Death Eye

CR 8

XP 4,800

CE Large aberration

Init +2; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, −1 size)

hp 95 (10d8+50)

Fort +5, Ref +2, Will +8

DR 10/slashing or piercing

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee slam +14 (1d10+7), wing buffet +9 (1d6+3)

Space 10 ft., Reach 5 ft.

Special Attacks bum rush, ear-piercing screech

TACTICS

Morale The death eye will flee if reduced to 15 hit points or less.

STATISTICS

Str 25, Dex 14, Con 18, Int 8, Wis 12, Cha 6

Base Atk +7; CMB +15 (+19 bull rush); CMD 17 (19 against bull rush; cannot be tripped)


Skills Fly +14, Perception +11, Sense Motive +13

Languages Common, Loi-Goi; telepathy 100 ft.

SPECIAL ABILITIES

Bum Rush (Ex) The death eye can make a devastating, divebombing bum rush attack. When using the charge action or the Flyby Attack feat to make an awesome blow or bull rush combat maneuver, it gains a +1 bonus to its combat maneuver check for every 5 feet of movement before the attack.

Ear-Piercing Screech (Ex) As a standard action, the death eye can emit an ear-piercing screech, despite lacking mouth parts. Guess it vibrates its vitreous jelly or some shit. All creatures within 40 feet of the death eye must make a DC 19 Fortitude save or take 5d6 points of sonic damage and be deafened for 2d6 rounds. A successful save halves the damage and negates the deafness. This is a sonic effect. The DC is Constitution-based. After using the ear-piercing screech, the death eye must wait for 1d4 rounds before it can be used again. The jelly must be allowed to settle, or something.
The Suck-Thing

The Suck-Thing (The Zinanthi) CR 10
XP 9,600
CE Medium aberration (aquatic, shapechanger)
Init +3; Senses darkvision 60 ft.; Perception +12

DEFENSE
AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 99 (11d8+50)
Fort +8, Ref +6, Will +8
DR 5/piercing or slashing

OFFENSE
Speed 30 ft., swim 30 ft.
Melee bite +15 (1d6+8 plus grab), 2 claws +15 (1d6+8 plus grab)
Special Attacks suck job (1d4 Cha drain)

TACTICS
Morale The Suck-Thing will attempt to escape if brought to less than half its hit points.

STATISTICS
Str 27, Dex 16, Con 20, Int 8, Wis 12, Cha 16
Base Atk +7; CMB +15 (+17 grapple); CMD 18 (20 against grapple)
Feats Deceitful, Power Attack, Improved Grapple, Improved Natural Armor, Improved Natural Attack (claw)
Skills Bluff +16, Disguise +16, Perception +12, Swim +16
Languages Common; tongues
SQ amphibious, change shape

SPECIAL ABILITIES
Change Shape (Su) As a standard action, the Suck-Thing can take on the form of the last creature it has slain with its suck job ability. It may change back to its own form as a free action. Once the Suck-Thing has discarded a form, it may not assume it again and must perform a new suck job on some poor soul to be able to use this ability again.

Suck Job (Su) The Suck-Thing inflicts 1d4 Cha drain on a successful grapple check. If this reduces an enemy’s Charisma to 0, they are slain, becoming a lifeless husk as the suck-thing devours their essence. The Suck-Thing’s change shape ability only works on forms it has slain in this fashion.
Random Wilderness Encounters

**Townsfolk:** Use stats for trapper (*GameMastery Guide*).

**Spooks:** Use stats for charlatan (*NPC Codex*).

**Palace Guard:** Use stats for guard officer (*GameMastery Guide*).

**Pig-man Raiders:** For pig-man raiders, use stats for orc lieutenant (*Monster Codex*). Replace its subtype with pigfolk and remove the light sensitivity and Orc language.

**Feral Pigs:** For feral pigs, use stats for advanced dire boars (*Bestiary*).

**The Overlord’s Men:** For Lord Fllorg, use stats for cavalry, for his men use stats for foot soldier (*GameMastery Guide*).

**Pig-man Scouts:** For pig-man archers, use stats for orc scout (*Monster Codex*). Replace their subtype with pigfolk and remove the light sensitivity and Orc language.

**Nestor the Imp:** Use stats for imp (*Bestiary*).

---

**Gorbal**

CR 9

XP 4,800

Male pigfolk fighter 9 (*Bestiary 2*)

CE Medium humanoid (pigfolk)

Init +3; Senses darkvision 60 ft.; Perception +2

**DEFENSE**

AC 21, touch 13, flat-footed 18 (+5 armor, +3 Dex, +3 natural)

hp 95 (9d10+45)

Fort +12, Ref +7, Will +2 (+2 vs. fear)

Defensive Abilities bravery +2, ferocity

**OFFENSE**

Speed 30 ft.

Melee +1 falchion +21/+16 (2d4+13/16-20) and gore +11 (1d6+7) or gore +16 (1d6+7)

Ranged mwk spear (1d8+7/×3)

Special Attacks weapon training (blades +2, spears +1)

**TACTICS**

Morale Gorbal will fight to the death.

**STATISTICS**

Str 24, Dex 16, Con 16, Int 6, Wis 6, Cha 10

Base Atk +9; CMB +15; CMD 29

Feats Greater Bull Rush, Greater Weapon Focus (falchion), Great Fortitude, Improved Bull Rush, Improved Critical (falchion), Power Attack, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Intimidate +13

Languages Common

SQ armor training 2, weapon familiarity

**Combat Gear** Kazza stone, potion of cure critical wounds (2); Other Gear +1 hide armor, +1 falchion, mwk spear, cloak of resistance +1
Skarg

XP 4,800
Male pigfolk ranger 9
CE Medium humanoid (pigfolk)

Init +7; Senses darkvision 60 ft., scent; Perception +13

DEFENSE
AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)
hp 77 (9d10+27)
Fort +7, Ref +8, Will +2
Defensive Abilities evasion, ferocity

OFFENSE
Speed 30 ft.
Melee +1 warhammer +14/+9 (1d8+7/x3) and bite +10 (1d8+7 plus grab)
Ranged mwk composite shortbow +13/+8 (1d6+4/x3)
Special Attacks combat style (natural weapon), favored enemy (dwarves +4, humans +2)
Ranger Spells Prepared (CL 6th; concentration +7)
1st – alarm, longstrider, pass without trace

TACTICS
Morale Skarg will turn tail and flee if reduced to less than 18 hit points.

STATISTICS
Str 18, Dex 16, Con 12, Int 8, Wis 12, Cha 6
Base Atk +9; CMB +13 (+15 grappling); CMD 26
Feats Craft Wondrous Item, Endurance, Improved Grapple, Improved Initiative, Improved Natural Weapon (bite), Power Attack, Toughness, Weapon Focus (bite)
Skills Handle Animal +8, Intimidate +8, Perception +13, Stealth +15, Survival +13
Languages Common
SQ favored terrain (forest +2, mountain +4), hunter’s bond (animal companion), swift tracker, track +4, weapon familiarity, wild empathy +8, woodland stride

Combat Gear potion of cure critical wounds, tanglefoot bags (2); Other Gear pigfolk mouth grill, +1 warhammer, masterwork composite shortbow (+4 Strength bonus) with 20 arrows
Mangle
Dog animal companion 6
N Medium animal
Init +7; Senses low-light vision, scent; Perception +7

DEFENSE
AC 26, touch 11, flat-footed 25 (+9 armor, +1 Dex, +6 natural)
hp 51 (6d8+24)
Fort +8, Ref +9, Will +3 (+4 vs. enchantment spells and effects)
Defensive Abilities evasion

OFFENSE
Speed 40 ft.
Melee bite +10 (1d6+8 plus grab)

Special Attacks favored enemy (dwarves +4, humans +2)

TACTICS
Morale Mangle will follow Skarg. If Skarg is slain, it will fight to the death.

STATISTICS
Str 20, Dex 18, Con 18, Int 2, Wis 12, Cha 6
Base Atk +4; CMB +9; CMD 23 (27 against trip)
Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium)
Skills Perception +7
SQ devotion, favored terrain (forest +2, mountain +4), link, share spells

Gear pigfolk mouth grill, masterwork fullplate barding
Combat Gear potion of cure critical wounds, tanglefoot bags (2); Other Gear pigfolk mouth grill, +1 warhammer, masterwork composite shortbow (+4 Strength bonus) with 20 arrows

Pigfolk Mouth Grill
Price 3,500 gp; Slot head; CL 5th; Weight 3 lbs.; Aura faint evocation
This is a set of malevolent-looking, filthy iron jaws that cover the wearer’s lower face. They grant their wearer a natural bite attack that does damage as per their own size, and a grab special attack to go with the bite. The pigfolk mouth grill grants no extra bonuses to creatures that already have one or both of these abilities. Due to the pigfolk’s exacting standards of hygiene, non-pigfolk attempting to wear these without a thorough cleaning have to save against filth fever (Fort DC 12) – or, at the GM’s discretion, something worse.

Construction Requirements
Cost 1,750 gp
Craft Wondrous Item, magic fang, must be a pigfolk.

Kazza Stone
Price 2,500 gp; Slot none; CL 7th; Weight –.; Aura moderate evocation
Kazza stones are small jewels used for communication across distances. The holder of a Kazza stone can, by speaking the command word, call up any other Kazza stone and talk to their owner. The jewels transmit voice and a murky image. They are also unreliable and may activate accidentally, contact more than one stone at a time, contact the wrong stone, make loud noises at inopportune moments, and other inconveniences – all at the GM’s discretion.

Additionally, a Kazza stone can be thrown at a target as a ranged touch attack. A hit deals 1d8 points of nonlethal damage and the target must make a DC 15 Fortitude save or be stunned for 1d4 rounds. Kazza stones have 1d10−1 stun charges. Expending these charges does not make void its magical communication capabilities.

Construction Requirements
Cost 1,250 gp
Craft Wondrous Item, sending, sound burst.
Deathfuck Magic

Deathfuck Magic
Deathfuck weapons draw power from extinguishing life. Each time a creature is killed with a deathfuck weapon, bloody bone straws and meaty gristle erupt from the wielder’s flesh and connect to the weapon to absorb the power. The wielder gains a number of deathfuck magic points equal to the number of the slain creature’s Hit Dice. The character empathically understands that accumulated magic points can be used freely any time by any class to do one of the following powers:

- Heal self – For each magic point spent, the character heals 1 hit point.
- Cast lost spells – A spellcaster can recast a spell that has been spent that day by using one magic point per spell level.
- Unleash corruption power – The character rolls in the “Deathfuck Corruption” table to invoke a power that remains active for 10 minutes. Corruption powers are cumulative so the same power can be invoked more than once.

Using deathfuck magic always comes at a cost. Any time a power is invoked, the user must roll on the corruption table. The corruptions don’t seem bad at first as they make the character super powerful, but deathfuck magic has a downside. Once the character has randomly invoked each corruption one time, they become fully corrupted. The character can no longer heal hit points except by invoking the deathfuck healing power. Their genitals begin to shrink and wither. Every time fully corrupted characters invoke deathfuck magic, they must make a DC 15 Will save with a −1 cumulative penalty for every corpse on the battlefield. Failure means the character immediately gains every corruption simultaneously and goes into a blind rage, attacking anyone nearby for 1d6 rounds. Add an additional random deathfuck corruption every time this transformation happens. The remove curse spell is useless after full corruption. The character is bound to the Loi-Goi for eternity.

<table>
<thead>
<tr>
<th>Roll d8</th>
<th>Deathfuck Corruption</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Extra mêlée attack: The character gains an extra appendage and slam attack that deals damage as appropriate for their size – 1d3 for Small characters, 1d4 for Medium-sized characters. The Game Master can have fun with this one. Make up something new every time like an arm grows another arm that turns into a sword, or a pseudopod tipped by a bonesaw shoots from the chest.</td>
</tr>
<tr>
<td>2</td>
<td>Extra ranged attack: The character gains an extra appendage and extra ranged attack that does 1d8 damage. A WWII-era German Maschinengewehr 42 might suddenly grow out of the character’s back and spray bullets.</td>
</tr>
<tr>
<td>3</td>
<td>Ooze flesh: The character turns to a fleshy ooze, granting them DR 10/slashing or piercing.</td>
</tr>
<tr>
<td>4</td>
<td>Supersized: The character rapidly grows in height or girth as new muscles surge over its flesh. They increase one size category.</td>
</tr>
<tr>
<td>5</td>
<td>Cranked: The character becomes a blur, gaining 30 feet to their movement speed, and can’t stop grinding their teeth.</td>
</tr>
<tr>
<td>6</td>
<td>Acid blood: Painful boils and pustules erupt all over the character’s body. Any attacks cause acid blood to spray on anyone adjacent for 1d4 damage.</td>
</tr>
<tr>
<td>7</td>
<td>Blood drinker: The character grows cartilaginous straws pointed like needles, granting them a vampire’s blood drain attack.</td>
</tr>
<tr>
<td>8</td>
<td>Flight: Strange wings grow from the character, which look different every time. One time they might be dragonfly wings, the next raven, and then next bat. They gain fly speed 40 ft., with average maneuverability.</td>
</tr>
</tbody>
</table>
New Magic Weapon Special Ability: Deathfuck
A deathfuck weapon is capable of sucking out the essential juices of their victim and converting them into the corrupt energy that fuels deathfuck magic.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, deathfuck invocation; Price +1 bonus.

New Spell: Deathfuck Invocation
School: necromancy; Level alchemist 3, occultist 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a drop of a sentient being’s cerebro-spinal fluid)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 10 min.
Saving Throw Will negates; Spell Resistance yes
Deathfuck invocation provokes a sudden deathfuck mutation in the target, as if they unleashed a deathfuck corruption power themselves. Roll on the deathfuck corruption table as normal. Corruptions gained through deathfuck invocation count towards full corruption.

New Feat: Deathfucked Spell [Metamagic]
You can cast attack spells that convert the life force of your slain foes into deathfuck energy.
Benefit: A deathfucked spell that slays a living target also draws forth their essential juices, usually through an existing wound, their eye sockets, ears, or mouth, in a grisly torrent that connects the body to you. You gain deathfuck magic points equal to the slain target’s Hit Dice. A deathfucked spell takes up a spell slot one level higher than the spell’s actual level.

Death Phallus: +2 deathfuck spear.

Cunt Whip
Aura moderate necromancy; CL 7th
Slot none; Price 10,301 gp; Weight 2 lb.
This +1 deathfuck whip is made from minotaur leather and the animated cunt of a succubus. It allows the wielder to use a poison effect (as the spell, save DC 15) upon a creature struck by the weapon once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison effect must be invoked in the same round as the whip strikes.
Requirements Craft Magic Arms and Armor, deathfuck invocation, poison; Cost 5,301 gp

Cuttlefist
Aura moderate necromancy; CL 10th
Slot none; Price 12,305 gp; Weight 8 lb.
This +1 deathfuck spear is actually a living organism. In addition to its normal damage, enemies struck by the weapon must make a DC 18 Fortitude save or fall asleep for 1d4 rounds. This is a poison effect. Cuttlefist can also be used to breathe underwater.
Requirements Craft Magic Arms and Armor, deathfuck invocation, Handle Animal 6 ranks; Cost 6,305 gp
The Caverns of the Eloi

Eloi

XP 2,400
CE Medium monstrous humanoid (aquatic)
Init +3; Senses darkvision 60 ft.; Perception +13

DEFENSE
AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 88 (8d10+44)
Fort +7, Ref +9, Will +8
Resist cold 10

OFFENSE
Speed 20 ft., swim 40 ft.
Melee trident +12/+7 (1d8+4), claw +10 (1d4+3), bite +10 (1d6+3)
Ranged trident +11 (1d8+4)

STATISTICS
Str 19, Dex 17, Con 21, Int 10, Wis 14, Cha 10
Base Atk +8; CMB +13; CMD 26
Feats Improved Natural Armor, Multiattack, Power Attack, Toughness
Skills Intimidate +11, Perception +13 (+17 underwater), Stealth +14 (+18 underwater), Swim +23;
Racial Modifiers +4 Perception and Stealth underwater
Languages Loi-Goi, Undercommon
SQ amphibious

Eloi Queen

XP 19,200
CE Huge aberration (aquatic)
Init +5; Senses blindsight 40 ft., darkvision 60 ft.; Perception +9

DEFENSE
AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, –2 size)
hp 161 (17d8+85)
Fort +10, Ref +8, Will +11
DR 10/slashing or piercing; Immune mind-affecting effects

OFFENSE
Speed 5 ft., swim 40 ft.
Melee 8 tentacles +18 (1d8+8 plus grab and paralysis)
Space 15 ft.; Reach 20 ft.
Special Attacks paralysis (1d4 rounds, DC 23), swallow whole (6d8 acid damage, AC 19, 16 hp)

STATISTICS
Str 27, Dex 12, Con 20, Int 1, Wis 13, Cha 2
Base Atk +12; CMB +22 (+26 grapple); CMD 33 (can’t be tripped)
Feats Improved Initiative®, Lightning Reflexes®
Skills Perception +9; Racial Modifiers +8 Perception
SQ amphibious
Eloi Baby

XP 600
CE Small monstrous humanoid
Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE
AC 16, touch 14, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 19 (3d8+6)
Fort +7, Ref +5, Will +2

OFFENSE
Speed 10 ft., swim 10 ft.
Melee bite +3 (1d4+2)

STATISTICS
Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Base Atk +2; CMB +5; CMD 17

Feats Improved Natural Armor

Skills Perception +8 (+12 underwater), Stealth +7 (+11 underwater), Swim +15; Racial Modifiers +4 Perception and Stealth underwater

Giant Starfish

CR 1
XP 200
N Tiny vermin (aquatic)
Init +1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE
AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)
hp 8 (1d8+4)
Fort +6, Ref +1, Will +0

Weaknesses light sensitivity

OFFENSE
Speed 5 ft., swim 15 ft.
Melee bite +3 (1d3+2)

STATISTICS
Str 14, Dex 12, Con 19, Int —, Wis 11, Cha 2

Base Atk +0; CMB +1; CMD 12

Feats Diehardh, Endurancei

Skills Climb +8, Fly –1, Perception +4, Stealth +9; Racial Modifiers +4 Perception, +4 Stealth

SQ hold breath
Giant Starfish Swarm  CR 7

XP 3,200
N Tiny vermin (swarm)
Init +2; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE
AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 89 (11d8+44)
Fort +11, Ref +5, Will +3
Defensive Abilities swarm traits
Weaknesses light sensitivity, swarm traits

OFFENSE
Speed 20 ft., climb 20 ft., fly 30 ft. (poor)
Melee swarm (3d6)
Space 10 ft.; Reach 0 ft.
Special Attacks distraction (DC 16)

STATISTICS
Str 1, Dex 19, Con 18, Int —, Wis 10, Cha 2
Base Atk +3; CMB —; CMD —
Skills Climb +10, Fly +4, Perception +4, Stealth +14; Racial Modifiers +4 Perception, +4 Stealth
SQ hold breath
The Town of Mlag

Rats: Use stats for rat king (Bestiary 4).
Spoobs: Use stats for
Guards: Use stats for guard officer (GameMastery Guide).
Krimkril: Use stats for highwayman (GameMastery Guide).
Ferd: Use stats for freelance thief (NPC Codex).
Treat “The Old Whore’s” plague-plant poison as sassone leaf residue.
Flaglar: Use stats for watch captain (GameMastery Guide).
Horror: Use stats for an advanced riding dog.
Militia Men: Use stats for guard officer (GameMastery Guide).
Captain Olaf: Use stats for first mate (GameMastery Guide).
Sailor: Use stats for shipmate (GameMastery Guide).
Dangle: Use stats for noble (GameMastery Guide).
Hicky: Use stats for tomb raider (GameMastery Guide). The DC for disabling the trap in her belt buckle is 20; for the disease, bubonic plague is recommended.

Looger  CR 6
XP 2,400
Human knife master rogue 7 (Ultimate Combat)
CE Medium humanoid (human)
Init +4; Senses Perception +10
DEFENSE
AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)
hp 42 (7d8+7)
Fort +4, Ref +10, Will +3
Defensive Abilities blade sense, evasion, uncanny dodge
OFFENSE
Speed 30 ft.
Melee 2 +1 daggers +9 (1d4+3/19–20)
Ranged mwk light crossbow +10 (1d8/19–20)
Special Attacks sneak attack +4d6, sneak stab
STATISTICS
Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 8
Base Atk +5; CMB +7; CMD 22
Feats Combat Reflexes, Dodge, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)
Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14
Languages Common, Halfling
SQ hidden blade, rogue talents (bleeding attack +4, fast stealth, stand up)
Combat Gear potion of cure moderate wounds, potion of invisibility, tanglefoot bag; Other Gear +1 studded leather, two +1 daggers, masterwork light crossbow with 20 bolts, cloak of resistance +1, thieves' tools, 489 gp

Ragath Golem: Use stats for a stone golem.
Captain Chaulk  CR 8
4,800 XP
CE haunt (the deck of The Slogtar)
Notice Perception DC 22 (to hear the sound of faraway screams)
hp 18; Trigger proximity; Reset 1 day
Effect When this haunt is triggered, Captain Chaulk’s incorporeal form ascends screaming from belowdecks and lays at anybody on the deck with his insubstantial cutlass. Everybody who sees his terrifying visage is targeted by a feebblemind spell (save DC 17).
Destruction Should the wreck of The Slogtar be completely destroyed, such as by fire, the good Captain would go down with his ship.

Feral Pig: Use stats for advanced dire boar.

Mutant Feral Pig: Use stats for advanced dire boar, with the following adjustments: CR 6; Ranged 4 spikes +8 (1d6+5); Spikes (Ex) With a snap of its tail, the mutant feral pig can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Sarkas Clan Member: Use stats for ogre brute (Monster Codex).
Lord Sarkas  
**CR 10**

XP 9,600
CE Large monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +14

**Defense**

**AC** 22, touch 12, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +5 natural, −1 size)

**hp** 146 (12d10+80)

**Fort** +11, **Ref** +10, **Will** +11; +4 vs. magic

**DR** 5/slashing or piercing

**Offense**

**Speed** 5 ft., swim 20 ft.

**Melee** 4 tentacles +21 (1d6+10/19-20 and grab)

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

**Special Attacks** breath weapon, constrict (1d6+10)

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

At will – telekinesis

**Statistics**

Str 30, Dex 15, Con 21, Int 10, Wis 12, Cha 7

**Base Atk** +12; **CMB** +22 (+26 grapple); **CMD** 33 (35 vs. grapple)

**Feats** Greater Grapple, Great Fortitude, Improved Critical (tentacle), Improved Grapple, Iron Will, Toughness

**Skills** Handle Animal +9, Intimidate +9, Perception +14, Survival +6, Swim +30

**Languages** Common

**SPECIAL ABILITIES**

As a free action once every 1d4+1 rounds, Lord Sarkas can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the he creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects.

*Breath weapon*—inhaled; save Fort 18; frequency 1/round for 4 rounds; effect slow, as per the spell; cure 2 saves. The save DC is Constitution-based.

**Osuka-Barabak:** Use stats for hill giant.
Back-Breaker  
CR 9
XP 6,400
N Huge vermin

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

DEFENSE
AC 17, touch 12, flat-footed 19 (+11 natural, −2 size)
hp 104 (10d8+70)
Fort +13, Ref +4, Will +5
Immune mind-affecting effects

OFFENSE
Speed 20 ft., fly 80 ft. (perfect)
Melee bite +15 (2d8+12 plus grab)
Space 15 ft., Reach 10 ft.
Special Attacks darting charge

TACTICS
Morale Back-Breaker will flee if reduced to 15 hit points or less.

STATISTICS
Str 27, Dex 11, Con 22, Int —, Wis 12, Cha 9
Base Atk +7; CMB +17 (+21 grappling); CMD 27 (35 against trip)
Feats Flyby Attack
Skills Fly +6

SPECIAL ABILITIES
Darting Charge (Ex) A giant dragonfly is adept at swooping in to attack prey with a powerful bite and then, just as quickly, swooping back up out of reach. As a result, a giant dragonfly gains Flyby Attack as a bonus feat. In addition, if a giant dragonfly charges while flying, it receives a +4 bonus on combat maneuver checks made to grapple foes.
Gorilla Bear  CR 7
XP 3,200
Variant chemosit (Pathfinder Adventure Path #38: Racing to Ruin)
N Large magical beast
Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +2
DEFENSE
AC 24, touch 12, flat-footed 21 (+6 armor, +3 Dex, +6 natural, –1 size)
hp 47 (5d10+20)
Fort +8, Ref +7, Will +3
OFFENSE
Speed 40 ft., climb 40 ft.
Melee 2 claws +11 (1d6+7), 1 bite +11 (1d8+7)
Space 10 ft.; Reach 10 ft.
Special Attacks pounce, rake (1d6), terrifying roar

STATISTICS
Str 24, Dex 17, Con 19, Int 2, Wis 15, Cha 8
Base Atk +5; CMB +13; CMD 26
Feats Improved Bull Rush, Improved Initiative, Power Attack
Skills Climb +15, Stealth +15; Racial Modifiers +8 Stealth
Gear breastplate

SPECIAL ABILITIES
Brain Eater (Su) Should a chemosit kill an opponent with a coup de grace attack, it breaks open the creature’s skull and devours what’s inside. If the creature killed is of one of the following classes or creature types, the chemosit gains the associated benefit. If the creature killed falls into multiple categories, the chemosit chooses a single benefit to gain. With the exception of healing, the effects provided by this ability affect a chemosit for a number of minutes equal to 5 times its Hit Dice.
Animal: The chemosit regains a number of hit points equal to the victim’s Hit Dice, and the DC of its terrifying roar increases by +2.
Arcane Spell-Caster: The chemosit regains a number of hit points equal to 1d4 times the victim’s Hit Dice and gains SR 15.
Divine Spell-Caster: The chemosit regains a number of hit points equal to 1d8 times the victim’s Hit Dice.
Humanoid: The chemosit regains a number of hit points equal to 1d4 times the victim’s Hit Dice.
Outsider: The chemosit regains a number of hit points equal to 1d4 times the victim’s Hit Dice but is confused for 1d4 rounds.
Monstrous Humanoid: The chemosit regains a number of hit points equal to 1d4 times the victim’s Hit Dice and is affected as per the spell rage.
Undead: The chemosit takes 1d4 points of damage and is sickened for 1d4 rounds. In addition, the chemosit detects as undead for the purposes of spells like detect undead, though it is in no other way treated as an undead creature.
Terrifying Roar (Su) The terrifying roar of the chemosit unnerves even the bravest souls. Any creatures within a 300-foot spread must make a DC 15 Will save or become shaken for 1d4 rounds. This is a sonic mind-affecting fear affect. Whether or not the save is successful, an affected creature is immune to the same chemosit’s roar for the next 24 hours. The save DC is Wisdom-based.

Mung: Use stats for ogre devourer (Monster Codex). Replace the ring of Undead Control with a wand of command undead, with 8 charges left.
**Animated Rug:** Use stats for an advanced Large animated object with the additional attack, constrict, and grab special abilities.

**Deud:** Use stats for prankster illusionist (*NPC Codex*). Deud is chaotic evil.

*Arrow of Monster-Slaying:* Use *arrow of aberration-slaying*.

**Voiden Warrior-Zombie:** Use stats for advanced wight, with the following adjustment: **Int** –. Voiden Warrior-Zombies cannot create spawn.
**Razak**

XP 9,600

Human necromancer 11

CE Medium humanoid (human)

**Init** +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +4

**DEFENSE**

**AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

**hp** 100 (11d6+59)

**Fort** +8, **Ref** +6, **Will** +10

**Resist** fire 30

**OFFENSE**

**Speed** 30 ft.

**Melee** *Fuckblade* +7 (1d6/18–20)

**Special Attacks** channel negative energy (DC 15, 8/day)

**Arcane School Spell-Like Abilities** (CL 11th; concentration +16)

8/day—grave touch (5 rounds)

**Necromancer Spells Prepared** (CL 11th; concentration +16)

6th—create undead, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), cone of cold (DC 20), teleport, waves of fatigue

4th—animate dead, deathfucked *lightning bolt* (DC 18), enervation, *fear* (DC 21)

3rd—*blink*, deathfucked *scorching ray*, *fireball* (DC 18), *fly*, *ray of exhaustion* (DC 20), *vampiric touch*

2nd—blindness/deafness (DC 19), *false life*, resist energy, *see invisibility*, *scare* (DC 19), *scorching ray*

1st—*burning hands* (DC 16), *cause fear* (DC 18), *deathfuck invocation* (2; DC 18), expeditious retreat, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 17), detect magic, *read magic*, touch of fatigue (DC 17)

**Opposition Schools** enchantment, illusion

**TACTICS**

**Before Combat** Razak casts *mage armor*, *false life*, resist energy (fire), and *see invisibility*.

**Base Statistics** Without *false life*, *mage armor*, resist energy, and *see invisibility*, Razak's statistics are

**Senses** darkvision 60 ft.; **AC** 12, touch 11, flat-footed 11; **hp** 85; **Resist** none.

**STATISTICS**

**Str** 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 8, **Cha** 14

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

**Feats** Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Deathfucked Spell, Greater Spell Focus (necromancy), Improved Familiar, Scribe Scroll, Spell Focus (necromancy), Toughness, Martial Weapon Proficiency (rapier)

**Skills** Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

**Languages** Aklo, Common, Dwarven, Elven, Goblin, Infernal

**SQ** arcane bond (Nestor the Imp), life sight (10 feet, 11 rounds/day)

**Combat Gear** potions of cure moderate wounds (2), potion of displacement, potion of invisibility, robe of bones; **Other Gear** *Fuckblade* (+2 deathfuck rapier), amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +2, goggles of night, headband of vast intelligence +2, spellbook, onyx gems (worth 300 gp), 623 gp
Beak-o-Puss CR 8
XP 4,800
CE Medium aberration
Init +5; Senses blindsight 100 ft.; Perception +27

DEFENSE
AC 23, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)
hp 90 (12d8+36)
Fort +9, Ref +7, Will +12
Immune gaze attacks, visual effects, illusions, mind-affecting effects, and attacks relying on sight

OFFENSE
Speed 30 ft.
Melee 2 bites +12 (2d6+4)
Space 10 ft.; Reach 5 ft.

STATISTICS
Str 18, Dex 17, Con 16, Int 4, Wis 18, Cha 13
Base Atk +9; CMB +14; CMD 28
Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike
Skills Climb +15, Perception +14, Sense Motive +11, Stealth +9, Survival +14
Languages Common (cannot speak)
The Tower of Zal

Palace Guard: Use stats for guard officer (GameMastery Guide).
Derks: Use stats for beast master (GameMastery Guide). Killer and Killer Too are advanced riding dogs.
Guymenstra: Use stats for steadfast defender (NPC Codex).
Counsellor Cornwell: Use stats for general (GameMastery Guide).
Elite Palace Guard: Use stats for watch captain (GameMastery Guide).

Prince Zal
XP 9,600
Human fighter 11
LE Medium humanoid (human)
Init +6; Senses Perception +0
DEFENSE
AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)
hp 98 (11d10+33)
Fort +10, Ref +10, Will +6; +3 vs. fear
Defensive Abilities bravery +3

OFFENSE
Speed 30 ft., climb 20 ft.
Melee +1 rapier +19/+14/+9 (1d6+8/15–20), mwk dagger +18/+13 (1d4+5/19–20)
Ranged dagger +19 (1d4+5/19–20) or mwk composite longbow +19/+14/+9 (1d8+2/x3)
Special Attacks weapon training (light blades +2, bows +1)

TACTICS
Before Combat Prince Zal drinks his potions of bull’s strength, cat’s grace, and barkskin.
During Combat Prince Zal uses Combat Expertise, hoping to wear his foes down. Every few rounds, he makes a disarm attempt with one of his attacks. He likes to gain a height advantage using his slippers of spider climbing.

Base Statistics Without bull’s strength, cat’s grace, and barkskin, Prince Zal’s statistics are Init +4; AC 21, touch 14, flat-footed 17; Ref +8; Melee+1 rapier +17/+12/+7 (1d6+6/15–20), mwk dagger +16/+11 (1d4+3/19–20); Ranged dagger +17 (1d4+3/19–20) or mwk composite longbow +17/+12/+7 (1d8+2/x3); Str 12, Dex 19; CMB +12 (+14 disarm); CMD 26 (28 vs. disarm); Skills Acrobatics +15, Climb +13.

STATISTICS
Str 16, Dex 23, Con 14, Int 13, Wis 10, Cha 8
Base Atk +11; CMB +14 (+16 disarm); CMD 30 (+32 vs. disarm)
Skills Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9
Languages Common, Elven
SQ armor training 3
Combat Gear potion of barkskin, potion of bull’s strength, potion of cat’s grace, potions of cure moderate wounds (2), potions of protection from good (CL 2nd) (2), silversheen; Other Gear +1 breastplate, +1 rapier, daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, belt of incredible dexterity +2, cloak of resistance +1, slippers of spider climbing, 121 gp
Schragel: Use stats for hedge wizard (GameMastery Guide).

Proto Pig-Man Rage Baby
CR 6
XP 2,400
CE Small humanoid (pigfolk)

Init +6; Senses darkvision 60 ft.; Perception +8

DEFENSE
AC 15, touch 11, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, –2 rage)
hp 86 (7d12+35)
Fort +11, Ref +6, Will +4
Defensive Abilities ferocity; DR 1/

OFFENSE
Speed 30 ft.
Melee bite +13 (1d4+6 and grab)
Special Attacks blood drain (1d4+1 Con), rage (18 rounds/day)

STATISTICS
Str 23, Dex 14, Con 18, Int 1, Wis 6, Cha 10
Base Atk +7; CMB +13 (+17 grapple); CMD 24
Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Skills Intimidate +16, Perception +8, Sense Motive +5
Beneath the Towers

Slutman: Use stats for champion (*GameMastery Guide*).

Flesh Mutant: Use stats for advanced ogrekin (*Bestiary 2*).

The Damned Thing: Use stats for graveknight (*Bestiary 3*).

Tomb Zombie: Use stats for ghast.

Flesh Sculptor: Use stats for irnakurse fleshwarp (*Bestiary 4*). Upon death, a flesh sculptor adds a point of deathfuck corruption to its killer unless they succeed in a DC 19 Will save.

The Loi-Goi has no stats in the traditional sense. As long as the characters are at the flesh pool or inside he Loi-Goi, it will each round deploy one of the following attacks at a randomly determined character: tentacle +20 (2d8+15), *feeblemind* spell (DC 18), power siphon +20 (1d4+15, DC 18 Will save or lose 1d4 deathfuck magic points). A character who has no deathfuck magic points takes 2d8 points of acid damage per round within the flesh pool. The Loi-Goi has 562 hit points, but can only be damaged in its core.

Gusha: Use stats for death priest (*NPC Codex*).
The Final Confrontation

In addition to the stat block beneath, roll ten times from the deathfuck corruption table for Razak-Zal's new abilities. The rain of shit and piss reduces visibility ranges by half and inflicts a −4 penalty on all Perception checks and ranged attacks. Unprotected flames have a 50% chance of being extinguished.

Razak-Zal

CR 12

XP 9,600

CE Medium aberration

Init +6; Senses Perception +0

DEFENSE

AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)

hp 109 (11d10+44)

Fort +10, Ref +10, Will +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee Fuckblade +20/+15/+10 (1d6+8/15−20), mwk dagger +18/+13 (1d4+5/19−20)

Ranged dagger +19 (1d4+5/19−20) or mwk composite longbow +19/+14/+9 (1d8+2/×3)

Special Attacks channel negative energy (DC 15, 8/day), weapon training (light blades +2, bows +1)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—create undead, eyebite (DC 23)

5th—baleful polymorph (DC 20), cone of cold (DC 20), teleport, waves of fatigue

4th—animate dead, deathfucked lightning bolt (DC 18), enervation, fear (DC 21)

3rd—blink, deathfucked scorching ray, fireball (DC 18), fly, ray of exhaustion (DC 20), vampiric touch

2nd—blindness/deafness (DC 19), false life, resist energy, see invisibility, scare (DC 19), scorching ray

1st—burning hands (DC 16), cause fear (DC 18), deathfuck invocation (2; DC 18), expeditious retreat, mage armor, magic missile

0 (at will)—bleed (DC 17), detect magic, read magic, touch of fatigue (DC 17)

Opposition Schools enchantment, illusion

STATISTICS

Str 16, Dex 23, Con 14, Int 13, Wis 10, Cha 8

Base Atk +11; CMB +14 (+16 disarm); CMD 30 (+32 vs. disarm)


Skills Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9

SQ arcane bond (Nestor the Imp), life sight (10 feet, 11 rounds/day)

Combat Gear potion of barkskin, potion of bull’s strength, potion of cat’s grace, potions of cure moderate wounds (4), potion of displacement, potion of invisibility, potions of protection from good (CL 2nd; 2), robe of bones; Other Gear +1 breastplate, Fuckblade (+2 deathfuck rapier), daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +2, goggles of night, headband of vast intelligence +2, slippers of spider climbing, spellbook, onyx gems (worth 300 gp), 744 gp
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or
Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Chemosit from Pathfinder Adventure Path #38: Racing to Ruin. © 2010, Paizo Publishing, LLC; Author: Tim Hitchcock.

Towers Two 3.PF Stats © 2016 Jukka Särkijärvi

Open Game Content: All the numbers and stat blocks
Product Identity: Names and descriptive text