and send word to the inevitable to alert it of any apparent breaches.



Type: Neutral Outsider (Inevitable)
Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+5, Vigor d12+3
Skills: Athletics d8, Common Knowledge d8, Fighting d12, Intimidation d12, Notice d12, Occult d10, Persuasion d6, Shooting d10, Spellcasting d10, Stealth d4
Pace: —; **Parry:** 10 or 11 (spear);
Toughness: 18 (4)
Edges: Arcane Background (Magic), Arcane Mastery, Arcane Resistance (Imp), Block (Imp)
Powers: *Banish*, *barrier* (WALL OF FORCE), *bolt*, *plane shift*, *scrying*. **Power Points:** 20.
Gear: Spear (Str+d6, Ap 1, Reach 1, Parry +1 if used in two hands, Accurate), morningstar (Str+d6, AP 1, Accurate), longsword (Str+d8, AP 1, Accurate).
Special Abilities:

- **Armor +4:** Outsider resilience.
- **Bash:** Str+d6.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Energy Bolts:** Damage: 3d6, Range 4/8/16, ROF 2. As a limited action, a lhaksharut can make a Shooting roll to fire bolts of energy from the orbs in two of its six hands.
- **Fast Regeneration:** A lhaksharut may attempt a natural healing roll every round until Incapacitated.
- **Flight:** Pace 12.
- **Immune:** Spells with elemental trappings.
- **Innate Powers:** Major *detect arcana*, major *dispel*, minor *teleport* (Greater Teleport, self).
- **Multiweapon Mastery (3):** As a limited action, a lhaksharut can make three attacks as long as it is attacking with a weapon in different hands.
- **Night Vision:** Lhaksharut ignore all penalties for Illumination.
- **Rending:** Anyone Shaken or Wounded by a lhaksharut's attack begins to bleed profusely and must make a Vigor roll at the start of their next turn. Failure causes the victim to take a Wound. Success prevents the Wound but the roll must be made again on the victim's next turn. A raise or successful healing stops the bleeding.
- **Size 5 (Large):** +1 Wound.

Languages: All.

JABBERWOCK

The jabberwock is a true creature of legend — a subject of poetry, song, and myth in many cultures. It is known to be a devastating creature in combat whose arrival presages times of ruin and violence; these stories also tell of the creature's fear of the tools some say were created in ancient times for the sole purpose of defeating them — vorpal weapons.

The jabberwock is a creature of the primal world of the fey, coming from a region of reality where life is more robust, where emotions are more potent, and where dreams and nightmares can come alive. Even in such incredible realms the jabberwock is a creature to be feared. It is said to be the most powerful of a group known collectively as the "Tane," mysterious and powerful creatures whose shapes and types run the gamut of possibility, and were said to be created as goliaths of war and madness, dreamt and stitched into being by the strange gods of this primeval reality.

Typically, a jabberwock seeks out a remote forest lair at least a day's flight from civilization, then emerges from this den once a week to seek out a new place to destroy. It has no true interest in amassing treasure, but often gathers objects of obvious value to bring back to its den in order to encourage heroes to seek it out — to a jabberwock, it makes no difference whether it seeks out things to destroy or lets those things come to it.

The creation of a new jabberwock, or of any of the Tane, is regulated by the strange and unknowable godlike entities that dwell in the primeval world. These fey lords create new jabberwocks as they are needed — sometimes varying the exact particulars, but always creating a fully formed adult creature.

The strange vulnerability a jabberwock possesses against vorpal weapons has long been a matter of intrigue and speculation among scholars. Most believe that, once upon a time, only one jabberwock existed, a creature of such great power that nothing could hurt it. Nothing, that is, save for a legendary sword forged for a mortal hero by a now-forgotten artisan or god. So epic was this battle that it created strange echoes throughout reality, and as a result, these echoes, in the form of the vorpal swords and jabberwocks known today, can be found on many worlds.

Type: Evil Dragon (Jabberwock)
Attributes: Agility d12, Smarts d6, Spirit d12, Strength d12+8, Vigor d12+6
Skills: Athletics d12, Fighting d12, Intimidation d12, Notice d12, Stealth d6
Pace: 8; **Parry:** 8; **Toughness:** 23 (6)
Edges: Arcane Resistance (Imp), Dodge, Frenzy

Special Abilities:

- **Armor +6 (Heavy Armor):** Mystical hide.
- **Bite/Claw:** Str+d8, AP 2.
- **Burble:** A jabberwock can burble as a limited action. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and some languages it doesn't) affects all creatures within 10" (20 yards). These creatures must make a Spirit check at −2 or become Stunned. Alternatively, the jabberwock can focus its burble in a Stream Template of sonic energy that deals 5d6 sonic damage (Evasion roll negates).
- **Dragon:** Ignore penalties for Illumination; immune to fire, paralysis, *slumber*, Stun; −4 damage from acid, electricity; ignore up to 4 points of Scale penalties when attacking; minor *detect arcana.*
- **Environmental Weakness:** Cold, Vorpal enchantment.
- **Eye Rays:** As a limited action, the jabberwock can project beams of fire from its eyes (Damage 4d6 (fire), Range: 10/20/40, Athletics to attack). It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 6" of each other.
- **Fast Regeneration:** Jabberwocks may attempt a natural healing roll every round until slain.
- **Fear (−2):** The frightful presence of dragons causes Fear checks at −2.
- **Flight:** Pace 16.
- **Size 6 (Large):** A jabberwock is 35 feet tall and weighs 8,000 pounds. +1 Wound.
- **Weakness (Vorpal):** A jabberwock knows that a vorpal weapon can kill it swiftly. If it is Shaken or Wounded by a vorpal weapon, the jabberwock becomes Distracted. If it is hit with a raise from a vorpal weapon, it can only take a single action on its next turn.
- **Whiffling:** If a jabberwock attacks two or more times in a round, its wings and violent motions create severe winds. These winds surround the monster in a LBT. These winds impose a −2 penalty on ranged attacks targeting it.

Languages: Aklo, Common, Draconic, Gnome, Sylvan.



KELPIE

A kelpie is a deadly shapechanging predator that, in its natural form, appears as a hideous combination of emaciated horse and sickly humanoid, with slimy, transparent skin and long, stringy hair. Its face is long and equine, with a mouth filled with jagged teeth. Few, however, ever see a kelpie in its true form, for kelpies almost always encounter other creatures while in disguise as a humanoid, horse, or hippocampus, reverting to their true form only after their targets have drowned so that they can feast on their victims, leaving behind only the heart and liver (as both of these organs are distasteful to most kelpies).

Kelpies can be found in saltwater and freshwater environments, including fens, rivers, swamps, and underground pools and lakes. Communities living near kelpie lairs believe that folk who die on the water or are killed by a kelpie become kelpies themselves. Kelpies may serve as steeds for aquatic fey or other water monsters while in their hippocampus forms, sometimes without their riders ever knowing the truth of the steed's sinister nature.

Type: Evil Fey (Kelpie)
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Performance d8, Persuasion d8, Spellcasting d10, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 7 (2)
Edges: —
Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Enchanted skin.
- **Bash:** Str+d4
- **Captivating Lure:** Once per day, a kelpie can cast *puppet* on a creature within 10". With success, the target is captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. The victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A victim within 1" of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie.
- **Change Shape:** As a limited action, this creature can change into any humanoid between Size –2 and 4, a hippocampus, or a horse with a Spellcasting roll. Changing back also requires a roll.
- **Environmental Weakness:** Fire.
- **Innate Powers:** Minor *mind link* (Touch Limitation).
- **Low Light Vision:** Kelpies ignore penalties for Dim and Dark Illumination.

Languages: Aquan, Common, Sylvan.

KORRED

Korreds are an ancient fey race who like forested areas with nice, rocky ground. They resemble small, wild-haired humanoids with wild, knotted hair. Korreds especially like to dance in ancient stone circles within forest glades, often led by satyrs with panpipes. They are a shy race and do not take kindly to outsiders discovering them, even by accident. They almost always attack non-korreds who stumble into their territory, seeking to kill them or at least drive them off.



Korred clothing consists of a simple leather apron, jerkin, or kilt, leaving their legs uncovered and feet bare. Their clothes have a large pocket or pouch to hold their belongings. A korred's hair and beard grow quickly, sometimes an inch a day, and the korred trims its hair when the locks become too unruly, saving the trimmings in its pocket so it can weave them into ropes.

Type: Neutral Fey (Korred)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d10, Common Knowledge d4, Fighting d6, Notice d6, Performance d6, Persuasion d8, Repair d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 8 (4)
Edges: Arcane Resistance, Extraction
Gear: Heavy club (Str+d6), rope, shears.
Special Abilities:

- **Animated Hair:** As a limited free action, a korred can cause its hair to reach out and interfere with adjacent creatures—tugging at clothes, tangling feet and arms, and generally making a nuisance of itself. These targets become Entangled (an Evasion roll negates).
- **Armor +4:** Enchanted skin.
- **Environmental Weakness:** Cold iron.
- **Innate Powers:** Minor *confusion* (LBT, Fey are immune (STUNNING LAUGH)), minor *elemental manipulation* (earth), minor *telekenesis* (rope only), minor *teleport* (enter and exit through stone surfaces).
- **Low Light Vision:** Korreds ignore penalties for Dim and Dark Illumination.
- **Rock Throwing:** Korreds are exceptionally good at throwing rocks. Damage Str, Range 20/40/80.
- **Size –1:** Korreds are short creatures.

Languages: Common, Sylvan.

KRENSHAR

The krenshar is a strange creature that resembles a large but earless hunting cat, save that it can retract the fur and skin on its face to reveal the glistening skull and musculature underneath. Combined with its strange, keening wail, this

horrifying display is enough to paralyze prey and send formidable opponents running.

Krenshar's retractable skin allows it to dine on carrion with a lower risk of picking up disease-carrying vermin, much like a vulture's bare head and neck. When the creature finishes eating, restoring the facial skin to its normal position scrapes off gore and clinging bugs.

Though krenshars generally prefer to stalk herd animals like deer or cattle, they have no qualms about taking on humanoids when food is scarce.

This earless, panther-like beast snarls as the skin of its face twitches, then peels back to reveal the bone and flesh beneath.

Type: Neutral Magical Beast (Krenshar)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d4, Intimidation d4, Notice d6, Persuasion d4, Stealth d8
Pace: 8; **Parry:** 4; **Toughness:** 6 (2)
Edges: —
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str.
- **Night Vision:** Krenshar ignore all penalties for Illumination.
- **Size –1:** They average 4 to 5 feet in length and weigh approximately 175 pounds.
- **Skullface:** As a limited action, krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. When it does this, it can emit a loud screech that functions as minor *fear*.

Languages: Sylvan (can't speak).





LENG SPIDER

The spiders of Leng have long warred with that realm's more humanoid denizens, yet this does not make the spiders allies of sane life. These spiders see themselves as deserving of true positions of power, and the only creatures they suffer to live apart from their kin are their magically controlled slaves. Fortunately, the spiders have no intrinsic way to travel to the Material Plane, and must use portals or other methods to visit this world. Artistic trap builders, Leng spiders construct lairs of dangerous and haunting beauty made of webs and other materials found nearby.

Type: Evil Magical Beast (Leng Spider)
Attributes: Agility d12, Smarts d12, Spirit d8, Strength d12+3, Vigor d12
Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d10, Occult d10, Persuasion d6, Spellcasting d10, Stealth d6, Survival d6
Pace: 8; **Parry:** 7; **Toughness:** 14 (1)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Frenzy, Quick
Powers: *Fly*, *illusion*, *invisibility*, *puppet*. **Power Points:** 15
Gear: Masterwork web flail (Str+d8, AP 1), masterwork web bola (Range 8/16/32, Damage Str+d4, AP 1).
Special Abilities:
- **Armor +1:** Outsider resistances.

- **Bite:** Str+d6.
- **Blindsense:** Ignores *invisibility* and all Illumination penalties up to 10".
- **Fast Regeneration:** Leng spiders may attempt a natural healing roll every round until Incapacitated.
- **Immunity:** Cold, *confusion*, poison, sonic.
- **Innate Powers:** Minor *detect arcana*, minor *dispel*, *entangle* (web, uses Spellcasting), major *speak language* (all languages).
- **Night Vision:** Leng spiders ignore penalties for Illumination.
- **Poison (–2):** Anyone damaged by a Leng spider's bite suffer the effects of Mild poison.
- **Size 5 (Large):** Leng spiders have a legspan of 30 feet and weigh nearly three tons.
- **Very Resilient:** Leng spiders can take two Wounds before they're Incapacitated.
- **Wall Walker:** The Leng spider can cling to vertical and inverted surfaces, and move at their standard Pace.
- **Web Weaponry:** Leng spiders can create and use masterwork weaponry from their webs and nearby objects.

Languages: Aklo.



LYCANTHROPE

Lycanthropes are shape-changing humanoid creatures. They can take humanoid form, animal form, or fearsome hybrid shape with characteristics of the two.

Two types of lycanthropes are known—those born naturally and those infected with the disease (or curse) of lycanthropy. The former have better control over their shapechanging, while the inflicted are compelled to take the were-shape during a full moon. Natural lycanthropes carry the disease and can infect others.

Several types of were-creatures exist on Golarion, from werebears to weretigers. The Inner Sea region is known as a particular hub of activity, from the Darkmoon Vale in Andoran to Wolf's Ear in Varisia. Were-creatures often join together in secret guilds or other lycanthrope societies.

WEREBEAR (HYBRID FORM)

In their humanoid forms, werebears tend to be muscular and broad-shouldered, with stark facial features and dark eyes. Their hair is usually red, brown, or black, and they look like they are used to a lifetime of hard work. Though by far the most benign of common lycanthropes, werebears are shunned by most normal folk, who fear and mistrust their animal transformations.

Most live as recluses in forested areas or in small family units among their own kind. They avoid confrontations with strangers but do not hesitate to drive evil humanoids out of their territory.

Some werebears are angry and violent, because of either temperament or a lifetime of harassment from others, and these mean ones aren't afraid to put an axe in a trespasser's face or eat someone who pushes them too far. Cool-headed werebears don't like to speak of these individuals with strangers.

Type: Good Humanoid (Lycanthrope, Hyrbid Form)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Healing d6, Notice d8, Persuasion d4, Stealth d4, Survival d8
Pace: 6; **Parry:** 6; **Toughness:** 11 (4)

Gear: Masterwork battle axe (Str+d8, AP 1), masterwork hand axe (Range 3/6/12, Damage Str+d6, AP 1).

Special Abilities:

- **Armor +4:** Thick hide.
- **Bite/Claws:** Str+d6
- **Change Shape:** As a limited action, a werebear can assume one of three forms: bear, hybrid, or original form.
- **Environmental Weakness:** Silver.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Infection:** Anyone Wounded by a naturally-born werebear's bite must make a Vigor roll or contract lycanthropy.
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Resilient:** Werebears can take one Wound before they're Incapacitated.
- **Size 1:** Werebears are stout creatures.

Languages: Common.

WEREBOAR (HYBRID FORM)

In their humanoid forms, wereboars tend to be stout with upturned noses, bristly hair, and a noticeable overbite. They usually have red, brown, or black hair, though a few are golden blond, pale blond, or even bald.

Wereboars usually live in their own communities rather than mixing with non-lycanthropes, and tend to have large families with many children.

Many wereboars are known to have especially bad tempers, rivaling those of murderous werewolves, and even other lycanthropes tend to avoid them. This suits the wereboars fine, especially as some weretigers and werewolves have been known to hunt young wereboars.

Note that the statistics presented here for wereboars assume that the creatures are in their barbarian rage — if the creatures are encountered at another time, simply adjust their statistics accordingly. This potbellied creature has the body of a man and the head of a crazed boar. Large tusks jut from his upper jaw.

Type: Neutral Humanoid (Lycanthrope, Hybrid Form)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d12



Skills: Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 13 (4)

Gear: Dagger (Str+d4).

Special Abilities:

- **Armor +4:** Thick hide.
- **Bite:** Str+d4, AP 2.
- **Change Shape:** As a limited action, this lycanthrope can assume one of three forms: dire boar, hybrid, or original form.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Environmental Weakness:** Silver.
- **Infection:** Anyone Wounded by a naturally-born wereboar's bite must make a Vigor roll or contract lycanthropy (see page 8).
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Rage:** Per the Barbarian Class Edge in *Savage Pathfinder*.
- **Resilient:** Wereboars can take one Wound before they're Incapacitated.
- **Size 1:** Wereboars are stout creatures.
- **Tusks:** Str+d6, AP 2 (counts as horns).

Languages: Common.

MANDRAGORA

A mandragora rises spontaneously from a mandrake root that has drawn nutrition from the corpse or ichor of a demon. However, its size hides the creature's fantastic strength and brutality. When a mandragora attacks, its fingers grow into whipping, thorny vines nearly 10 feet long.

A mandragora rarely strays far from its lair amid tangled roots or vines, but when it encounters any other creature, it attacks regardless of the odds. However, a mandragora can usually recognize druids and does not attack them or their animal companions unless they attack it first. It has no qualms about attacking a druid's allies.

A mandrake root that is growing on or near a demon's corpse or ichor has a 2% chance of awakening as a mandragora within a day of first absorbing the tainted material. A creature that wants to create a mandragora can do so with an Alchemy check at −2; the process requires a day of work, a mandrake root, several pints of ichor or the body of a demon. The newly created mandragora is hostile, even to its creator.



This filthy creature resembles a small, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

Type: Evil Plant (Mandragora)
Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d10
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 7 (2)
Edges: —
Special Abilities:

- **Armor +2:** Dense fibers.
- **Bash:** Str+d4.
- **Bite:** Str+d6.
- **Blood Drain:** A mandragora can suck blood from a bound opponent, causing Energy Drain (Vigor).
- **Burrow (2"):** Mandragora can burrow underground.
- **Environmental Resistance:** Electricity.
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Poison (−2):** The Mandragora's bash contains a Mild poison.
- **Shriek:** Once per day as a limited action, a mandragora can give voice to an unsettling shriek. All creatures within 5" (10 yards) must make a Spirit check or be Distracted and Vulnerable.
- **Size −2 (Small):** A typical mandragora stands at just over 3 feet tall and only weighs 30 pounds.
- **Weakness (*darkness*):** A mandragora exposed to *darkness* suffers the effects of major *sloth* as well.

Languages: Abyssal, Common.

SCRYING FOCUS

When mandragora poison is mixed with its thick, gooey, sap-like blood and 1,000 gp worth of alchemical reagents, the resulting fluid grants +2 bonus to a single *scrying*.

MOTHMAN

Little is known of these strange creatures, save that when they appear, calamity follows. Mothmen see themselves as agents of fate, exhibiting extraordinary powers to guide the hands of destiny. More often than not, citizens encounter a mothman and never recall the meeting, yet fall right into the creature's obscure plans.

A shroud of dark wings cloaks this thin, humanoid shape. Two monstrous red eyes glare malevolently from its narrow face. Mothmen stand almost 7 feet tall and weigh 100 pounds.

Type: Neutral Monstrous Humanoid (Mothman)
Attributes: Agility d10, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Academics d8, Athletics d8, Common Knowledge d8, Fighting d6, Notice d8, Occult d8, Persuasion d6, Spellcasting d8, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 10 (4)
Hindrances: Mute
Edges: Arcane Resistance
Powers: *Fear*, *illusion*, *invisibility*, *mind wipe*, *puppet*, *teleport*. **Power Points:** 20
Special Abilities:

- **Agent of Fate:** A mothman may recreate the effects of any power of Veteran Rank or lower once per day, but only if doing so steers the flow of fate in its proper course. What the proper flow of fate entails is determined by the GM.
- **Armor +4:** Strange resilience.
- **Claws:** Str.
- **Darkvision:** A mothman ignores penalties for Illumination up to 10".
- **Fear:** A mothman has a mind-warping gaze.
- **Innate Powers:** Major *deflection*, major *fly*, minor *mind link*, minor *mind reading*, minor *sound*.

Languages: Common, Sylvan, Undercommon.

NECROPHIDIUS

The snake-like necrophidius is a magical construct built from the skeleton of a giant snake mounted with the skull of a humanoid creature with fangs cemented into its jaws. The rituals of its creation are well guarded by those who discover them.

It is a mindless construct that requires neither food nor sleep. Particularly macabre creators might even construct the creature from the skull of a friend or loved one of the intended victim in order to magnify the horror of the assassination. Although a necrophidius is mindless, it can follow the simple commands of its creator.

Type: Neutral Construct (Necrophidius)



Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Edges: —
Special Abilities:

- **Armor +1:** Enchanted bones.
- **Bite:** Str+d6, AP 1.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Dance of Death:** A necrophidius can entrance opponents by swaying back and forth as an action. Creatures within 6" who can see this must make a Spirit check or be stunned.
- **Fearless:** Necrophidius are immune to Fear and Intimidation.
- **Immune:** *Empathy*, *puppet*, necromancy powers, paralysis, and Fatigue.
- **Night Vision:** Necrophidius ignore all penalties for Illumination.
- **Poison:** The bite contains a Paralyzing poison.
- **Resilient:** The necrophidius can take one Wound before it's Incapacitated.

NIGHTSHADE

The malevolent nightshades are a mysterious form of necrotic abominations composed of equal parts darkness and ineffable evil. They are living wells of hatred and death, their mere presence sapping the light, heat, and life from all around them, leaving nothing but the heavy, hanging pallor of an open grave in their passing. To nightshades, life is a corruption and a blight. Creation must be purged of this disruption, so that all existence can be welcomed into the sweet embrace of darkness and death. To this end, nightshades seek nothing less than the annihilation of all that is, that was, and that will be.

Nightshades call to themselves legions of undead and shadow-spirits. They are clever and patient planners, willing to grant favors to allies or minions as long as they prove themselves useful, and equally willing to turn on them and destroy them the moment their usefulness has been exhausted, rendering their tortured and murdered spirits into deathless slaves.

Nightshades originate in the deepest voids at the planar juncture of the Plane of Shadow and the Negative Energy Plane, where reality itself ends. Here lies a vast umbral gulf where the weight of infinite existence compresses the null-stuff of unlife and the tenebrous webs of shadow-reality into matte, crystalline plates and shards of condensed entropy. Many fiends seeking the power of ultimate destruction have sought this place, hoping to harness its power for their own ends, but the majority discover the power of distilled entropy is far greater than they bargained for. Their designs are washed away as they become one with the nothing, with first their minds and then their bodies being remade, forged no longer of living flesh but of the lifeless, deathless matter of pure darkness incarnate. Recast into one of a handful of perfected entropic forms, these immortal fiendish spirits still burn with the freezing fire of insensate evil, but are now distilled and refined through the turning of ages to serve entropy alone.

While the majority of nightshades are the product of such fiendish arrogance, this is by no means the only source for these powerful undead creatures. When a critical mass of immortal soul energy is reached, a new nightshade is spawned. The souls of mortals lost to the negative plane are drawn up and reborn as undead long before becoming co-opted within the gulf; mortal spirits are the servants of the nightshades, but only the essence of immortality can provide the spiritual fuel to ignite the fire of their unlife.

The most common nightshades are the nightwalkers, long-striding giant fiends often found at the head of undead armies. They are the generals of the nightshade army, the commanders of legions and the organizers of the deaths of worlds.

Yet in places the nightwalkers cannot easily reach, the vast gulfs of the sea and the soaring heights of the clouds above, other nightshades rule. When these monstrosities come to the Material Plane, they swoop down in the dawn to take shelter in abandoned necropolises or vast crypts, emerging at dusk to prey upon nations.

As above, so do the realms below quake from the passage of nightshades. Here, immense nightcrawlers slither and creep. These umbral worms do not often venture forth from the deep, forgotten caverns they dwell in, but when they do, entire kingdoms die as their nighted coils writhe and work their inevitable way through the population.

They all pale in comparison to the mightiest nightshades of all — the shark-like nightwave. This monstrosity prowls the lightless depths of ocean trenches, gathering the souls of the countless drowned dead or preying upon deep aquatic races. Rumors of yet more powerful nightshades are whispered fearfully in certain circles — creatures of such immense power that their mere existence can drain entire planets of life in a matter of weeks. If such monstrosities truly exist, then all life may be but a fleeting spark in the dark folds of a forever-doomed future.

NIGHTSHADE, NIGHTCRAWLER

Appearing as an immense and frightening vermin, with a centipede-like body and numerous glowing eyes, this nightshade is incredibly intelligent. When not cleansing the deep caverns of life, the nightcrawler spends its time plotting how best to carry out its own private stages of the overall nightshade plan

to expunge life from all worlds, conferring with its undead minions and, when necessary, observing living creatures from afar while invisible to learn about hidden enclaves that its depredations might otherwise have missed.

Unfortunately for those who dwell upon the surface, nightcrawlers often crawl up through the tunnels to bring their devastation to the night above. Although they always retreat underground before the first tentative rays of dawn color the eastern skies, they can spread an incredible amount of ruin in the span of a few short hours each night.

This immense worm is covered with plates of dead-black, chitinous armor. Its toothy maw yawns like a cave.

Type: Evil Undead (Nightshade)
Attributes: Agility d6, Smarts d12, Spirit d12, Strength d12+5, Vigor d12+1
Skills: Athletics d6, Common Knowledge d4, Fighting d12, Intimidation d10, Notice d12, Occult d10, Spellcasting d8, Stealth d8
Pace: 6; **Parry:** 8; **Toughness:** 22 (7)
Edges: Arcane Background (Magic), Arcane Resistance (Imp)
Powers: *Blast, burst* (CONE OF COLD), *confusion, speed.* **Power Points:** 20
Special Abilities:

- **Armor +7:** Concentrated shadows.
- **Bite:** Str+d6+d6 (cold), AP 2.
- **Blindsense:** Nightcrawlers ignore penalties for Illumination. They can detect vibrations up to 20 yards.
- **Burrow (12″):** These creatures tunnel through the ground.
- **Desecrating Aura:** Other undead within 6″ (12 yards) gain +1 to attack and damage rolls.
- **Energy Drain:** Anyone Wounded by a Swallow Whole suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Innate Powers:** Major *darkness*, minor *detect arcana*, major *dispel*, minor *fly*, minor *invisibility*, minor *mind link*, minor *plane shift* (1/day), minor *smite.*
- **Nightshade:** Immune to cold, disease, poison, nonlethal damage, *puppet*; +4 damage from silver; ignore penalties for Illumination.
- **Poison (−2):** The stinger contains a Mild poison.
- **Size 7 (Large):** A nightcrawler is 60 feet long and weighs 10,000 pounds. It can take one additional Wound.
- **Sting:** Str+d8+d6 (cold).
- **Summon:** This creature can summon six shadows, once per day as a limited action.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet.

  If the nightcrawler is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If it is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Swat:** Ignores 4 points of Scale penalties.
- **Weakness (Daylight):** A nightshade caught in sunlight cannot attack and is Vulnerable.

Languages: Abyssal, Common, Infernal.



NIGHTSHADE, NIGHTWALKER

The most commonly encountered nightshade is the giant-like nightwalker. This powerful foe leads armies of undead against the living, but unlike most mortal generals the nightwalker is not content to stand back and observe the battles from safety. The undead creature is ever eager to put its tactics and plans to the test itself, and takes part in battles in every possible occurrence save for those that the creature has determined are self-destructive. This is not to say that the nightwalker never sacrifices its troops to gain a tactical advantage—just that these attacks are the only ones the monster feels no urge to participate in directly.

Nightwalkers enjoy inflicting despair before death, particularly by destroying valued objects or murdering loved ones before delivering the final blow to a foe.

This towering, night-black giant has demonic features, including a huge pair of ram-like horns. Its arms end in massive blades.



Type: Evil Undead (Nightshade)
Attributes: Agility d6, Smarts d12, Spirit d12, Strength d12+5, Vigor d12
Skills: Athletics d6, Battle d10, Common Knowledge d8, Fighting d10, Intimidation d12, Notice d12, Occult d10, Spellcasting d8, Stealth d10
Pace: 8; **Parry:** 7; **Toughness:** 19 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp), Command, Command Presence, Fervor, Hold the Line, Tactician
Powers: *Blast* (CONE OF COLD), *bolt*, *confusion*, *damage field*, *darkness*, *dispel*, *invisibility*, *plane shift*, *speed*. **Power Points:** 20
Special Abilities:

- **Armor +6:** Concentrated shadows.
- **Claws:** Str+d6+d6 (cold), AP 2.
- **Desecrating Aura:** Other undead within 6" (12 yards) gain +1 to attack and damage rolls.
- **Fear (–1):** Nightwalkers are terrifying entities.
- **Innate Powers:** Minor *detect arcana*, minor *fly*, minor *mind link*, minor *smite*.
- **Nightshade:** Immune to cold, disease, poison, nonlethal damage, *puppet*; +4 damage from silver; ignore penalties for Illumination.
- **Size 5 (Large):** A nightwalker is 20 feet tall and weighs 5,000 pounds. It can take one additional Wound.
- **Summon:** This creature can summon two shadows, once per day as a limited action.
- **Swift Sundering:** A nightwalker can attempt to break an object with its claws (see **Breaking Things** in *Pathfinder for Savage Worlds*) as a limited free action.
- **Very Resilient:** A nightwalker can take two Wounds before it's Incapacitated.
- **Weakness (Daylight):** A nightshade caught in sunlight cannot attack and is Vulnerable.

Languages: Abyssal, Common, Infernal.

NIGHTSHADE, NIGHTWAVE

The most powerful of the nightshade is the nightwave, an unholy personification of the remorseless gluttony of death given the form of a shark the size of the largest whales. Although the nightwave is most at home in the ocean's deeps, it has no need to breathe,



and its ability to fly allows it to bring ruin above the waves as the need presents itself.

Immense almost beyond belief, this sleek, midnight-black shark rises from the sea like an unholy island heaved up from below.

Type: Evil Undead (Nightshade)
Attributes: Agility d8, Smarts d12, Spirit d12, Strength d12+10, Vigor d12
Skills: Athletics d8, Common Knowledge d8, Fighting d12, Intimidation d12, Notice d12, Occult d10, Persuasion d6, Spellcasting d8, Stealth d10
Pace: 8; **Parry:** 7; **Toughness:** 25 (6)
Edges: Arcane Background (Magic), Arcane Resistance (Imp)
Powers: *Blast* (CONE OF COLD), *bolt*, *confusion*, *damage field*, *darkness*, *dispel*, *invisibility*, *plane shift*, *speed*. **Power Points:** 20
Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +6:** Concentrated shadows.
- **Bite:** Str+d10+d6 (cold), Heavy Weapon.
- **Blackest Depths:** The waters in which a nightwave swims become as chill, dark, and heavy as those in the ocean's deepest reaches. All waters within 10" (20 yards) are Pitch Dark, and creatures within this radius take 2d6 damage (cold) at the end of their turn. Incorporeal and Aquatic creatures do not take this damage. Any magical light effect within this radius at the beginning of the nightwave's turn is dispelled. This effect does not extend out of the water.
- **Desecrating Aura:** Other undead within 6" (12 yards) gain +1 to attack and damage rolls.
- **Energy Drain:** Anyone Wounded by a Swallow Whole suffers Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Innate Powers:** Minor *detect arcana*, minor *fly*, minor *mind link*, minor *smite*.
- **Nightshade:** Immune to cold, disease, poison, nonlethal damage, *puppet*; +4 damage from silver; ignore penalties for Illumination.
- **Size 11 (Huge):** A nightwave is 100 feet long and weighs 200 tons. It can take two additional Wounds.
- **Summon:** This creature can summon one Nightwing, once per day as a limited action.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet.

  If the nightwave is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If it is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Weakness (Daylight):** A nightshade caught in sunlight cannot attack and is Vulnerable.

Languages: Abyssal, Common, Infernal.



NIGHTSHADE, NIGHTWING

The least of the known types of nightshade, the nightwing is nevertheless a deadly foe. Nightwings often serve more powerful nightshades as aerial support. These nightshades are also the most likely to be found serving a non-undead master—nightwings are often used by powerful mortals as guardians or sentinels. Despite this, nightwings still hope to someday slay any master they serve. They enter servitude primarily as a method of aiding a destructive or murderous mortal in their task of mass murder; once this task is over, or if at any point the nightwing believes its master is slacking in its murderous duties, the nightwing is swift to turn on its one-time ally.

This enormous, bat-like creature is shaped from utter darkness, its eyes tiny red stars in the blackest night.

Type: Evil Undead (Nightshade)
Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+5, Vigor d10
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Notice d10, Occult d10, Persuasion d6, Spellcasting d8, Stealth d10
Pace: 6; **Parry:** 7; **Toughness:** 18 (6)
Edges: Arcane Background (Magic), Arcane Resistance, Sweep (Imp)
Powers: *Blast* (CONE OF COLD), *bolt*, *confusion*, *damage field*, *darkness*, *dispel*, *invisibility*, *plane shift*, *speed*. **Power Points:** 20
Special Abilities:

- **Armor +6:** Concentrated shadows.
- **Bite:** Str+d6+d6 (cold), AP 2.
- **Desecrating Aura:** Other undead within 6" (12 yards) gain +1 to attack and damage rolls.
- **Flight:** Pace 12.
- **Innate Powers:** Minor *detect arcana*, minor *mind link*, minor *smite*.
- **Magic Drain:** Anyone hit by a bite attack must make a Spirit roll (−2 with a raise on the attack) or all powers affecting them immediately end. The nightwing heals one Wound for each power ended this way.
- **Nightshade:** Immune to cold, disease, poison, nonlethal damage, *puppet*; +4 damage from silver; ignore penalties for Illumination.
- **Size 5 (Large):** Nightwings are 20 ft long and weigh over 4,500 lbs. It can take one additional Wound.
- **Summon:** This creature can summon two shadows, once per day as a limited action.
- **Very Resilient:** A nightwing can take two Wounds before it's Incapacitated.
- **Weakness (Daylight):** A nightwing caught in sunlight cannot attack and is Vulnerable.

Languages: Abyssal, Common, Infernal.

OGREKIN

The result of an unfortunate union between an ogre and a humanoid, the ogrekin (or half-ogre) is cursed with horrific malformations due to its tragic ancestry. Shunned by both parents, ogrekin tend to form unstable clans of their own, often resorting to inbreeding to sustain the collective. While good-natured ogrekin are not entirely unheard of, they are far and few between.

Its body twisted and deformed, this lumbering giant has tiny eyes and a mouth of jagged teeth presented in a furious roar.

Type: Evil Humanoid (Ogrekin)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d4, Persuasion d4, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 9 (1)
Edges: —
Gear: Spear (Str+d8).
Special Abilities:

- **Ancestry (Ogrekin):** Hardy, Low Light Vision, Size 1.
- **Armor +1:** Thick hide.
- **Bite:** Str.
- **Deformities:** An ogrekin gains at least one beneficial and disadvantageous deformity as listed below.

Languages: Giant.

OGREKIN DEFORMITIES

Beneficial Deformities: The ogrekin gains one of these, chosen randomly.

- 1: Oversized Limb: The ogrekin can wield two-handed weapons in the oversized limb and deals +1 damage when attacking with that limb.
- 2: Oversized Maw: Increase the ogrekin's Bite to Str+d4.
- 3: Quick Metabolism: The ogrekin gains a +1 bonus on Vigor rolls.
- 4: Thick Skin: Improve natural armor bonus by +1.
- 5: Vestigial Limb: Vestigial third arm (can't use items) Gang Up bonus of 1.
- 6: Vestigial Twin: A malformed twin's head juts out from the ogrekin, providing the ogrekin with all-around vision.

Disadvantageous Deformities: The ogrekin gains one of these, chosen randomly.

- 1: Deformed Hand: One hand can't wield weapons; −1 penalty on attack rolls with two-handed weapons.
- 2: Fragile: The ogrekin is particularly frail and gaunt. Reduce its Vigor by one die type.
- 3: Light Sensitive: The ogrekin subtracts 1 from Trait rolls requiring sight in bright light.
- 4: Obese: The ogrekin takes a −2 penalty to Agility rolls, reduces its Pace by 2, and gains Size +1 (this can stack with the Obese Hindrance).
- 5: Stunted Legs: The ogrekin's Pace is reduced by 2.
- 6: Weak Mind: The ogrekin's head is huge and misshapen. It suffers −1 to Spirit checks.

PEGASUS

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily befriended. The pegasus is, despite its appearance, as intelligent as a human. As such, those who try to train a pegasus to serve as a mount find the pegasus to be recalcitrant and even violent.

A pegasus prefers the company of a good companion. The proper method to convince a pegasus to serve as a mount is to befriend it with diplomacy, favors, and good deeds.

Pegasi lay eggs — they are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. However, as they are intelligent, selling eggs and young is essentially slavery.





Type: Good Magical Beast (Pegasus)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d4
Pace: 12; **Parry:** 5; **Toughness:** 9
Edges: —
Special Abilities:

- **Bite/Hooves:** Str.
- **Flight:** Pace 24.
- **Innate Powers:** Minor *detect arcana* (Alignment Sense).
- **Night Vision:** Pegasi ignore all penalties for Illumination.
- **Size 3:** A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

Languages: Common (can't speak).

PEGASI CHAMPION: Agility d8, Spirit d8, Strength d12, Vigor d10, Fighting d8, Notice d10, Parry 6; Toughness: 10, Environmental Resistance: Fire, and are Resilient.

PSEUDODRAGON

Pseudodragons are tiny cousins of true dragons. Playful but shy, they vocalize in chirps, hisses, growls, and purrs, but can communicate telepathically. Threats or violence make them flee, but if approached peacefully and offered food, they are usually willing to share information about their territory.



Pseudodragons are carnivores, devouring insects, rodents, small birds, and snakes, though they sometimes eat eggs, and most also enjoy butter, cheese, and fish. They either hunt on the ground like lizards or look for prey on the wing like a raptor. As smart as a typical humanoid, they do not enjoy being treated as pets and prefer being treated as friends. They are wary of evil folk but can bond with sorcerers and wizards as familiars, and some have befriended druids and rangers or partnered with good dragons as scouts. Pseudodragons will serve as familiars if they approve of a spellcaster's personality, but often also bond with those whose company they enjoy or who have proven themselves true friends. A pseudodragon might follow another character in this manner for days, weeks, years, or even a lifetime if the creature is treated well, provided with food, and generally well-loved.

The eyes of this purple-scaled dragon glint with a mischievous intelligence and the sting of its tail has a silvery sheen.

Type: Good Dragon (Pseudodragon)
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Stealth d10, Survival d6
Pace: 3; **Parry:** 5; **Toughness:** 3 (1)
Edges: Arcane Resistance
Special Abilities:

- **Armor +1:** Shiny scales.
- **Bite/Sting:** Str+d4.
- **Dragon:** Ignore penalties for Illumination; immune to Paralysis, *slumber*, Stun; minor *detect arcana.*
- **Flight:** Pace 12.
- **Innate Powers:** Minor *mind link*.
- **Poison:** A pseudodragon's sting contains a Knockout poison.
- **Size –3 (Very Small):** A pseudodragon's body is about 1 foot long with a 2-foot tail, and weighs about 7 pounds.

Languages: Draconic.

FAMILIARS: A pseudodragon can be selected with the Improved Familiar Edge.

REEFCLAW

Reefclaws are vicious predators. They possess greater intelligence than animals, but rely mainly on their strength and instincts to survive. They terrorize both coastal waters and major rivers, feeding voraciously on fish, crustaceans, dolphins, and even land mammals come to riverbanks to drink. Once a reefclaw latches onto a victim it stays attached until either it or its prey is dead.

In populated areas, reefclaws prey on beachcombers, divers, and fishermen, sometimes abandoning their usual solitary nature and coordinating attacks with other reefclaws. The creatures must be wary, however, because in some regions fishermen troll bays and coastlines infested with reefclaws, baiting the creatures with fresh meat and then harvesting their powerful claws with axes.

Reefclaws cannot speak, but the creatures understand the languages used by humanoids near their hunting grounds. They use this knowledge in order to avoid fishermen and coordinate attacks. Reefclaws keep no treasure, instead savoring the taste of flesh and crunch of bone and shell as much as a miser covets his gold.

Type: Neutral Aberration (Reefclaw)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d6
Pace: 2; **Parry:** 4; **Toughness:** 6 (2)
Hindrances: Mute
Edges: —
Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** rubbery hide.
- **Claws:** Str+d4.
- **Death Frenzy:** When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a Wild Attack against a creature in its reach.
- **Night Vision:** Reefclaws ignore all penalties for Illumination.
- **Poison:** Their claws contain a Mild poison.



- **Size –1:** A male reefclaw is around 3 and a half feet long and weigh around 70 pounds.

Languages: Common.

ENORMOUS REEFCLAW: Agility d8, Spirit d8, Strength d12+2, Vigor d12+1, Fighting d10, Notice d10, Stealth d10, Parry 7; Toughness:14 (5), Armor +4, Claws: Str+d6, AP 2, Size 2 and are Very Resilient.

SAHUAGIN

Ravenous and cruel, the sahuagin are, unfortunately, among the most prosperous oceanic races. Great cities raised by these creatures darken the deep ocean trenches, and many are the near-coastal fortresses where they launch endless raids against their air-breathing enemies who dwell in close proximity to the shore.

Warlike and proud, the sahuagin rarely ally with others, and view most other aquatic races such as the aboleths, the merfolk, and their ilk as competitors. The only creatures they respect are sharks, for sahaguin see themselves in these relentless predators.



Sahuagin stand around 7 feet tall, weigh about 250 pounds, and are prone to beneficial mutations. When a mutant is born it almost always rises to the society's nobility or rulership. The most common sahuagin mutation is an extra pair of arms.

Rumors speak of the rare malenti—sahuagin who look like aquatic elves, yet who share their kin's bloodlusts and cruel natures. Malenti often serve as spies and assassins for sahuagin rulers, but rumors of all-malenti tribes in isolated reaches of the sea persist.

Type: Evil Monstrous Humanoid (Sanguin)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d8
Pace: 6; **Parry:** 5; **Toughness:** 7 (2)
Edges: —
Gear: Trident (Str+d6, Reach 1), heavy crossbow (Range 15/30/60, Damage 2d8, AP 2, Reload 2).
Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +2:** Scaley hide.
- **Bite/Claws:** Str.
- **Blindsense:** Sahuagin ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Blood Frenzy:** Once per day, a sahuagin that is Shaken in combat can fly into a frenzy. It increases its Strength and Vigor one die type. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.
- **Innate Powers:** Minor *mind link* (Range 10", Sharks only).
- **Weakness (Light):** Sahuagin subtract 1 from Trait rolls requiring sight in bright light.

Languages: Aquan, Common.

Salamander

Salamanders are native to the Plane of Fire, where their legions of fierce warriors are much feared by the other inhabitants of the plane. Salamander society is a cruel one based on power and the ability to subjugate those beneath oneself. Because some of the stronger elemental fire races enslave salamanders for their metalworking skill and fighting prowess, the salamanders hate the efreet and other inhabitants with a passion.

Their lairs typically hover in temperatures of 500 degrees F or more, but salamanders can tolerate lower temperatures when forced. Because their habitat is so extreme, salamanders only save treasure that can withstand high temperatures, such as swords, armor, jewels, rods, and other items made from high-melting-point metals.



Salamanders also infest areas of the Material Plane where the boundaries between this world and the Plane of Fire have worn thin, such as in and near volcanoes.

Type: Evil Outsider (Salamandar)
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Repair d10, Shooting d4, Stealth d6
Pace: 5; **Parry:** 6; **Toughness:** 13 (6)
Edges: Sweep
Gear: Spear (Str+d6, Reach 1, Parry +1 if used Two Hands).
Special Abilities:
- **Armor +6:** Scaley hide.
- **Bash:** Str+d4 (fire).
- **Darkvision:** Salamander ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Cold, magic weapons.
- **Heat:** A salamander's metallic weapons conduct its heat, dealing an additional d4 (fire) damage.
- **Immune:** Fire

Languages: Common, Ignan.

SANDMAN

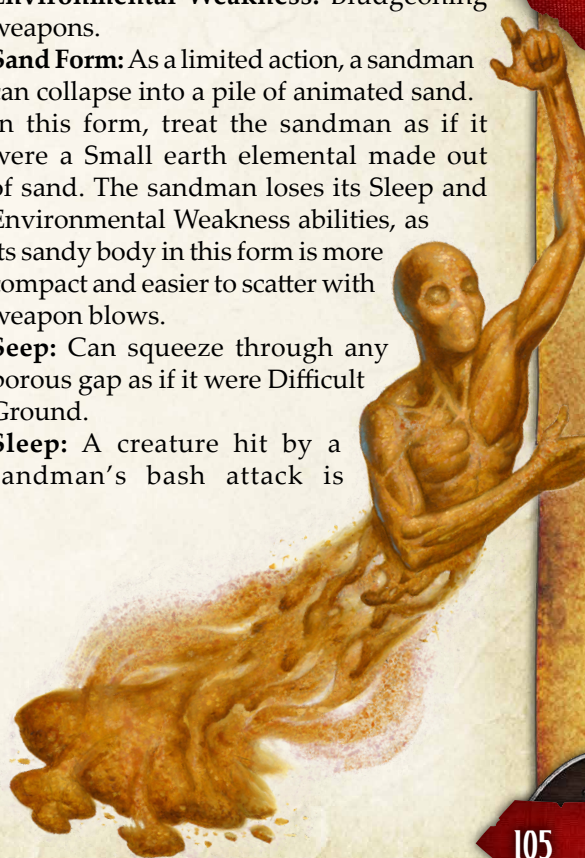
Stealthy and unpredictable, the sandman is a terror to all travelers in the desert, whether they be traders, messengers, or adventurers. When at rest, sandmen resemble ordinary piles of sand, blending in perfectly with barren surroundings or ancient tombs. They rely on their soporific powers in most situations, putting their enemies to sleep and killing their unconscious opponents or dragging them back to their summoner.

Although they themselves are elementals, sandmen pride themselves as free thinkers, and when given a task by a summoner, often interpret the task as they see fit. It is not uncommon for sandmen to voluntarily stay on the Material Plane, fiendishly playing with its inhabitants as they wreak silent havoc.

A sandman takes the form of a rough humanoid about 6 feet tall. Its shape is never quite certain, and its animate muscles constantly shift and flex as it pummels its targets. Sandmen can manipulate their bodies in many ways, but prefer to keep their legs and feet in the form of dusty clouds of sand, so as to easily maneuver about in their preferred environments.

A whirling cloud of fine desert sand piles up upon itself, forming into the shape of a humanoid figure.

Type: Neutral Outsider (Elemental)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Occult d6, Persuasion d4, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 11(6)
Edges: —
Special Abilities:
- **Armor +6:** Outsider resilience.
- **Bash:** Str.
- **Blindsense:** Sandmen ignore penalties for Illumination. They can detect vibrations up to 10 yards.
- **Burrow (6"):** Sandmen can meld into and out of the ground.
- **Elemental:** No additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe, immune to disease and poison; ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Bludgeoning weapons.
- **Sand Form:** As a limited action, a sandman can collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman loses its Sleep and Environmental Weakness abilities, as its sandy body in this form is more compact and easier to scatter with weapon blows.
- **Seep:** Can squeeze through any porous gap as if it were Difficult Ground.
- **Sleep:** A creature hit by a sandman's bash attack is



affected by minor *slumber* (major *slumber* with a raise on the attack).

- **Slumber Aura:** A sandman radiates a Small Blast Template that puts creatures to sleep. Any creature that starts its turn in the Template must resist minor *slumber*. A creature that resists is immune to that sandman's sleep aura for 24 hours.

Languages: Terran.

SCARECROW

Animated scarecrows look just like mundane scarecrows until they come to life, at which point their eyes and mouths glow with fiery light. Scarecrows are usually created as guardians to warn away trespassers. Each scarecrow is unique, but most stand 5 to 6 feet tall and are made of wood, cloth, and rope. Their stuffing of dried grass or straw makes them vulnerable to fire.

A scarecrow cannot speak, and the only sound it makes is the creaking of its wooden frame and the rustling of its straw stuffing when it moves.

Type: Neutral Construct (Scarecrow)
Attributes: Agility d6, Smarts d4–2, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d4, Fighting d6, Notice d4, Stealth d6
Pace: 5; **Parry:** 5; **Toughness:** 8 (2)
Edges: —
Special Abilities:

- **Armor +2:** Solid construction.
- **Bash:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Environmental Weakness:** Fire.
- **Fascinating Gaze:** Creatures that come within 5" (10 yards) of a scarecrow must make a Spirit roll or be Stunned. The victim simply watches the scarecrow and remains Stunned until he is attacked (by anyone), is outside of 100 yards of the scarecrow, or the scarecrow dies.
- **Freeze:** A scarecrow gets +4 to its Stealth rolls to appear inanimate if it remains motionless.
- **Immunity:** Cold.
- **Innate Powers:** Minor *fear* (touch limitation).
- **Night Vision:** Scarecrows ignore all penalties for Illumination.

SCEADUINAR

Sceaduinars are strange creatures of pure entropy, born in the cold heart of the Negative Energy Plane when the unsubstance of that realm coalesces into snowflake-like crystals. They hate the living and the undead with equal passion, though they usually ignore creatures from the Outer Sphere. They believe their positive energy counterparts, the jyoti, long ago stole their ability to create, breaking the parallel between the two energy planes and forcing these void-dwellers into an unwanted role of pure destruction.

Sceaduinars are quite intelligent, yet they have no real society to speak of. When they gather together, it is always to form a larger band to strike against a particularly dangerous foe.

Type: Evil Outsider (Sceaduinar)
Attributes: Agility d12, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d10, Common Knowledge d8, Fighting d8, Intimidation d8,



Notice d10, Occult d10, Persuasion d6, Spellcasting d8, Stealth d12

Pace: 8; **Parry:** 6; **Toughness:** 13 (6)

Edges: Arcane Background (Magic), Arcane Mastery, Arcane Resistance, Extraction

Powers: *Bolt* (Range Limitation), *darkness*, *dispel*, *silence*, *teleport*. **Power Points:** 20.

Special Abilities:

- **Armor +6:** Outsider resilience.
- **Claws/Wings:** Str+d6.
- **Entropic Touch:** A sceaduinar's natural attacks can strike immaterial creatures.
- **Environmental Resistance:** Acid, electricity.
- **Environmental Weakness:** Adamantine.
- **Flight:** Pace 10.
- **Immunity:** Cold, disease Energy Drain, *magic jar*, poison, *resurrection*, *scrying*.
- **Innate Powers:** minor *damage field* (ENTROPIC FLESH), minor *teleport* (self only).
- **Night Vision:** Sceaduinar ignore all penalties for Illumination.
- **Resilient:** A sceaduinar can take one Wound before it's Incapacitated.

Languages: Aklo, Common.

SCYLLA

The scylla is one of the more nightmarish aberrations to blight the mortal world. Conflicting tales of her origins abound, but the most popular stories cast the first scylla as the monstrous spawn of a union between a mortal and a god. Whatever the case, scyllas are fortunately quite rare. They dwell along major shipping lanes, often near coastlines, where they use their abilities to lure entire ships to their doom. The hideous monsters are intelligent creatures, half-mad with hunger and self-loathing. They prefer to keep their hands free to utilize magic items like wands, staves, and other powerful devices. When they use weapons they prefer light weapons wielded by their human-sized upper arms.

Type: Evil Aberration (Scylla)

Attributes: Agility d12+6, Smarts d12, Spirit d12+1, Strength d12+4, Vigor d12+2

Skills: Athletics d12, Common Knowledge d10, Fighting d12, Notice d12, Occult d10, Performance d10, Persuasion d12, Stealth d12

Pace: 6; **Parry:** 8; **Toughness:** 17 (2)

Edges: Arcane Resistance (Imp), Quick

Special Abilities:



- **All-Around Vision:** Scylla ignore 1 point of Gang Up bonuses.
- **Aquatic:** Pace 10.
- **Armor +2:** Aberrant hide.
- **Bite:** Str+d6, AP 2.
- **Blindsense:** Scylla ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Change Shape:** As a limited action, this creature can change into any humanoid between Size −2 and 4.
- **Environmental Resistance:** Acid, fire.
- **Environmental Weakness:** Cold iron.
- **Fast Regeneration:** Scyllas may attempt a natural healing roll every round until Incapacitated.
- **Fear (−2):** Scylla are terrifying creatures to behold.
- **Immune:** Cold, *confusion*, *puppet*, Stunned.
- **Innate Powers:** Minor *bolt* (ACID ARROW), minor *detect arcana*, major *dispel*, major *elemental manipulation* (Weather, once per day), major *illusion*, major *puppet*.
- **Multiple Heads (4):** As a limited action, a scylla can make four bite attacks as an action. These collectively count as one of its possible three actions in a turn.
- **Size 6 (Large):** +1 Wound.
- **Summon:** Once per day as a limited action this creature can summon a charybdis.
- **Tentacles (4):** A scylla has four tentacle actions and Reach 4. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Languages: Abyssal, Aquan, Common.



SERPENTFOLK

To the serpentfolk, the pursuit of knowledge and magic is the highest goal. Their legends speak of how humanity rose to power only through the theft of serpent magic, a legend that may form the basis of the hatred toward humanity most serpentfolk harbor.

They view themselves as the undisputed masters of magic, be it arcane or divine. Yet despite this, the majority of serpentfolk today are degenerates who have devolved to the point of primeval savagery and have lost much of their magical legacy — more civilized serpentfolk generally regard these degenerates with shame and disdain.

Serpentfolk are 6 feet tall and weigh 120 pounds. Degenerates are only 5 feet tall but weigh 200 pounds. All serpentfolk are quite long-lived, and generally live to the age of 500.

Type: Evil Monstrous Humanoid (Serpentfolk)
Attributes: Agility d12, Smarts d10, Spirit d8, Strength d4, Vigor d10
Skills: Athletics d10, Common Knowledge d4, Fighting d6, Notice d8, Occult d8, Performance d6, Persuasion d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 9 (2)
Edges: Arcane Resistance, Quick
Gear: Masterwork dagger (Str+d4, AP: 1).
Special Abilities:

- **Armor +2:** Tough scales.
- **Bite:** Str.
- **Darkvision:** A serpentfolk ignores penalties for Illumination up to 10".
- **Immune:** *Empathy*, poison, *puppet*, Stunned.
- **Innate Powers:** Minor *deflection* (1/day), minor *disguise*, minor *illusion* (MIRROR IMAGE; 1/day), minor *mind link*, minor *puppet* (1/day), minor *sound*.
- **Poison:** The serpentfolk's bite contains a Mild poison.

- **Resilient:** These creatures can take one Wound before they're Incapacitated.

Languages: Aklo, Common, Draconic, Undercommon.

DEGENERATE SERPENTFOLK: Agility d12+1, Smarts d4, Strength d10, Vigor d12+1, Fighting d8, Parry 6; Toughness: 12 (4), Armor +4, are Very Resilient, and have no Innate Powers.

SHINING CHILD

Creatures of burning light and strange geometry, shining children are a terror to behold. Numerous theories of their origin abound — that the shining children are beings from another dimension, avatars of a dying star grown sentient, or creatures of light battling living darkness at the edge of reality.

Beyond the flares of energy that constantly burst from their forms (particularly in beam-like gouts from their eyes and mouths), the creatures are humanoid, with strange hands that each bear four fingers. Occasionally summoned by powerful wizards in search of arcane knowledge, the shining children (who disdain individual names) communicate via telepathy, a psychic roar like metal tearing that resolves into strained and raspy words.

Type: Evil Outsider (Shining Child)
Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d10, Occult d10, Persuasion d10, Spellcasting d8, Stealth d4
Pace: 6; **Parry:** 8; **Toughness:** 10 (4)
Edges: Arcane Background (Magic), Block (Imp), Extraction
Powers: *Barrier* (WALL OF FORCE), *confusion*, *dispel*. **Power Points:** 15
Special Abilities:

- **Armor +4:** Radiant Armor.
- **Blinding Light:** Once per day as a limited free action, a shining child can emit a blinding light, placing a Large Blast Template over itself. Everyone caught within must make a Vigor roll or gain the Blind Hindrance until they are the recipient of *healing* with the Greater modifier.
- **Burning Touch:** Damage 2d10. A raise on the attack causes the target to catch fire for 2d6 fire damage each round. Entering an area with at least Dim Illumination ends the ongoing damage.
- **Darkvision:** A shining child ignores penalties for Illumination up to 10".
- **Environmental Resistance:** Cold.
- **Flight:** Pace 10.
- **Immunity:** *Blind*, disease, fire.
- **Innate Powers:** Minor *bolt* (SEARING RAY), minor *illusion*, minor *light*, minor *mind link*, minor *teleport* (Greater Teleport, self).
- **Size –1:** A shining child stands just over 4 ft tall and weighs 85lbs.
- **Very Resilient:** These creatures can take two Wounds before they're Incapacitated.
- **Weakness (Darkness):** While in Dim Illumination or darker, the shining child loses the benefit of its Block (Imp) Edge.



SKULK

Skulks are a race of cowardly and lazy humanoids that live on the fringes of society, stealing what they need and doing what they must — even committing casual murder — to survive. They view their dishonorable behaviors as the most expedient method of survival. They hate most other humanoids and think nothing of sneaking into a home, killing all the residents, and burglarizing what they can carry off without getting caught.



Skulks travel in small groups, rarely forming tribes of more than 16, for in larger groups bickering quickly leads to violent infighting. When possible, they set up camps in discreet spots near other settlements, commonly inhabiting sewers, caves, or forests — though their unsavory, murderous tactics often force them to relocate before local law enforcement finds them.

Type: Evil Humanoid (Skulk)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Stealth d8
Pace: 6; **Parry:** 4; **Toughness:** 5
Edges: —
Gear: Shortsword (Str+d6), dagger (Str+d4).
Special Abilities:

- **Camouflaged Step:** Attempts to track a skulk through forest and subterranean settings suffer a –2.
- **Chameleon Skin:** A skulk's skin changes colors to match his surroundings, even complex patterns. Skulks get a free reroll on Stealth rolls.
- **Low Light Vision:** Skulks ignores penalties for Dim and Dark Illumination.

Languages: Common, Undercommon.

SOUL EATER

Summoned forth from the inky swamps of Abaddon, a soul eater is an extraplanar entity devoid of emotion or reason and possessing a hunger that may only be sated by devouring the souls of the living. The very nature of a soul eater makes it an ideal and terrifyingly efficient tool of death, and it is for this reason they are often conjured by vile spellcasters pursuing morbid agendas.

Even when not seeing to the heinous commands of a sinister magic user, the soul eater prowls and hunts, constantly seeking living souls upon which to gorge itself.

Type: Evil Outsider (Soul Eater)
Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d10, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Occult d6, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 11 (6)
Edges: Quick
Special Abilities:

- **All-Around Vision:** A soul eater ignores 1 point of Gang Up bonuses.
- **Armor +6:** Outsider resilience.
- **Caster Link:** When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks her. While the soul eater and the conjurer are on the same plane, it can use its find target ability to locate its conjurer.
- **Claws:** Str.
- **Darkvision:** Soul eaters ignore penalties for Illumination up to 10".
- **Energy Drain:** A creature hit by the soul eater suffers Energy Drain (Spirit). The victim makes a Vigor roll to resist the effect (–2 with a raise on the attack).
- **Environmental Weakness:** Magic weapons.
- **Find Target:** When a soul eater's conjurer orders it to find a creature, it can as though guided by *locate* (with no duration and is not blocked by running water). The conjurer must have seen the desired target and must speak the target's name.
- **Flight:** Pace 10.
- **Immune:** Called Shots, poison *slumber*, *stun*.

- **Soul Drain:** If Energy Drain would reduce a creature's Spirit below a d4, the soul eater can devour that creature's soul as a limited action, killing the victim. The dead victim can resist having her soul eaten by making a Vigor check; with success she is still dead, but can be restored to life normally. Failure means her soul is consumed by the soul eater. A victim slain in this manner can only be restored to life via *wish*. If the soul eater is killed within 20" (40 yards) of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her Incapacitated.

Languages: Abyssal, Infernal.

SOULBOUND DOLL

These small, sentient dolls contain a fragment of another creature's soul. The binding process strips most of the individuality from the soul, making a new soulbound doll an almost blank slate. Despite this process, fragments of the original creature's personality remain.

Soulbound dolls can serve as companions, surrogate children, servants, guards, and sentries, as desired by their creators. Creators of soulbound dolls typically take care to take soul fragments from people whose personality traits the crafters wish to see in their dolls.

Type: Neutral Construct (Soulbound Doll)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Fighting d4, Notice d4, Stealth d8
Pace: 5; **Parry:** 4; **Toughness:** 4 (2)
Edges: —
Gear: Dagger (Str+d4).
Special Abilities:

- **Alignment Variation:** A soulbound doll has an innate power based on its alignment. Good: minor *boost Trait*. Neutral: minor *puppet*, minor *slumber*. Evil: *bolt* (Touch Limitation).
- **Armor +2:** Enchanted hide.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fearless:** Soulbound dolls are immune to Fear and Intimidation.
- **Innate Powers:** minor *light*, minor *fly* (levitate up and down only), minor *telekenesis*.
- **Night Vision:** Soulbound dolls ignore all penalties for Illumination.
- **Size –3 (Very Small):** Soulbound dolls are generally the size of a house cat.
- **Soul Focus:** The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8.

Languages: Common.

SPHINX

Although there are many different species of sphinx, the one certain scholars refer to as the "gynosphinx" (a name many sphinxes find insulting) is a wise and majestic creature that is nevertheless terrifying when angered. Less moralistic than their male counterparts, sphinxes are careful and methodical in their decision-making, and pride themselves on their cold logic and impartiality. They have





Pace: 8; **Parry:** 7; **Toughness:** 12 (4)
Edges: Arcane Background (Magic), Arcane Mastery
Powers: *Dispel*, *divination*, *locate*, *relief*. **Power Points:** 10.
Special Abilities:

- **Armor +4:** Magical hide.
- **Claws:** Str+d6.
- **Flight:** Pace 12.
- **Innate Powers:** Major *detect arcana* (self only), major *speak language* (Greater Speak Language, Self only).
- **Night Vision:** A sphinx ignores all penalties for Illumination.
- **Pounce:** A sphinx pounces on its prey to best bring its mass and claws to bear. If it makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 2:** Sphinx are typically 10 feet long and weigh around 800 lbs.
- **Very Resilient:** These creatures can take two Wounds before they're Incapacitated.

Languages: Common, Draconic, Sphinx.

little patience for the lesser sphinx variants, seeing them as little better than animals.

Sphinxes love riddles and complicated dilemmas, and treasure strange facts and arcane trivia far more than gold or gems. While not great scholars in any traditional sense, they can often be invaluable sources of information, especially when making use of their magical abilities. They make excellent guardians for temples, tombs, and other important locations, so long as they are kept adequately entertained. Sphinxes place great value on politeness, but can be dangerously temperamental. They think little of devouring those who don't give their dilemmas adequate attention or provide useful insight.

Type: Neutral Magical Beast (Sphinx)
Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+1, Vigor d8
Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d10, Notice d10, Occult d6, Persuasion d8, Spellcasting d8, Stealth d6

SPRIGGAN

When the gnomes first traveled to the mortal realm from the distant land of the fey, some found the Material Plane so strange and terrifying that they lost their sense of joy, grimly resolving to survive no matter the cost. Their innate magic responded by reshaping them in mind and body over the course of many generations into the creatures known as spriggans. Love, happiness, and beauty have no meaning for these poor souls, so they lead lives of violence and malice. The best they can manage in place of positive emotions is a muted satisfaction when they make another suffer.



Spriggans resemble ugly gnomes with an alien, feral appearance. Many are gaunt and haggard.

Type: Evil Humanoid (Gnome)
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8, Thievery d8
Pace: 5; **Parry:** 5; **Toughness:** 6 (2)

Edges: Formation Fighter
Gear: Masterwork morningstar (Str+d6), light crossbow (Range 10/20/40, Damage 2d6, AP 2), 10 bolts, leather vest (+2).
Special Abilities:
- **Innate Powers:** Minor *light*.
- **Low Light Vision:** Spriggan ignore penalties for Dim and Dark Illumination.
- **Size −1:** Spriggan are the size of gnomes.
- **Size Alteration:** As a limited action, a spriggan can change his size between −1 and 4. Objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Size 4, some of his Traits change, see Large Spriggan below.

Languages: Aklo, Gnome.

LARGE SPRIGGAN: Pace: 6, Strength d12, Vigor d10, Toughness: 13 (2), Athletics d6, Fighting d8, Size 4 (+1 Wound).

THRASFYR

The legendary thrasfyr is one of the Tane — a group of powerful monsters created by godlike beings from the primal world of the fey. A thrasfyr without a master prefers to dwell in rugged hilly regions, where it spends most of its time slumbering and dreaming — it is said that all thrasfyrs dream of themselves as graceful and beautiful fey, for legends say that the first thrasfyrs were created from such creatures as a form of punishment.



Type: Evil Magical Beast (Thrasfyr)
Attributes: Agility d6, Smarts d4, Spirit d12+2, Strength d12+5, Vigor d12+5
Skills: Athletics d8, Fighting d10, Notice d12, Stealth d4
Pace: 10; **Parry:** 7; **Toughness:** 22 (8)
Edges: Arcane Resistance (Imp)
Special Abilities:
- **Armor +8:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Breath Weapon (Fire):** Cone Template, 4d6 damage.
- **Entangling Chains (4):** A thrasfyr can attack with the chains on its body as if they were four tentacle actions for Str+d4 damage.
- **Environmental Resistance:** Electricity.
- **Environmental Weakness:** Bladed weapons, cold.
- **Fast Regeneration:** Thrasfyr may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by cold or acid.
- **Flight:** Pace 10.
- **Immune:** *Banish*, fire.
- **Innate Powers:** Major *damage field* (Area of Effect, Greater Damage Field (SPINNING CHAINS)), major *detect arcana*, minor *teleport* (Greater teleport, self).
- **Night Vision:** Thrasfyr ignore all penalties for Illumination.
- **Size 4 (Large):** +1 Wound.

Languages: Aklo, Sylvan.

TITANS

A race that was old when the world was young, titans are very near to the divine. This nearness inspired bitterness in the hearts of the mightiest titans, and when they grew jealous of the adulation the gods received from mortals, they began a crusade to destroy mortal life.

As this war began, the Elysian titans turned against their kin and, by sacrificing some of their power to the gods, convinced the deities to banish their arrogant kin to the Abyss.

Some believe that the titans were the first children of the gods—if this myth is true, then the fact that they waged war upon the gods becomes even more tragic.

ELYSIAN

Elysian titans often wander the planes, seeking enlightenment or exploring ancient places of power. Others still have the crusading impulse of the ancient war and can be found manipulating events from behind the scenes, training aspiring heroes, counseling kings, marshaling armies to overthrow tyranny, and inspiring mortals to become legends. Unless slain by violence, a titan is immortal.

Type: Good Outsider (Titan)
Attributes: Agility d8, Smarts d12, Spirit d12+4, Strength d12+10, Vigor d12+10
Skills: Athletics d6, Common Knowledge d6, Faith d10, Fighting d12, Intimidation d12, Notice d12, Occult d12, Performance d12, Persuasion d12, Repair d10, Science d10, Stealth d6
Pace: 12; **Parry:** 8; **Toughness:** 30 (9)
Edges: Arcane Background (Miracles), Arcane Resistance (Imp)
Powers: *Blast* (METEOR SWARM), *healing*, *puppet*, *scrying*, *summon planar ally*. **Power Points:** 15
Gear: Maul of the Titans (Str+d10, AP 3, Two Hands, +2 damage to break objects and can Ace, Heavy), breastplate (+5, Aegis).
Special Abilities:

- **Armor +4 (Heavy Armor):** Impenetrable hide.
- **Bash:** Str+d6.
- **Change Shape:** As a limited action, an elysian can assume the form of any humanoid.
- **Darkvision:** Elysians ignore penalties for Illumination up to 10".
- **Flight:** Pace 12.
- **Immune:** Aging, disease.
- **Innate Powers:** Major *detect arcana*, major *dispel*, minor *mind link*.
- **Rock Throwing:** Titans are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 8 (Huge):** Elysian titans are 70 feet tall and weigh 20 tons. +2 Wounds.
- **Trample:** Str+d6.

Languages: Abyssal, Celestial, Common.





THANATOTIC

After they were betrayed to the gods by their own kin, the Thanatotic titans were banished into the Abyss. Today, they seethe with jealousy that their Elysian kin are allowed to wander the planes at will, while they can leave their Abyssal realm only by stealth. Now, these powerful outsiders spend much of their time brooding, fighting among themselves, and waging war for control of Abyssal realms against the legions of various demon lords.

Thanatotic titans see themselves as the true icons worthy of worship. Some work to found personal cults among mortals, while others simply wage unending crusades against the minions of the gods.

Type: Evil Outsider (Titan)

Attributes: Agility d6, Smarts d12+3, Spirit d12, Strength d12+10, Vigor d12+10

Skills: Athletics d6, Common Knowledge d12, Faith d10, Fighting d12, Intimidation d12, Notice d12, Occult d12, Persuasion d12, Repair d12, Riding d8, Stealth d4

Pace: 12; **Parry:** 8; **Toughness:** 30 (9)

Edges: Arcane Background (Miracles), Arcane Resistance (Imp)

Powers: *Bolt* (Disintegrate, DISINTEGRATE), *healing*, *puppet*, *resurrection*, *scrying*, *summon planar ally*. **Power Points:** 25

Gear: Unholy battleaxe (Str+d8, AP 1, Bane (Good creatures), Heavy), breastplate (+5, Aegis).

Special Abilities:

- **Armor +4 (Heavy Armor):** Impenetrable hide.
- **Change Shape:** As a limited action, a thanatotic can assume the form of any humanoid.
- **Claws:** Str+d6, AP 2, Heavy.
- **Darkvision:** Thanatotics ignore penalties for Illumination up to 10".
- **Godslayer:** When a creature capable of casting divine spells (those using Faith as an arcane skill) is Shaken or Wounded by a thanatotic, it must make a Spirit roll at −2 or be unable to cast spells using Faith for 1d4 rounds. If the roll is successful, the creature struck is merely Distracted.
- **Immune:** Aging, disease.
- **Innate Powers:** Major *detect arcana*, major *dispel*, minor *divination*, minor *mind link*.
- **Rock Throwing:** Titans are exceptionally good at throwing rocks, and can even throw at Extreme Range. Damage Str+d12, Range 20/40/80, Heavy Weapon.
- **Size 8 (Huge):** +2 Wounds.
- **Swat:** Ignores 4 points of Scale penalties.
- **Trample:** Str+d6.

Languages: Abyssal, Celestial, Common.



TROLL, ROCK

Rock trolls are relatives of normal trolls and ice trolls, but make their lairs far beneath the earth in underground caverns. They rarely venture forth from their subterranean lairs, for the light of the sun turns them to solid stone.

Rock trolls have stony skin studded with crystals, but otherwise display typical troll characteristics — hunched posture, long arms, a large underbite, and powerful regenerative abilities. Because of the crystalline nature of their skin they are able to regenerate even wounds dealt by fire.

Rock trolls are fond of humanoid flesh, but eat whatever food they can get their claws on. They occasionally eat rocks and minerals to supplement their diet, strengthening their skin, teeth, and claws.

Type: Evil Humanoid (Troll)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12+2
Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (2)
Edges: Sweep

Special Abilities:

- **Ancestry (Giant):** Night Vision, Reach 1, Size 3, Swat.
- **Armor +2:** Rubbery hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by acid.
- **Rending:** Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack. A successful Healing roll also stops the bleeding.
- **Very Resilient:** Trolls can take two Wounds before they're Incapacitated.
- **Weakness (Sunlight):** A rock troll that is exposed to natural sunlight must make a Vigor check each round to resist permanently turning to stone. *Dispel* with Remove Curse restores a petrified rock troll.

Languages: Giant.

TWIGJACK

Deep in old-growth forests, twigjacks spend their time tormenting intruders and wreaking havoc on settlers. Maladjusted protectors of the wood, these malicious fey constantly threaten any attempts to civilize the wild. Although they possess a keen intellect, few creatures, even other fey, can tolerate these twig-born creatures for long.

Gnarled sticks bundled by vines and brambles form a twigjack's entire body. Atop its head, a mossy growth not unlike hair sprouts. The creature's eyes appear as vacant dark knotholes, and its mouth is just a canyon of splintered and broken sticks bisecting its face. Leaves and sprigs of new growth randomly sprout from the creature's body.

Type: Evil Fey (Twigjack)
Attributes: Agility d8 Smarts d6, Spirit d6, Strength d4, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d4, Notice d8, Persuasion d4, Stealth d10, Thievery d6
Pace: 6; **Parry:** 4; **Toughness:** 5 (2)
Edges: —
Gear: Tiny spear (Str+d4).
Special Abilities:
- **Armor +2:** Enchanted skin.
- **Claws:** Str.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from fire.
- **Innate Powers:** Minor *burst* (SPLINTER SPRAY), minor *teleport* (must begin and end in an aray of undergrowth).
- **Size −3 (Very Small):** Twigjacks are made from bundles of sticks
- **Wilderness Stride:** Twigjacks pass through terrain such as dense forest, rocky hills, or desert sands with ease. They ignore penalties for Difficult Ground.

Languages: Common, Sylvan.

URDEFHAN

Infused with fell energies, urdefhans are unsightly creatures dedicated to war. They developed many strange weapons, but none are more iconic than the two-bladed rhoka sword. All urdefhans are proficient in their use. With such weapons, an urdefhan seeks to inflict as much death as possible upon the world before it perishes, so that its daemonic lords are pleased.

Most male urdefhans are sterile — as a result, the women often turn to conjured daemons for mates. The products of such unions are usually typical urdefhans, but sometimes result in half-fiend urdefhans which usually rise to positions of great power in their violent society.

Type: Evil Outsider (Urdefhan)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d8, Notice d6, Occult d6, Riding d4, Shooting d6, Stealth d4, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 11 (4)
Edges: Arcane Resistance
Gear: Rhoka sword (Str+d8, counts as a long sword), composite bow (Range: 12/24/48, Damage Str+d6, AP 1), 20 arrows, leather armor (+2).
Special Abilities:
- **Armor +2:** Outsider resilience.
- **Bite:** Str.
- **Darkvision:** Urdefan ignore penalties for Illumination up to 10".
- **Demonic Pact:** Urdefhans are infused with daemonic energy; as a free action, an urdefhan can allow this energy to consume its soul. The urdefhan dies and releases a burst in a Small Blast Template that deals 2d6 damage.
- **Energy Drain (Strength):** A creature Shaken or Wounded by a bite attack suffers Energy Drain. A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Environmental Resistance:** Acid.
- **Environmental Weakness:** Silver.
- **Feather Fall:** Urdefhan fall at 60 feet per round, and take no damage upon landing.
- **Immune:** Disease, fear, Energy Drain.

Languages: Aklo, Undercommon.

NOTE: These Urdefan Upgrades are not cumulative. It may only have one or the other.

HIGH PRIEST: Spirit d8, Faith d6, Cleric, *havoc*, *healing*, *protection*, are Resilient.

NECROMANCER: Smarts d8, Spellcasting d6, Wizard, *bolt*, *lower Trait*, *zombie*, are Resilient.



VAMPIRIC MIST

Often mistaken for a vampire in gaseous form or an unusual type of air elemental, the vampiric mist is a strange form of aberrant life. With an amorphous body that consists as much of fluid as it does of air, this creature dwells in swamps or moist underground regions where its vulnerability to heat isn't as much of a concern.

The creatures' propensity for taking on vague, skeletal forms of the creatures whose blood they drink only further adds to their mystique and fuels rumors that they have connections to the undead. Indeed, many vampiric mists enjoy using this common misconception to their advantage, causing foes to use foolish tactics.

Type: Evil Aberration (Vampiric Mist)
Attributes: Agility d10, Smarts d4, Spirit d6, Strength d4, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d8, Performance d6, Persuasion d4, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 6
Edges: Quick
Special Abilities:



- **Bash:** A hit with this attack drains the victim's blood, causing Energy Drain (Vigor). A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Blood Overdose:** When a vampiric mist gorges on blood to the extent that it gains a Wound (see Blood Siphon) it doubles its Flight Pace, and all attacks targeting it are at a −2 (this stacks with *deflection*).
- **Blood Siphon:** Whenever vampiric mist reduces a creature's Vigor, it gains an additional Wound (to a max of 3 Wounds, or 6 if it is a Wild Card). These temporary Wounds last for 1 hour.
- **Bloodsense:** A vampiric mist can sense living creatures with blood in their veins, or undead creatures that feed on blood. This ability functions to a range of 10".
- **Darkvision:** Vampiric mists ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Fire.
- **Flight:** Pace 10.
- **Immune:** Distracted, Stunned, Vulnerable.
- **Misty Form:** A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. It cannot manipulate or wear solid objects. This form allows it to move through areas as small as 1 inch in diameter. It can't enter water or other fluids, and can be moved by heavy winds or powers such as *havoc*.

Languages: Aklo.

VEGEPYGMY

Vegepygmys are created by a dangerous fungus known as russet mold. Creatures slain by russet mold serve as incubators for the mold's spores, and a day later, the dead body bursts to release 1d6 fully grown vegepygmys. A vegepygmy has no real relation to the body from which it emerges, but the creature may yet retain a strange sort of reverence for its "birth corpse" and carry with it a grisly memento from the body, typically a few bones or teeth. Often, a vegepygmy uses such bones to craft a crude spear or some other weapon.

Vegepygmies communicate via a crude language of rhythmic taps, beats, and clicks. They live in tightly knit communities and fiercely guard their patches of russet mold. Vegepygmy chieftains are an advanced vegepygmy that carries an infestation of

russet mold spores in its flesh. A vegepygmy chieftain infects any creature it hits with its natural weapons with russet mold spores.

Type: Neutral Plant (Vegepygmy)
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d4, Notice d6, Stealth d8
Pace: 6; **Parry:** 4; **Toughness:** 5 (2)
Edges: —
Gear: Short spear (Str+d6).
Special Abilities:

- **Armor +2:** Fibrous armor.
- **Claws:** Str.
- **Night Vision:** Vegepygmies ignore all penalties for Illumination.
- **Plant:** Immune to electricity, paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Size −2 (Small):** Vegepygmies stand 2 to 4 feet tall and weigh between 15 to 45 pounds.

Languages: Undercommon, Vegepygmy (can't speak).

VEGEPYGMY CHIEFTAIN: Fighter, Strength d8, Vigor d8, Fighting d8, Notice d8, Parry 6; Toughness:8 (4), Armor +4, Claws: Str+d4, and are Resilient.

VIPER VINE

The viper vine has a single enormous bloom arising from a thick, leafy tangle of snake-like vines. When the plant senses the approach of suitable prey through its sensitive, shallowly buried root system, it rises up like an agitated snake and unfurls its brightly colored bloom, an act that releases a cloud of mind-numbing pollen. They have developed rudimentary locomotion and are able to drag themselves along the ground with their tentacle-like root system. They even possess a form of rudimentary sentience, allowing them to not only discern differences in prey and make limited tactical decisions, but also to avoid creatures that are particularly large or dangerous looking.

The area around the hunting grounds of these predators is often strewn with the remains of victims, and it is not unusual to find the rotting corpses of wild animals, ill-fated adventurers, and even giants in their immediate vicinity.



Type: Neutral Plant (Viper Vine)
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d10
Pace: 2; **Parry:** 6; **Toughness:** 14 (5)
Edges: —
Special Abilities:

- **Armor +5:** Dense fibrous hide.
- **Bite:** Str+d6+1d6 (acid)
- **Blindsense:** Ignore *invisibility*, *illusion*, and all Illumination penalties. They can detect vibrations up to 25" (30 yards).
- **Captivating Cloud:** Once per day as a free action, a viper vine can emit a transparent cloud of pollen in a Large Blast Template. Creatures in the cloud are affected by minor *puppet*. Once a creature becomes captivated, it takes no actions and will only approach the viper vine via the most direct route.
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to paralysis, poison, *puppet*, *slumber*, Stun, acid; doesn't sleep.
- **Size 2:** A viper vine is a massive plant.
- **Tentacles (4):** A viper vine has four tentacle actions and Reach 4. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.
- **Very Resilient:** A viper vine can take two Wounds before it's Incapacitated.
- **Weakness (Cold):** Exposure to any cold effect slows a viper vine (as the *sloth* power).

Languages: Aklo.

WATER ORM

Just as sailors tell stories of sea serpents, so do denizens on the shores of remote lakes whisper of strange, secretive monsters lurking in the depths of these large bodies of water. Like sea serpents, proof of their existence is as elusive as the beasts themselves. Known as water orms and believed by some to be a strange link between linnorms and sea serpents, most locals refer to any such local monster (real or imagined) by a pet name or the name of the lake it calls home. Water orms are craftier than sea serpents, and generally inclined toward curiosity rather than violence. Nevertheless, a water orm does not hesitate to attack any creature it views as a threat to itself or its lake.

Water orms are extremely long-lived. Several different variants have been reported. With sightings rare and unverifiable, it is unclear whether these are variations within a single species, or several unrelated creatures. Some are described as long-necked aquatic reptiles, some as fresh-water sea serpents, others as bizarrely elongated seals or whales, and still others as impossibly large sea horses.

Type: Neutral Magical Beast (Water Orm)



Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 15 (2)

Edges: —

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +2:** Thick scales.
- **Bite:** Str+d8
- **Environmental Resistance:** Fire.
- **Immune:** Cold.
- **Night Vision:** Warter orms ignore all penalties for Illumination.
- **Size 5 (Large):** Most are 40 to 45 feet in length, and weigh 2,000 to 3,000 pounds. +1 Wound.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. The victim suffers one Wound at the end of his turn from the crushing gullet. If the water orm is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If it is Shaken or Wounded from the outside, everyone inside gets an Athletics roll at −2 to escape.

  Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.
- **Very Resilient:** A water orm can take two Wounds before it's Incapacitated.
- **Water Travel:** Once per day as a limited action, a water orm can dissolve into water, appearing as a long, dark, serpentine stretch of water that looks similar to the passage of a school of fish when viewed from above. While in this form, the water orm swims at Pace 40. It can't attack or take any action other than swimming in this form, and can remain in this form for up to 8 hours at a time. A water orm can revert to its solid form from this state as a free action. Water orms are unable to pass into or through salt water when using this ability.

Languages: Aquan (can't speak).



WHALE

Whales are frequently hunted for their meat and the valuable oil in their blubber. Baleen whales have no teeth and attack with a tail slap; toothed whales like sperm whales instead attack with a bite.

This immense whale moves slowly through the water with a grace that seems incongruous, given its immense size.

Type: Neutral Animal (Whale)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+9, Vigor d12+2
Skills: Athletics d4, Fighting d8, Notice d10, Stealth d4
Pace: —; **Parry:** 6; **Toughness:** 19 (2)
Edges: —
Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Thick hide.
- **Bite/Tail:** Str+d10, Heavy Weapon.
- **Blindsense:** Whales ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Capsize:** Whales can attempt to capsize a ship by making an opposed roll of their Strength against the ship captain's Boating skill.
- **Size 8 (Huge):** Whales are huge creatures. +2 Wounds.

WHALE, GREAT WHITE

Legendary in size and temper, great white whales are far more aggressive than their smaller kin. This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars.

Type: Neutral Animal (Whale)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d12+4
Skills: Athletics d4, Fighting d10, Notice d12, Stealth d4
Pace: —; **Parry:** 7; **Toughness:** 25 (4)
Edges: —
Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +4:** Thick hide.
- **Bite/Tail:** Str+d10, AP 4, Heavy Weapon.
- **Blindsense:** Whales ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Capsize:** Whales can attempt to capsize a ship by making an opposed roll of their Strength against the ship captain's Boating skill.
- **Size 11 (Huge):** Whales are huge creatures. +2 Wounds.
- **Smashing Breach:** A great white whale can run towards a creature or object on the surface of the water, taking no other actions this turn. The whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the whale's space must make an Evasion roll at −2 or take 6d8 damage and be forced into the nearest space adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area.

WINTERWIGHT

The winterwight is an undead horror born from the coldest depths of the negative energy plane. Infused with the dark, cold magic that permeates this realm of death, the winterwight takes the form of a skeleton coated in armor of jagged ice.

Though it resembles an ordinary skeleton from a distance, the winterwight's frame is much sturdier than the average humanoid's, its frozen armor intertwining with its bone structure to form an incredibly hardy chassis. Sometimes called hatewraiths because of their insatiable lust for suffering, these frozen horrors are often found in areas that suffer from magical cold or frozen climates.



Type: Evil Undead (Wight)
Attributes: Agility d12+2, Smarts d6, Spirit d10, Strength d12+10, Vigor d10
Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d12, Stealth d12
Pace: 6; **Parry:** 8; **Toughness:** 17 (8)
Edges: Arcane Resistance (Imp), Quick
Special Abilities:

- **Armor +8:** Ice encrusted skin.
- **Bite/Claws:** Str+d4 (cold), AP 2.
- **Energy Drain (Vigor):** Any creature Shaken or Wounded by a winterwight's claws or bite suffers Energy Drain as the wound erupts with tongues of black fire (known as blightfire). A Vigor roll (at −2 with a raise on the attack) resists this.
- **Environmental Weakness:** Fire.
- **Fast Regeneration:** A winterwight may attempt a natural healing roll every round, until it's Incapacitated.
- **Fearless:** Wights are immune to Fear and Intimidation.
- **Immunity:** Cold.
- **Innate Powers:** Minor *barrier* (WALL OF ICE), major *burst* (CONE OF COLD), major *damage field* (Small Blast Template, AURA OF COLD) major *dispel*, major *elemental manipulation* (Weather, once per day), minor *teleport*.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Very Resilient:** A winterwight can take two Wounds before it's Incapacitated.

Languages: Common.



WITCHFIRE

When an exceptionally vile hag or witch dies with some malicious plot left incomplete, or proves too horridly tenacious to succumb to the call of death, the foul energies of these

wicked old crones sometimes spawn undead known as witchfires. These ghostly creatures appear much as they did in life, although the grotesque undead energy makes them appear young and attractive and wreathes their insubstantial bodies in a powerful aura of sickly green flame, a ghostly fire referred to as "witchflame".

Strings of will-o'-wisps are often found in the vicinity of witchfires and are typically led by the undead. It's speculated that the creatures feed off of a witchfire's flames and fury.

Type: Evil Undead (Witchfire)
Attributes: Agility d12+1, Smarts d10, Spirit d8, Strength d4, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Occult d6, Persuasion d8, Shooting d8, Stealth d10
Pace: –; **Parry:** 6; **Toughness:** 7
Edges: Dodge (Imp), Extraction, Quick
Special Abilities:

- **Bash:** 2d8 (fire).
- **Darkvision:** Witchfires ignore penalties for Illumination up to 10".
- **Ethereal:** Witchfires can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Flight:** Pace 10.
- **Immune:** Fire.
- **Innate Powers:** Minor *disguise*, minor *invisibility*, minor *light*, minor *lower Trait*, minor *sound*.
- **Summon:** Once per day as a limited action this creature can summon two will-o-wisps.
- **Witchflame:** A creature that is either Shaken by a witchfire's attack or comes into contact with a witchfire (even while it's immaterial) must make a Spirit check or become engulfed in sickly green flames for 10 minutes (these deal no damage). An engulfed creature glows, is Distracted and Vulnerable, and gains Environmental Weakness: Fire. The supernatural flames can be extinguished before this duration expires with *dispel*, *wish*, or similar effects.
- **Witchflame Bolt:** Range 4/8/46, Damage 2d8 (fire), uses Shooting.

Languages: Auran, Common, Giant.

WITCHFIRE COVENS

Witchfires occasionally join or subjugate existing hag covens. A hag coven (See Pathfinder Bestiary) that includes a witchfire increases their Spellcasting to d10. Such covens must have at least one living hag, as covens of three witchfires gain no coven-related abilities.

WITCHWYRD

Witchwyrds are alien merchants that travel between planets and planes. Witchwyrds new to a market or eager to avoid identification during an important business deal fold their second sets of flexible arms behind their backs and dress in robes, the better to pass as a less-infamous humanoid race. Witchwyrds tend to prefer the driest, warmest regions of the areas they visit — perhaps an indicator of their mysterious home world.

Type: Neutral Monstrous Humanoid (Witchwyrd)
Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d10
Skills: Academics d8, Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d6, Occult d8, Persuasion d8, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 14 (6)



Edges: —
Gear: Ranseur (Str+d6, AP 1, Reach 1), breastplate (+4).
Special Abilities:

- **Absorb Force:** As a limited free action a witchwyrd can ready a free hand to "catch" a *bolt* cast at it before its next turn. This absorbs the power and manifests as a glowing nimbus around that hand. The energy lasts 6 rounds or until it is used.
- **Armor +2:** Thick hide.
- **Darkvision:** Witchwyrds ignore penalties for Illumination up to 10".
- **Innate Powers:** Minor *detect arcana*, minor *dispel*, minor *empathy*, minor *environmental protection*, minor *protection*, major *speak language*, minor *summon ally* (UNSEEN SERVANT).
- **Force Bolt:** A witchwyrd can "throw" a *bolt* from each free hand (Athletics roll) as an action. If it has absorbed a *bolt*, it can expend the energy to throw an additional *bolt*.
- **Size 1:** Witchwyrds stand 7 feet tall, weigh 300 pounds.

Languages: Common, Giant.



WORM THAT WALKS

When a powerful spellcaster with a lust for life and a remorselessly evil soul dies and is buried in a graveyard infused with eldritch magic, a strange phenomenon sometimes occurs. The graveworms gnawing on the decaying body quicken not only on corruption but upon the spellcaster's memories and magical power. The spellcaster's soul is consumed in this vile process, only to be split apart to inhabit each of the individual chewing worms.

The result is a hideous hive mind of slithering life known as a worm that walks — a mass of worms that clings to the vague shape of the body that granted it this new existence, and can wield the powers and magic the spellcaster had in life. A worm that walks retains memories of its life as a spellcaster before its death.

Type: Evil Vermin (Worm that Walks)
Attributes: Agility d10, Smarts d12, Spirit d6, Strength d4, Vigor d8
Skills: Alchemy d12, Athletics d10, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d12, Occult d10, Science d8, Spellcasting d12, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 13 (3)
Edges: Arcane Armor, Arcane Mastery, Favored Powers (Wizard), Quick, Wizard
Powers: *Banish*, *bolt*, *damage field*, *detect arcana*, *dispel*, *environmental protection*, *fly*, *illusion*, *invisibility*, *plane shift*, *protection*, *sloth*, *summon monster*, *telekineses*, *teleport*. **Power Points:** 25
Gear: Staff of Charming, leather armor (+3, Aegis, Fortification).
Special Abilities:

- **Bash:** Str.
- **Blindsense:** Ignores *invisibility*, *illusion*, and all Illumination penalties.
- **Class Abilities (Wizard):** Arcane Background (Wizard), Arcane Bond (Staff), Armor Interference (Light), School (Conjuring; Evocation and Necromancy), Spellbooks.
- **Discorporate:** A worm that walks can collapse into a swarm of worms (Small Blast Template) as a free action but remains a Wild Card. All items fall. It can reform into its true form (including equipping all gear in reach) as a limited action.

- **Fast Regeneration:** A worm that walks may attempt a natural healing roll every round, until it's Incapacitated.
- **Immune:** Called Shots, disease, poison, *slumber*, Stunned.
- **Squirming Embrace:** A worm that walks gains a +2 bonus on grapple rolls. Additionally, it can crush for 2d10 damage.
- **Strange Anatomy:** A worm that walks gains +4 Toughness and does not suffer damage from powers unless they use a template. Additionally, attacks against it gain no benefit from a raise and weapon damage dice are reduced one die type.

Languages: Abyssal, Aklo, Common, Infernal.

XACARBA



Fiends hailing from the darkest reaches of the Abyss, xacarbas are manipulation and destruction intertwined. With their infamous ability to redirect spells, these serpentine goliaths wreak havoc on the mind as well as the body, turning allies against one another and reveling in the destruction doing so produces.

Type: Evil Outsider (Xacarba)

Attributes: Agility d12, Smarts d12+3, Spirit d12+1, Strength d12+4, Vigor d12

Skills: Academics d12, Athletics d12, Fighting d12, Intimidation d12, Notice d12, Occult d12, Performance d12, Persuasion d12, Science d12, Stealth d8

Pace: 8; **Parry:** 8; **Toughness:** 18 (2)

Edges: Arcane Resistance (Imp), Extraction (Imp), Quick

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite:** Str+d6, AP 2.
- **Change Shape:** As a limited action, this creature can change into any humanoid between Size −2 and 4 (ALWAYS RETAINS ONE SERPENTINE QUALITY).
- **Environmental Resistance:** Acid, cold, fire.
- **Immune:** Electricity, Poison.
- **Innate Powers:** Minor *detect arcana*, minor *invisibility*, minor *mind link*, minor *puppet*, minor *scrying*, minor *teleport* (Greater Teleport, self).
- **Night Vision:** Xacarba ignore all penalties for Illumination.
- **Poison:** Choose one when attacking. Fiendish bile (mild), mysterious blood (knockout), vile disjunction (major *dispel*)
- **Redirect Spell:** Whenever a creature casts a spell within 5" (10 yards), it suffers a −2 to the arcane skill roll. If the additional −2 penalty would cause the spell to fail, it is cast successfully but the target of the spell is picked by the Xacarba.
- **Size 8 (Huge):** +2 Wounds.
- **Summon:** Once per day as a limited action this creature can summon a hezrou demon or d4 succubi.
- **Tentacles (2):** A xacarba can use its tail to make two tentacle actions. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Languages: Abyssal, Common, Draconic.

XTABAY

Xtabays are a floral hazard to the unwary. A xtabay's vines are sturdy and adaptive, making the plant a potential threat nearly everywhere. Attractive flowers blossom from the vines, emitting the spores that mean a slow death for their victims. The strange, face-like patterns that grow on the petals are disturbing but seem to have no real function.

Xtabays traverse large expanses of land until they sense nearby life, at which point they lie dormant and take on the guise of harmless flowers while releasing their deceptive aroma. Once a creature is subdued, the plant wastes no time in devouring it, disregarding creatures unaffected by its aroma. Xtabays consume the entirety of a victim's body over the course of several days following the initial process of draining its blood thanks to their lengthy roots, which produce a corrosive acid that breaks down and absorbs flesh and bone.

Type: Neutral Plant (Xtabay)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d10
Skills: Athletics d4, Fighting d4, Notice d4, Stealth d4
Pace: 1; **Parry:** 4; **Toughness:** 4
Edges: —
Special Abilities:

- **Energy Drain:** A xtabay can crawl onto an unconscious creature and cause Energy Drain (Vigor) if it takes no other actions. A Vigor roll resists this effect.



- **Innate Powers:** Minor *slumber* (Small Blast Template, centered on itself, (soporific pollen)).
- **Plant:** Ignore penalties for Dim and Dark Illumination; immune to paralysis, poison, *puppet*, *slumber*, Stun, acid; doesn't sleep.
- **Size –3 (Very Small):** A xtabay is around the size of a house cat.
- **Sting:** Str (acid).

MASSIVE XTABAY: Size 4, Strength d10, Fighting d8 Toughness: 11, Parry: 6, major *slumber*, and are Resilient.

YRTHAK

Swift, cunning, and perpetually ravenous, the yrthak terrorizes the barren wastelands in which it makes its home. They swoop down to blast prey with bursts of pure sound. Though technically blind, as its eyes are tiny and barely capable of vision beyond a few feet, the yrthak senses its surroundings via hearing and echolocation. While its jaws and claws are equally capable of taking down opponents, the yrthak generally prefers to wheel through the sky on its membranous wings, firing bolt after bolt of sound into its prey, and exulting in the thrill of the hunt.

Yrthaks spend most of their time aloft — a yrthak hunt often lasts several days, with the yrthak skimming roughly 100 feet over the ground in its search for prey, only resorting to grazing on carrion in direst need. While they have near-human intelligence, yrthaks generally do not seem interested in forming societies of their own — although the sight of a clutch of yrthaks tormenting a captured morsel might seem to indicate otherwise.

Type: Neutral Magical Beast (Yrthak)
Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d10, Shooting d6, Stealth d4
Pace: 5; **Parry:** 6; **Toughness:** 13 (2)
Edges: —
Special Abilities:

- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d4.
- **Blindsense:** Ignore *invisibility*, *illusion*, and all Illumination penalties up to 10" (20 yards).



- **Explosion:** A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within range to create an explosion. This attack deals 2d6 damage in a Small Blast Template.
- **Flight:** Pace 12.
- **Size 4 (Large):** An adult yrthak is 20 feet long and weighs 1,500 pounds. +1 Wound.
- **Sonic Lance:** As a limited action, a yrthak can focus sonic energy into an attack (Athletics roll) against a target within 10" (20 yards) that deals 3d6 damage.
- **Weakness (Blind):** A yrthak senses exclusively through blindsight, which is based on sound and movement—beyond 30" (60 yards), it is considered blind. A deaf yrthak is effectively blinded.

Languages: Draconic.

ZOMBIE, JUJU

This wretched human figure has tight leathery skin, sunken eyes, and an emaciated frame, yet it moves with eerie alacrity.

Type: Evil Undead (Zombie)
Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Thievery d6
Pace: 6; **Parry:** 5; **Toughness:** 9 (2)
Edges: —
Gear: Shortsword (Str+d6).

Special Abilities:

- **Armor +2:** Necrotic skin.
- **Bite/Claws:** Str+d4.
- **Environmental Resistance:** Fire.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Immune:** Cold, electricity.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

Languages: Common.



ZOMBIE, VOID

The void zombie's "tongue" is actually the larval akata's feeding tendril.

Type: Evil Undead (Zombie)
Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d6, Vigor d8
Skills: Athletics d4, Fighting d4, INotice d4, Stealth d6
Pace: 8; **Parry:** 4; **Toughness:** 8
Edges: Fleet Footed
Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Energy Drain (Strength):** Anyone Shaken or Wounded by a void zombie's tongue suffers Energy Drain. A Vigor roll (at −2 with a raise on the attack) resists this effect.
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Tongue:** Str+d4.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

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