

The Tome of Horrors Complete

For the Pathfinder Roleplaying Game

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Special Thanks

To all the Frog God Games, Necromancer Games, and Paizo Publishing fans out there clamoring for an update of the Tomes of Horrors; without you, this wouldn't have been possible. Thanks to Mike Chaney for the look of the original books. Thanks to Bill Webb for resurrecting all the great things that Necromancer Games stood for with the creation of Frog God Games. And thank you to Paizo Publishing for keeping the game alive for all of us.

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Table of Contents

Introduction	9	Biclops Hero	65	Cobra Flower	116
Foreword	10	Blindheim	67	Coffer Corpse	117
Aberrant	12	Blood Bush	68	Colossus, Jade	118
Abyssal Harvester	14	Blood Hawk	69	Cooshee	119
Abyssal Larva	15	Bloodsuckle	70	Corpse Candle	120
Adherer	16	Bloody Bones	71	Corpse Orgy	121
Aerial Servant	17	Boalisk	72	Corpse Rook	122
Afanc	18	Bog Beast	73	Corpsespinner	123
Ahlinni	19	Bog Creeper	74	Crab, Monstrous	124
Algoid	20	Bog Mummy	75	Crabman	125
Al-mi'raj	21	Bogeyman	76	Crag Man	126
Al-mi'raj, Psionic	21	Boggart	77	Crayfish, Monstrous	127
Amphisbaena	22	Bone Cobbler	78	Crucifixion Spirit	128
Anemone, Great Sea	23	Boneneedle, Greater	79	Crypt Thing	129
Angel, Chalkydri	24	Boneneedle, Lesser	79	Crystalline Horror	130
Angel, Empyrean	25	Bonesnapper	80	Crystallis	131
Angel, Monadic Deva	26	Bonesucker	81	Daemon, Caodaemon	132
Angel, Movanic Deva	27	Brass Man	82	Daemon, Charon	133
Animal Lord, Cat Lord	28	Brownie	83	Daemon, Charonadaemon	134
Animal Lord, Mouse Lord	30	Brume	84	Daemon, Derghodaemon	135
Ant Lion	31	Brykolakas	85	Daemon, Guardian	136
Apparition	32	Buckawn	86	Daemon, Hydrodaemon	137
Arach	33	Bumblebee, Giant Queen	87	Daemon, The Oinodaemon	138
Arach Spellbinder	33	Bumblebee, Giant Worker	87	Daemon, Piscodaemon	140
Arcanoplasm	35	Bunyip	88	Dakon	141
Archer Bush	36	Burning Dervish	89	Dark Creeper	142
Ascomoid	37	Cadaver	90	Dark Stalker	143
Asrai	38	Carbuncle	91	Darnoc	144
Assassin Bug, Giant	39	Carrion Moth	92	Death Dog	145
Astral Shark	40	Caryatid Column	93	Death Worm	146
Atomic	41	Caterprism	94	Decapus	147
Aurumvorax	42	Caterwaul	95	Demi-Lich	148
Babbler	43	Cave Cricket	96	Demiurge	149
Baccae	44	Cave Fisher	97	Demodand, Shaggy	150
Banderlog	45	Cave Leech	98	Demodand, Slime	151
Baobhan Sith	46	Cave Moray	99	Demodand, Tarry	152
Barbegazi	47	Cerberus	100	Demon, Aeshma	153
Baric	48	Cerebral Stalker	101	Demon, Alu-	154
Basidirond	49	Chain Worm	102	Demon, Balban	155
Basilisk, Crimson	50	Cherum	103	Demon, Cambion	156
Basilisk, Greater	51	Chrystone	104	Demon, Chaaor	157
Bat, Doombat	52	Chupacabra	105	Demon, Choronzon	158
Bat, Mobat	53	Church Grim	106	Demon, Corruptor—Azizou	159
Bedlam	54	Churr	107	Demon, Corruptor—Barizou	160
Beetle, Giant Blister	55	Clam, Giant	108	Demon, Corruptor—Geruzou	160
Beetle, Giant Boring	56	Clamor	109	Demon, Daraka	161
Beetle, Giant Death Watch	57	Clockwork Brain Gear	110	Demon, Gallu-	162
Beetle, Giant Rhinoceros	58	Clockwork Drone	111	Demon, Gharros	163
Beetle, Giant Saw-Toothed	59	Clockwork Overseer	111	Demon, Greruor	164
Beetle, Giant Slicer	60	Clockwork Parasite	112	Demon, Mallor	165
Beetle, Giant Water	61	Clockwork Scout	113	Demon, Mehrim	166
Beetle, Requiem	62	Clockwork Swarm	113	Demon, Mezzalorn	167
Belabra	63	Clockwork Titan	114	Demon, Nabasu—Demonling	168
Bhuta	64	Clockwork Warrior	114	Demon, Nabasu—Mature	168
Biclops	65	Clubnek	115	Demon, Nerizo	169

Table of Contents

Demon, Nysrock	170	Dragon, Cloud	225	Flea, Giant	286
Demon, Ooze—Greater	171	Dragon, Dungeon	227	Flind	287
Demon, Ooze—Lesser	171	Dragon, Faerie	230	Floating Eye	288
Demon, Shadow	172	Dragon, Mist	231	Flumph	289
Demon, Shrooth	173	Dragon, Smoke	233	Fly, Giant	290
Demon, Skitterdark	174	Dragon, Wrath	234	Fogwarden	291
Demon, Stirge	175	Dragon Horse	235	Forester's Bane	292
Demon Lords		Dragonfly, Giant	236	Forgotten One	293
Baphomet (Demon Lord of Beasts)	176	Dragonnel	237	Forlarren	294
Beluiri (The Temptress)	177	Dragonship	238	Frog, Giant Abyssal Dire	295
Caizel (Deposed Queen of Succubi)	178	Drake, Fire	239	Froghemoth	296
Dagon (Demon Prince of the Sea)	179	Drake, Ice	240	Frost Man	297
Fraz-Urb'luu (Prince of Deception)	180	Drake, Salt	241	Fungoid	298
Jubilex (The Faceless Lord)	181	Drake, Splinter	242	Fye	299
Kostchtchie		Draker, Splinter—Tracker	242	Fyr	300
(Demon Prince of Wrath)	182	Draug	244	Gallows Tree	301
Maphistal (Second of Orcus)	184	Dream Spectre	245	Gallows Tree Zombie	302
Orcus		Drelb	246	Gambado	303
(Demon Prince of the Undead)	185	Dust Digger	247	Gargoyle, Four-Armed	304
Pazuzu (Demon Prince of Air)	187	Eblis	248	Gargoyle, Fungus	305
Sonechard (General of Orcus)	189	Ectoplasm	249	Gargoyle, Green Guardian	306
Tsatogga (The Frog God)	190	Elemental, Gravity	250	Gargoyle, Margoyl	306
Vepar (Duke of Dagon)	192	Elemental, Negative Energy	253	Gelid Beetle, Greater	307
Demonic Knight	193	Elemental, Positive Energy	255	Gelid Beetle, Lesser	308
Devil, Amaimon	194	Elemental, Psionic	257	Genie, Abasheen	309
Devil, Blood Reaver	195	Elemental, Time	259	Genie, Hawanar	310
Devil, Flayer	196	Elemental Construct, Air	261	Genie, Marid	311
Devil, Ghaddar	197	Elemental Construct, Earth	262	Geon	312
Devil, Hellstoker	198	Elemental Construct, Fire	263	Ghoul, Cinder	313
Devil, Lilin	199	Elemental Construct, Water	264	Ghoul, Dust	314
Devil, Nupperibo	200	Elemental Dragon, Air	265	Ghoul-Stirge	315
Devil, Tormentor	201	Elemental Dragon, Earth	266	Giant, Bronze	316
Devils, Unique		Elemental Dragon, Fire	267	Giant, Cave	317
Alastor (Executioner of Hell)	202	Elemental Dragon, Water	268	Giant, Ferrous	318
Amon (Duke of Hell)	203	Elemental Fiend, Airfiend	269	Giant, Jack-In-Irons	319
Baal (Duke of Hell)	204	Elemental Fiend, Earthfiend	269	Giant, Sand	320
Baaphel (Duke of Hell)	205	Elemental Fiend, Firefiend	270	Giant, Sea	321
Caasimolar		Elemental Fiend, Waterfiend	270	Giant, Smoke	322
(Former President of Hell)	206	Elusa Hound	271	Giant, Volcano	323
Demoriel		Encephalon Gorger	272	Giant, Wood	324
(Twice-Exiled Seductress)	207	Executioner's Hood	273	Glass Wym	325
Geryon (Arch-Devil)	208	Eye Killer	274	Gloom Crawler	326
Gorson (The Blood Duke)	209	Eye of the Deep	275	Gloomwing	327
Hutijin (Duke of Hell)	210	False Spider, Pedipalp	276	Gnarlwood	328
Lilith (Former Queen of Hell)	211	False Spider, Solifugid	276	Gohl	329
Lucifer (Prince of Darkness)	212	Fear Guard	277	Golden Cat	330
Moloch (Arch-Devil)	215	Fen Witch	278	Golem, Blood	331
Titivilus (Duke of Hell)	216	Fetch	279	Golem, Flagstone	332
Xaphan (Duke of Infernus)	217	Fire Crab, Greater	280	Golem, Furnace	333
Devil Dog	219	Fire Crab, Lesser	280	Golem, Gelatinous	334
Diger	220	Fire Nymph	281	Golem, Ice	335
Dire Corby	221	Fire Phantom	282	Golem, Iron Maiden	336
Disenchanter	222	Fire Snake	283	Golem, Magnesium	337
Dracolisk	223	Fire Whale	284	Golem, Mummy	338
Draconid	224	Flail Snail	285	Golem, Ooze	339

Table of Contents

Golem, Rope.....	340	Kamadan.....	390	Nilbog.....	446
Golem, Stone Guardian.....	341	Kampfuld.....	391	Niln.....	447
Golem, Tallow.....	342	Kathlin.....	392	Nuckalavee.....	448
Golem, Witch-Doll.....	343	Kech.....	393	Oakman.....	449
Golem, Wood.....	344	Kelp Devil.....	394	Obsidian Minotaur.....	450
Gorbel.....	345	Kelpie.....	395	Ogren.....	451
Gorgimera.....	346	Khargra.....	396	Ogrillon.....	452
Gorgons, True		Killmoulis.....	397	Oil Shark.....	453
Euryale.....	347	Korred.....	398	Onyx Deer.....	454
Sthenno.....	347	Kuah-Lij.....	399	Ooze, Amber.....	455
Gorilla Bear.....	348	Land Lamprey.....	401	Ooze, Crystal.....	456
Grave Risen.....	349	Lantern Goat.....	402	Ooze, Entropic.....	457
Gray Nisp.....	350	Lantern Goat, Gruff.....	402	Ooze, Entropic—Dark Matter.....	457
Graymalkin, Slinker.....	351	Lava Child.....	403	Ooze, Glacial.....	458
Graymalkin, Tether.....	352	Leech, Giant.....	404	Ooze, Magma.....	459
Gremlin.....	353	Leprechaun.....	405	Ooze, Mercury.....	460
Gremlin Filcher.....	353	Lich Shade.....	406	Ooze, Metallic.....	461
Grimm.....	354	Livestone.....	407	Ooze, Undead.....	462
Grimstalker.....	355	Living Lake.....	408	Ooze, Vampiric.....	463
Grippli.....	356	Lizard, Cavern.....	409	Orc, Black.....	464
Groaning Spirit.....	357	Lizard, Fire.....	410	Orc, Black—High Priest of Orcus.....	464
Gronk.....	358	Lizard, Gnasher.....	411	Orc, Blood.....	466
Gryph.....	359	Lurker Above.....	412	Orc, Ghost-Faced.....	467
Gutslug.....	360	Lythic.....	413	Orc, Greenskin.....	468
Half-Ogre.....	361	Magmoid.....	414	Orog.....	469
Hanged Man.....	362	Magnesium Spirit.....	415	Pech.....	470
Hangman Tree.....	363	Mandragora.....	416	Phantasm.....	471
Haunt.....	364	Mantari.....	417	Phantom Stalker.....	472
Helix Moth, Larva.....	365	Mantidrake.....	418	Phasma.....	473
Helix Moth, Mature.....	365	Marble Snake.....	419	Phlogiston.....	474
Hell Moth.....	366	Mawler.....	420	Phooka.....	475
Herald of Tsathogga.....	367	Medusa, Greater.....	421	Phycomid.....	476
Hippocampus.....	368	Memory Child.....	422	Pit Hag.....	477
Hoar Fox.....	369	Mephit, Lightning.....	423	Poltergeist.....	478
Hoar Spirit.....	370	Mephit, Smoke.....	424	Prosciber.....	479
Hornet, Giant.....	371	Midnight Peddler.....	425	Protector.....	481
Horsefly, Giant.....	372	Mihstu.....	426	Psiwyrn.....	482
Huecuva.....	373	Mimi.....	427	Pudding, Blood.....	483
Huggermugger.....	374	Mire Brute.....	428	Pudding, Brown.....	484
Inphidian, Cobra-Back.....	376	Mite, Common.....	429	Pudding, Dun.....	485
Inphidian, Common.....	377	Mite, Pestie.....	430	Pudding, Stone.....	486
Inphidian, Dancer.....	378	Mongrelman.....	431	Pudding, White.....	487
Inphidian, Night Adder.....	379	Moon Dog.....	433	Pyrolisk.....	488
Inphidian, Night Adder Priest.....	379	Mortuary Cyclone.....	434	Quantum.....	489
Inphidian, Rattler.....	380	Mosquito, Giant.....	435	Quasi-Elemental, Acid.....	490
Iron Cobra.....	381	Muckdweller.....	436	Quasi-Elemental, Lightning.....	493
Jack-O-Lantern.....	382	Mudbog.....	437	Quasi-Elemental, Obsidian.....	495
Jaculi.....	383	Mudman.....	438	Quickling.....	497
Jelly, Marsh.....	384	Mummy of the Deep.....	439	Quickwood.....	498
Jelly, Jubilex-Touched Marsh.....	384	Murder Crow.....	440	Raggoth.....	499
Jelly, Mustard.....	385	Murder-Born.....	441	Rakklethorn Toad.....	500
Jelly, Stun.....	386	Nazalor.....	442	Rat, Barrow.....	501
Jelly, Whip.....	387	Necrophidius.....	443	Rat, Brain.....	502
Jellyfish, Monstrous.....	388	Nereid.....	444	Rat, Ethereal.....	503
Jupiter Bloodsucker.....	389	Netherspark.....	445	Rat, Shadow.....	504

Table of Contents

Rat, Shadow (Dire)	504	Slorath	559	Troll, Ice	612
Rat, Spore	505	Sloth Viper	560	Troll, Rock	613
Rawbones	506	Slug, Giant	561	Troll, Swamp	614
Red Jester	507	Soul Eater	562	Troll, Two-Headed	615
Redcap	508	Soul Nibbler	563	Tsathar	616
Reigon	509	Soul Reaper	564	Tsathar Scourge	617
Reliquary Guardian	510	Spider, Skull	565	Tumblespark	618
Renzer	512	Spriggan	566	Tunnel Worm	619
Retch Hound	513	Spriggan, Enlarged	567	Turtle, Giant Bog	620
Riptide Horror	514	Sprite	568	Turtle-Shark	621
Rock Reptile	515	Squealer	569	Turtle-Shark, Stygian	621
Ronus	516	Stegocentipede	570	Ubue	622
Roper, Stone	517	Stench Kow	571	Vampire Rose	623
Ryven	518	Stone Maiden	572	Vapor Dire Rat	624
Sabrewing	519	Stormwarden	573	Vapor Wasp	625
Sand Kraken	520	Strangle Weed	574	Vegepygmy Commoner	626
Sand Stalker	521	Stroke Lad	575	Vegepygmy Worker	626
Sandling	522	Stygian Leviathan	576	Vegepygmy Guard	626
Sandman	523	Stymphalian Bird	577	Vegepygmy Bodyguard	626
Scarecrow	524	Sudoth	578	Vegepygmy Subchief	626
Screaming Devilkin	525	Swarm, Adamantine Wasp	579	Vegepygmy Chief	627
Screaming Skull	526	Swarm, Grig	580	Vilstrak	628
Scylla	527	Swarm, Heat	581	Volt	629
Scythe Tree	528	Swarm, Piranha	582	Vorin	630
Sea Serpent, Brine	529	Swarm, Poisonous Frog	583	Vulchling	631
Sea Serpent, Deep Hunter	530	Swarm, Raven	584	Wang Liang	632
Sea Serpent, Fanged	531	Swarm, Raven (Undead)	584	Wang Liang Master	632
Sea Serpent, Gilded	532	Swarm, Scarlet Spider	585	Weird, Blood	634
Sea Serpent, Shipbreaker	533	Swarm, Shadow Rat	586	Weird, Fungus	635
Sea Serpent, Spitting	534	Swarm, Velvet Ant	587	Weird, Lava	636
Sea Slug, Giant	535	Swarm, Warden Jack	588	Weird, Lightning	637
Sea Spider	536	T'shann	589	Well Lurker	638
Sea Spider, Pelagos	536	Tabaxi	590	Widow Creeper	639
Sea Wasp, Monstrous	537	Taer	591	Wight, Barrow	640
Sepia Snake	539	Tangtal	592	Wight, Blood	641
Sepulchral Guardian	540	Tazelwurm	593	Willow Dusk	642
Shadow, Lesser	541	Temporal Crawler	594	Wind Walker	643
Shedu	542	Tendrul	595	Witch Tree	644
Shedu, Greater	542	Tentacled Horror	596	Witherstench	645
Sheet Fungus	544	Tentamort	597	Witherweed	646
Silid	545	Thermite, Queen	598	Wizard's Shackle	647
Skeleton, Black	546	Thermite, Soldier	598	Wolf, Abyssal	648
Skeleton, Lead	547	Thermite, Worker	598	Wolf, Ghoul	649
Skin Stitcher	548	Thorny	599	Wolf, Ghoul Dire	649
Skulk	549	Thunder Beast	600	Wolf, Shadow	650
Skulleton	550	Thundershrike	601	Wolf-In-Sheep's-Clothing	651
Slaad Lord of Entropy	551	Tick, Giant	602	Wolf-Spider	652
Slaad Lord of the Insane	552	Time Flayer	603	Woodwose	653
Slag Worm	553	Tombstone Fairy	604	Yellow Musk Creeper	654
Slaughterford	554	Transposer	605	Yellowjacket, Giant	655
Sleeping Willow	555	Trapper	606	Yeti	656
Slime Crawler, Larval	556	Treant, Lightning	607	Zombie, Brine	657
Slime Crawler, Mature	556	Tri-Flower Frond	608		
Slime Mold	557	Troblin	609		
Slithering Tracker	558	Troll, Cave	611		

Table of Contents

Appendix A: Animals	658	Appendix B: Templates	697	Tenebrous Purple Worm	
Archerfish, Giant.....	659	Abomination template.....	698	Therianthrope template.....	738
Axe Beak.....	660	Owlephant		Asswere	
Barracuda.....	661	Tigrilla		Foxwere	
Brontotherium.....	662	Amphisbaena Creature template.....	700	Jackalwere	
Caribe, Giant.....	663	Amphisbaena Basilisk		Lionwere	
Catfish, Giant Electric.....	663	Amphisbaena Encephalon Gorger		Owlwere	
Chameleon, Giant.....	664	Beast of Chaos template.....	702	Wolfwere	
Deer.....	665	Lion Beast of Chaos		Wolfwere, Dire	
Dragonfish.....	665	Bleeding Horror template.....	703	Thessalmonster template.....	744
Eel, Electric.....	666	Bleeding Horror Minotaur		Thessalhydra	
Eel, Giant Moray.....	667	Cheitan (Half-Efreeti) template.....	705	Thessalgorgon	
Eel, Gulper.....	668	Cheitan Janni		Thessalisk	
Falcon, Giant.....	669	Cheitan Djinni		Thorny template.....	747
Fox.....	670	Cheitan Fighter		Thorny Advanced Tyrannosaurus	
Frog, Giant.....	670	Cheitan Drow		Undead Lord template.....	748
Frog, Giant Dire.....	670	Clockwork Creature template.....	708	Cadaver Lord	
Frog, Killer.....	671	Clockwork Bronze Giant		Zombie, Juju template.....	750
Frog, Poisonous.....	671	Collective Creature template.....	710	Juju Zombie	
Hamster, Giant.....	672	Spider Collective		Zombie, Slime template.....	751
Hippopotamus.....	672	Corpsespun Creature template.....	712	Slime Zombie Gargoyle	
Hyaenodon.....	673	Corpsespun Fighter		Zombie, Spellgorged template.....	753
Jaguar.....	674	Corpsespun Minotaur		Spellgorged Zombie	
Leopard, Snow.....	675	Deathleech template.....	714	Zombie, Yellow Musk template.....	754
Lion, Cave.....	676	Deathleech Horned Devil		Yellow Musk Zombie	
Lion, Mountain.....	677	Debased Fey template.....	716		
Lizard, Giant Rock-Horned.....	678	Debased Nixie		Appendix C: Hazards	755
Lynx.....	678	Dire Creature template.....	718	Bookworm.....	756
Mammoth.....	679	Dire Bison		Ear Seeker.....	756
Mandrill.....	680	Dire Goat		Fulgurate Mushrooms.....	757
Margay.....	681	Dire Hippopotamus		Gas Spore.....	757
Marmoset, Giant.....	682	Dire Porcupine		Hound of Ill Omen.....	758
Mastodon.....	683	Dire Ram		Memory Moss.....	758
Moose.....	684	Dire Sloth		Olive Slime.....	759
Oliphant.....	684	Flame-Spawned Creature template.....	722	Phantom.....	759
Pike, Giant.....	685	Flame-Spawned Troll		Piercer.....	760
Quipper.....	685	Foo Creature template.....	724	Purple Moss.....	760
Racoon.....	686	Foo Dog		Rot Grub.....	761
Racoon, Dire.....	687	Landwalker template.....	725	Russet Mold.....	761
Rhinoceros, Woolly.....	688	Landwalker Shark		Spinal Leech.....	762
Rhinoceros, Woolly—Elasmotherium.....	688	Mythical Animal template.....	726	Symbiotic Jelly.....	762
Scythe Horn.....	689	Mythical Lion		Throat Leech.....	763
Seahorse, Giant.....	690	Paleoskeleton Creature template.....	727	Twilight Mushrooms.....	763
Sheep.....	691	Paleoskeleton Triceratops		Winterbloom.....	764
Sheep, Ram.....	691	Phase Creature template.....	728	Witch Grass.....	764
Skunk.....	691	Phase Flea			
Smilodon (Saber-Toothed Cat).....	692	Plant-Imbued template.....	730	Appendix D: Variant Snake Venoms 765	
Smilodon, Dire.....	693	Plant-Imbued Ape		Appendix E: The N'gathau	768
Smilodon, Homotherium.....	693	Ravenous Creature template.....	732	Agash "The Broken".....	769
Stingray.....	694	Ravenous Human		Asagin "The Assassin".....	770
Tiger Barb, Giant.....	695	Skeleton Warrior template.....	734	Chaadon "The Slayer".....	771
Tuatara, Giant.....	696	Skeleton Warrior		Chaos "The Flayed".....	771
Turtle, Giant Snapping.....	696	Spectral Troll template.....	736	Ghehzi "The Mutilator".....	771
		Spectral Rock Troll		Greixas "The Destroyer".....	771
		Tenebrous Creature template.....	737		

Table of Contents

Modar “The Avenger”.....	771	Improved Spell Resistance	Monsters As PCs.....	786
N’hror “The Eater”.....	771	Maximize Spell-Like Ability	Variant Monster Index.....	786
Raauka “The Ravager”.....	771	Mighty Blow	Training Monsters.....	787
Ulaska’t “The Twisted”.....	772	Native Spell-Like Ability	Additional Material.....	787
Veenes “The Blademistress”.....	772	Power of Evil	aconite poison	
Veruard “The Razor and the Creator”..	772	Power of Righteousness	axe of blood	
The Quorum.....	773	Quicken Shift	bloodstorm	
N’gathau template.....	773	Resistance to Negative Energy	create crypt thing	
Donlaan.....	774	Resistance to Positive Energy	cutlass	
Appendix F: Planes of Existence	776	Shape Breath Weapon	draug ship	
Infernus.....	777	Spirited Runner	essence ingot	
Plane of Agony.....	777	Swim-By Attack	fire drake blood	
Plane of Gravity.....	777	Thump	flindbar	
Plane of Molten Skies.....	778	Widen Spell-Like ability	golden bliss	
Plane of Time.....	778	New Subtypes.....	hook-blade	784
Quasi-Elemental Plane of Acid.....	778	Acid	inphidian gauntlets	
Quasi-Elemental Plane of Lightning....	779	Daemon	kava leaf poison	
Quasi-Elemental Plane of Obsidian.....	779	Demodand	korred shears	
Appendix G:		Electricity	oil shark armor	
New Feats and Subtypes	780	Fungus	plant enlightenment	
New Monster Feats.....	781	Gravity	ruby star of law	
Align Spell-Like Ability		Grippli	serpent domain	
Crush		Kuah-lij	skeleton warrior’s circlet	
Enlarge Spell-Like Ability		N’gathau	sprite poison	
Extend Spell-Like Ability		Ogren	transmute acid to water	
Gaze to Ray		Ogrillon	transmute water to acid	
Healing Shift		Psionic		
Improved Constriction		Skulk		
Improved Flight		Stormwarden		
Improved Poison		Tabaxi		
Improved Scent		Time		
		New Trait.....		785
		Planar Omniscience		
			Appendix H:	
			Monsters By Type and CR	788
			Legal Appendix	796

INTRODUCTION

“Just what, exactly, is a *Tome of Horrors Complete*?” you ask. It’s a fair question that bears some consideration and provides a multitude of answers. It’s the continuation of a tradition started by the Open Gaming License and first brought to you by Necromancer Games in 2002. It’s the First Edition feel that Necromancer Games championed so well by bringing back monsters from the classic days of the game and creating new monsters in the same spirit of old-school resurgence. It’s the combination of the classic *Tome of Horrors Revised*, *Tome of Horrors II*, and *Tome of Horrors III* fully updated to the Pathfinder Roleplaying Game. It’s 750 full monster stat blocks, 31 templates, 18 hazards, 62 monster-PC options, 18 monster variants, 24 feats, and 8 planes of existence, plus much, more. In short it’s the *Tome of Horrors... Complete*.

The result of all that—which is the book that you are now reading—would not have been possible without Bill Webb starting up Frog God Games to pick up where Necromancer Games had left off or Clark Peterson stepping up to once again produce a Necromancer Games product. Frog God Games is printing this book and lines of new adventures, and Clark has gone on to start Legendary Games as a new venture in support of the Pathfinder Roleplaying Game, but rest assured despite the new names and faces that you’ll find on the credits page of this tome, you’ll still see a lot of familiar old stand-bys: names like Scott Greene, Erica Balsley, Casey Christofferson, and the aforementioned tandem of Bill and Clark. Names without whom the heyday of Necromancer Games and Third-Edition rules with First-Edition feel would never have happened.

So *The Tome of Horrors Complete* is more than just an update of some older books. It’s a revisit to another time, not so long ago and yet sometimes seeming decades gone, when the OGL was a radical new idea that nobody knew for sure would work or not. Thanks to Wizards of the Coast and to people like Ryan Dancy and Clark Peterson the OGL grew and thrived and made books like this possible. Here we are a decade and more later continuing in the grand tradition of the OGL behind a new game derivation brought forth into a new era by Paizo Publishing with their Pathfinder Roleplaying Game. We can look back with satisfaction and see both a game new and exciting yet comfortable and familiar with a decade of use under our belts—and in the tradition of Necromancer Games we can catch a glimpse even decades farther back of people with names like Gygax and Arneson first embarking on the adventure that became RPG gaming when we were college students, or high school players, or elementary school kids on the playground first talking about boxed sets, strangely shaped dice, and Erol Otus artwork while imagining the world of new possibilities that lay before us. I’d like to think *The Tome of Horrors Complete* is a little bit of that, too.

Oh, and one more thing... it is a tome of horrors after all. Better make that 751 stat blocks.

— Greg A. Vaughan
June 1, 2011

Tome of Horrors

This massive volume has covers formed from the scaly flesh of some fiendish creature and is bound in fittings of brass and adamantine. Three hollow-eyed skull emblems look out from the points of a thaumaturgic triangle, mystical numerals emblazoned on their foreheads. The cover seems to shift, and the pages ruffle slightly, though there is no breeze to cause it to do so.

TOME OF HORRORS

CR 20

XP 307,200

CE Small construct

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

Perception +27

AC 36, touch 21, flat-footed 31 (+5 deflection, +4 Dex, +1 dodge, +15 natural, +1 size)

hp 211 (31d10+10 plus 31); regeneration 15 (acid, fire)

Fort +12; **Ref** +16; **Will** +13

DR 15/adamantine; **Immune** cold, construct traits; **Resist** fire 20; **SR** 31

Weaknesses Klaatu...verata...uh, n...something

Speed fly 60 ft. (perfect)

Melee 3 bites +36 (1d6+4/19–20 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks swallow whole (up to Medium size, 5d6 cold damage, AC 17, 21 hp)

Spell-like Abilities (CL 20th):

At will—summon (level 9, any monster within its pages 100%)

Str 18, **Dex** 18, **Con** —, **Int** 16, **Wis** 12, **Cha** 20

Base Atk +31; **CMB** +34 (+38 grapple); **CMD** 54 (can't be tripped)

Feats Acrobatic, Augment Summoning, Craft Construct, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Mobility, Spell Focus (conjuration), Spring Attack, Toughness, Wind Stance

Skills Acrobatics +33, Fly +46, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (local) +20, Knowledge (nature) +20, Knowledge (planes) +20,

Knowledge (religion) +20, Perception +27, Stealth +34; **Racial Modifiers** All Knowledge skills are class skills.

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

Environment any

Organization solitary

Treasure none (MSRP \$99.99)

It's A Monster Thing . . .

Monsters are the reason I love roleplaying games. It's as simple as that.

As a kid, I grew up on a steady diet of monsters. Every Saturday night, my dad and I would stay up until midnight to watch Creature Features—the first one we watched was the original “Godzilla,” followed a week later by “Attack of the Mushroom People” and a week after that by “The Mole People.” My grandmother kept me stocked with novels by authors like Stephen King, Dean Koontz, and Clive Barker, while my grandfather hooked me up with stacks of old “spookie-wooks”—comics like “House of Mystery” and the like. I even grew up in a part of the world where monsters supposedly lived—the wooded mountains of Northern California, aka “Bigfoot Country.”

Now sure, that meant I had a lot of nightmares growing up too, but most of these I tended to cherish. Especially when the nightmares revealed new monsters to me, like the “reverse rhinoceros” who has horns coming off the bottom of his chin and can lure you into the undergrowth to attack you by mimicking the voice of a friend, or the spooky house-sized “soul vulture” that flies along the coastal highways or half-empty ghost towns on the hunt for freshly killed people to swoop down and snatch spirits away for its own dire needs.

In any case, you can probably guess the reaction of a kid raised on Godzillas and Cujos and reverse rhinoceroses would be the day he learned that the new game he started playing at lunch hour at school actually had a hardcover book filled to the rim with monsters. Hundreds of monsters. Most of whom had pictures to go along with it.

I loved my *Monster Manual*. It was my favorite book. It still ranks in the top ten for me. So much potential havoc packed into those slender covers! In fact, of the three initial rulebooks for AD&D... the *Monster Manual* was the only one I actually owned for a long time. I just ran my games using old reliable—the “Red Box”—and bolstered its cast with picks from the *Monster Manual*. Because who needed rules when you already had all the monsters you needed.

Actually, that's a total lie. I hardly had all the monsters I needed.

So I started buying any and every RPG product I could find that held the hint of new monsters within its covers. Modules, mostly, but back in those good-old-days, modules were usually shrink-wrapped, and so you could never be sure that there were going to be new monsters in them until you bought it and tore it open. Sometimes you got ripped off. But other times, you hit paydirt, with huge appendices of new monsters, or even entire booklets of new monsters!

Fast forward a few decades.

When we decided to launch *Pathfinder*, there were a lot of scary unknowns still ahead of us. For me, one of these unknowns was simple—where were we going to get our monsters? Working on *Dungeon Magazine* under license from Wizards of the Coast, my authors and I had access to thousands of monsters, but those books were, for the most part, closed content to non-licensed RPG publishers. It was a shock to go from a potential cast of thousands down to just what was allowed by the OGL in the SRD. That's partially why I decided that every volume of a *Pathfinder Adventure Path* needed a bestiary at the end—we needed to rebuild our monster stables. But particularly at the start, that meant only expanding things by 4 to 6 monsters a month. I needed more than that.

Fortunately, *The Tome of Horrors* had my back. Just like the original *Monster Manual*, here was a hardcover book that seemed to take as its number one goal to “fit as many monsters between these covers as possible!” And they did! Just in that one book, the number of monsters that were available from the SRD doubled. Creatures from *The Tome of Horrors* have been a part of the *Adventure Path* line from the very start (where I inflicted things like tentamorts and bunyips upon unsuspecting adventures—and to a certain extent, unsuspecting goblins as well). It and its companion volumes became one of the few hardcover books that more or less lived on my desk rather than on my shelf. Its covers grew loose with use, and the pages began naturally falling open to entries like “demon” or “frogmoth.” Even when we switched over to the *Pathfinder RPG* and some of the monsters from *The Tome of Horrors* made their way into our own *Pathfinder Bestiary*, *The Tome of Horrors* stayed close at hand.

As I write this, the *Pathfinder* version of *The Tome of Horrors* still has some time to go before it's a reality. I've got visions of an immense tome, larger even than our *Core Rulebook*... perhaps larger even than Monte Cook's *Ptolus*... sitting on my desk. Warping local gravity fields with its overwhelming mass of monstrous mayhem and trying to lure me away from the task at hand to give it a flip through on yet another hunt for just the right monster. Something small and scary that can live in a closet for six years without having to eat or drink, perhaps? Maybe a creature that can wield the four magic swords the author forgot to give to a suitable four-armed wielder? How about a powerful creature that lives in water but is no larger than a human, since its underground pool is cramped and narrow? Or maybe just the right minion for the wizard already established as being a collector of things with too many tentacles and eyes?

Even if these monsters aren't lurking within the 800 pages of this behemoth you hold in your hands (heavy, isn't it?), chances are good you'll find something better to fill the intended role. Because that's what an expertly and lovingly crafted book of monsters does. It gives you exactly the right beastie for the job. This book is no different. Whether you're looking for new demons to torment the paladin, some sort of dragon-type monster to upend player expectations about reptilian things that normally just breathe fire, or a mind-numbing horror from beyond the grave to work for your big bad lich—you'll find the answers and more on the pages to follow.

As for whether or not this book will finally satisfy my remorseless gnawing hunger for monsters... I guess we'll see, but I doubt it. So! Here's hoping that the next giant *Tome of Horrors* is just around the corner! Maybe I'll see if I can submit a reverse rhinoceros to it!

James Jacobs
Creative Director
Paizo Publishing, LLC

The Tome
of Horrors
Complete

Samplefile

Aberrant

A

This hulking giant is hideous and deformed. Its body is covered in coarse, dark hair and oozing blisters.

ABERRANT

CR 5

XP 1,600

NE Large humanoid (giant)

Init -1; Senses darkvision 60 ft., low-light vision; Perception +9

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)

hp 60 (8d8+24)

Fort +9; Ref +1; Will +4

Speed 20 ft.

Melee Huge greatclub +12/+7 (4d6+9)

Space 10 ft.; Reach 10 ft.

Special Attacks deformities, oversized weapon fighting

Str 23, Dex 8, Con 17, Int 10, Wis 14, Cha 10

Base Atk +6; CMB +13; CMD 22

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (greatclub)

Skills Intimidate +11, Perception +9, Survival +9; Racial

Modifiers -2 penalty to Charisma-based skills per deformity, except +2 bonus to Intimidate checks per deformity

Languages Common, Giant

SQ deformities, slow and steady

Environment temperate mountains and underground

Organization solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding party (6-9), or tribe (21-30 plus 35% noncombatants plus 1-2 adepts, barbarians, clerics, or sorcerers of 3rd or 4th level)

Treasure standard (Huge-sized greatclub, hide armor, other treasure)

Deformities (Ex) Aberrants possess an assortment of terrible deformities unique to each individual creature. When determining the deformities of a typical aberrant, roll randomly or choose 1d4-1 deformities from the Aberrant Deformities table. If two deformities are contradictory, reroll or select another. Racial bonuses gained from different deformities are cumulative.

For each deformity an aberrant possesses, it gains a -2 racial penalty on Charisma-based checks with non-aberrants except for Intimidate checks, where it instead gains a +2 racial bonus.

Oversized Weapon Fighting (Ex) The twisted bodies of aberrants allow them to wield weapons designed for Huge-sized creatures without penalty, as if they were Large-sized weapons.

Slow and Steady (Ex) Aberrants have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Aberrants make their homes in caves, abandoned mines, or deep underground away from civilization. They shun contact with outsiders except when raiding or ambushing travelers who have ventured near their lair. Captured trespassers are kept for food, slaves, or traded to other aberrant clans for goods. Aberrants are shunned by other giants and take great pleasure in attacking, killing, or maiming other giants and those that despise them.

Aberrants stand about 14 feet tall, with malformed, grotesquely deformed bodies.

Aberrants engage their enemies with their greatclubs. Their various deformities prevent them from hurling rocks. Though not as dim-witted as

some other giants, aberrants generally employ less than graceful tactics and do little more than pound their enemies into paste with their clubs.

Aberrant Society

The strong rule, and the weak fall. That is the way of life for the aberrants. Each tribe or clan is led by the largest and strongest aberrant. All others rank beneath the leader. New leaders are appointed when the current leader dies. A contest of skill is held with the survivor being elected the new tribal leader and the loser being buried with his fellow giants.

Aberrant tribes often capture defeated foes and keep them as slaves or trade them to other tribes in exchange for food, goods, or services.

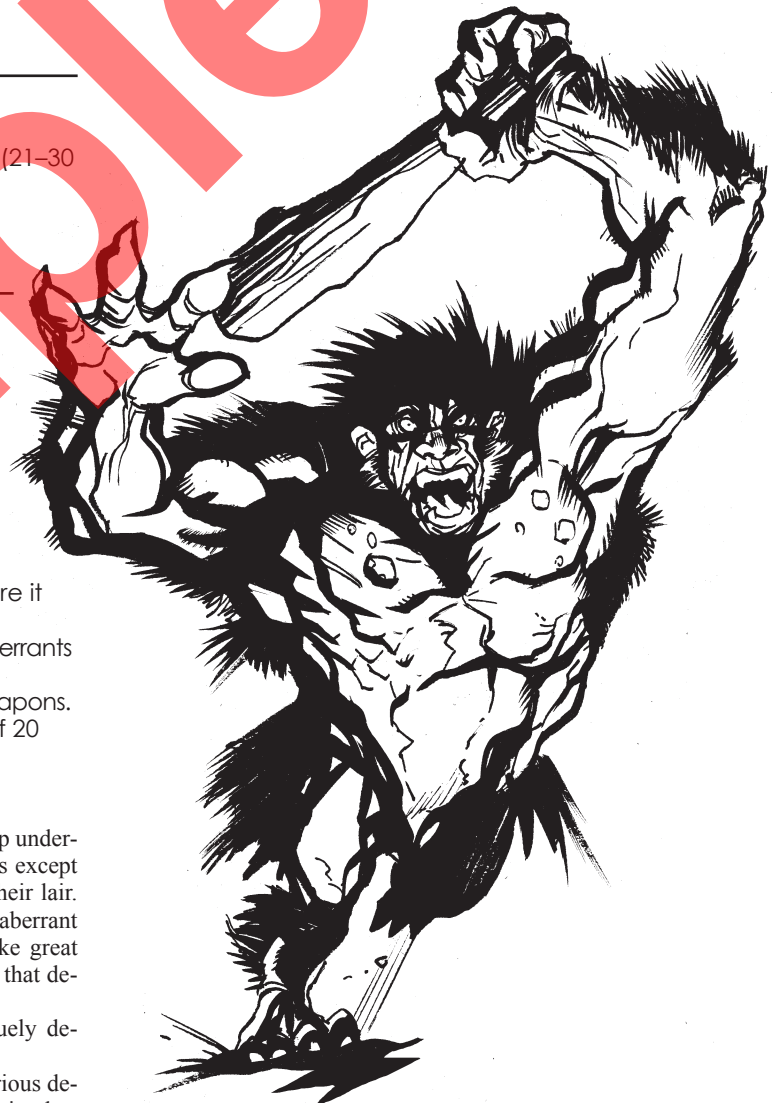
Aberrant Characters

Aberrant leaders are barbarians or adepts. Most groups of aberrants include clerics with access to any two of the following domains: Chaos, Evil, Trickery, and War (most choose Chaos and Trickery).

+12 Strength, -2 Dexterity, +6 Constitution, +4 Wisdom. Aberrants are powerful and hardy, and unusually canny creatures.

Large Size: -1 penalty to AC, -1 penalty to attack rolls, -4 penalty on Stealth checks, +1 bonus on CMB and CMD, lifting and carrying limits double those of Medium creatures.

Space/Reach: 10 ft./10 ft.



Aberrant Deformities

To determine aberrant deformities, roll 1d20 and consult the following table.

Roll	Deformity	Effect
1	Toughened hide	+4 bonus to natural armor
2	Extra arm	May make one additional attack per round
3	Additional eyes	+4 racial bonus on Perception checks
4	Unusually located eyes	Gains all-around vision
5	Hunched back	+4 racial bonus to avoid being tripped, bull rushed, or overrun
6	Strangely deformed head	Can't wear helmets or headgear unless magical or specifically designed for their head shape
7	Oversized ears	+4 racial bonus on Perception checks to hear noise
8	Oversized nose	Gains the scent ability
9	Huge feet or short legs	Gains the trample ability (1d8+9, DC 20)
10	Elongated nails or claws	Gains a claw attack with each arm, base 1d8 damage
11	Fangs or large mouth	Gains a bite attack, base 2d4 damage
12	Tail	Gains a tail slap secondary attack, base 2d6 damage
13	One or more pointed horns	Gains a gore primary attack, base 1d10 damage
14	Large curled horns	Can make a slam attack on a charge with its horns as a primary attack that does 2d6 base damage; if it hits, the aberrant can initiate a bull rush as a free action that does not provoke attacks of opportunity
15	Long, gangly arms	+5 ft. reach with attacks using its arms
16	Long, muscular legs	+10 ft. to base land speed
17	Gills	Can breathe underwater; gains swim speed equal to base land speed
18	Exudes foul odor	Gains stench ability (DC 17, 10 rounds); other aberrants are immune to this effect
19	Venomous	One or more of the aberrant's natural attacks are poisonous; this could be poisonous claws, a tail sting, venomous fangs, or the like. Poison—injury; save Fort DC 17, frequency 1/round for 6 rounds, effect 1d4 to one physical ability score or 1d3 to one mental ability score, cure 2 consecutive saves.
20	Advanced deformity	One of the aberrant's other deformities is especially pronounced, gaining one of the following: an increase in base damage by one die type; Ability Focus as a bonus feat on the DC of the ability; or double the usual bonus the deformity provides

Darkvision: Aberrants can see in the dark up to 60 feet.

Low-Light Vision: Aberrants can see twice as far as humans in dimly lit conditions.

Racial Hit Dice: An aberrant begins with eight levels of humanoid, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +2, and Will +2.

Racial Skills: An aberrant's humanoid levels give it skill points equal to $8 \times (2 + \text{Int modifier})$.

Racial Feats: An aberrant's humanoid levels give it four feats.

AC: +7 natural armor bonus.

Special Attacks: Oversized weapon fighting, deformities (see above).

Special Qualities: Deformities, slow and steady (see above).

Weapon Familiarity: Aberrants are proficient with simple and martial weapons.

Armor Familiarity: Aberrants are proficient with light and medium armor and with shields (except tower shields).

Languages: Aberrants begin play speaking Giant and Common. Aberrants with high intelligence can choose from among the following bonus languages: Aklo, Dwarven, Gnome, Goblin, Orc, Undercommon.

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Abyssal Harvester

A

This gigantic beast stands at least 40 feet tall. It is a squat, bloated mass of grayish, leathery flesh, somewhat oval in shape with six long, serpentine tentacles protruding from its form. A massive gaping maw dominates its top surface extending around its entire top half. Hundreds of smaller tentacles adorn the lower part of its body, apparently aiding in locomotion.

ABYSSAL HARVESTER

CR 17

XP 102,400

CE Gargantuan aberration (chaotic, evil, extraplanar)

Init +0; Senses darkvision 60 ft.; Perception +31

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size)

hp 283 (21d8+189)

Fort +16; Ref +9; Will +15

DR 15/cold iron; Immune poison; Resist acid 10, cold 10, fire 10

Speed 20 ft.

Melee 6 tentacles +22 (4d6+15/19–20 plus grab)

Space 20 ft.; Reach 20 ft.

Special Attacks debilitating constrict, far reaching, harvest

Spell-like Abilities (CL 20th)

At will—plane shift (DC 21, Astral Plane, the Abyss, the Nine Hells, or the Material Plane only)

Str 41, Dex 10, Con 29, Int 10, Wis 16, Cha 13

Base Atk +15; CMB +29 (+31 bull rush, +35 grapple); CMD 39 (41 vs. bull rush, grapple; can't be tripped)

Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (tentacle), Improved Grapple, Improved Natural Attack (tentacle), Lightning Reflexes, Power Attack, Weapon Focus (tentacle)

Skills Intimidate +25, Knowledge (planes) +21, Perception +31, Sense Motive +5, Survival +27

Languages Abyssal

SQ tentacle regeneration

Environment the Abyss

Organization solitary

Treasure standard

Debilitating Constriction (Su): An abyssal harvester that has successfully grappled an opponent of its size or smaller deals tentacle damage plus 1d4 points of Constitution damage each round the hold is maintained. A creature reduced to Constitution 0 by an abyssal harvester dies. Note, that the abyssal harvester only deals Constitution damage when constricting a foe.

Far Reaching (Su): An abyssal harvester can remain on its abyssal plane and inject up to four of its tentacles across the dimensions and into the Ethereal Plane, Astral Plane, material planes, or Nine Hells. It can do this a total of twelve times per day (so it could inject one tentacle twelve times into any plane, or four tentacles up to three times each).

All of its tentacles must be injected into the same plane, and all appear within the same 20-foot area. While using this ability, it uses sensory organs on its tentacles to see, hear, smell, and feel its surroundings. It can attack normally (at its full attack bonus) while using this ability but it cannot move from its current location. It can withdraw its tentacles as a move action and re-inject them into the same plane (or a different plane) on its next turn.

A dismissal, dispel chaos, or dispel evil spell (using the second effect of either spell) causes an abyssal harvester to withdraw a single tentacle (whichever one was touched) if it fails its Will save. It cannot re-inject that same tentacle into the same plane for one day.

A banishment spell forces an abyssal harvester to withdraw all of its tentacles if it fails its Will save. It cannot re-inject any ten-

tacles that were banished into the same plane for one day.

Harvest (Su): This ability can only be used when the abyssal harvester is on its abyssal plane and injects its tentacles into the Ethereal Plane, Astral Plane, a material plane, or the Nine Hells.

A grappled foe with 20 or fewer hit points or 4 or fewer Constitution points must succeed on a DC 21 Will save or be drawn through an invisible planar gate (created around the abyssal harvester's tentacles) onto the same plane where the abyssal harvester currently resides. An opponent drawn into the same plane with the harvester is still grappled upon arrival. The save DC is Charisma-based.

Tentacle Regeneration (Ex): An abyssal harvester regrows any lost tentacles in 1 week.

Abyssal harvesters are horrid monsters found primarily on the Abyssal planes and rarely anywhere else (for an extended amount of time at least). They were created by foul and demonic magic to aid in harvesting bodies and living creatures from other planes for use by the various demon lords and princes (uses include slaves, food, concubines, and so on).

An abyssal harvester spends most of its time scouring the planes for potential prey. It does so by injecting a single tentacle into the plane and using it to survey its surroundings. If nothing of interest is located, the harvester withdraws its tentacle and moves on. Much of its time is spent scouring the planes as directed by a demon prince, lord, or other powerful demon (though abyssal harvesters loathe answering to non-princes and rarely do so unless said demon poses a direct threat to the harvester's existence). When not under the direct orders of a prince or demon, any creature a harvester harvests becomes a meal for itself.

A typical abyssal harvester is 40 feet tall, 20 feet wide at its base, and weighs around 40 tons. Its flesh is gray and usually carries a stench of ozone.

Abyssal harvesters are deadly opponents in battle and have no reservations about engaging an enemy in combat. The creature is smart enough to know when it is beaten however and will withdraw (using its plane shift ability) if combat is going against it.

Most of the time however, an abyssal harvester simply injects its tentacles into a plane, grapples its foes, and when they are sufficiently weakened, draws them through a temporary gate onto its plane where it devours them.

Foes can attack an abyssal harvester's tentacles. A tentacle has AC 21 (+11 natural), touch 10, flat-footed 21, and can withstand 30 points of damage. Damaging or severing a tentacle does not harm the abyssal harvester (damage dealt to a tentacle is not subtracted from its hit points).

An abyssal harvester's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Abyssal Larva

This creature looks like a puffy and bloated human-sized whitish-yellow maggot with purplish veins pulsating under its fleshy form. A vaguely humanoid head sits atop its body and its facial features are twisted and distraught as if the creature was in a constant state of pain. A pair of large, downward-curving horns juts from its head, just above its sunken eyes. Its mouth is lined with filthy and sharpened fangs.

ABYSSAL LARVA

CR 1
XP 400

CE Medium outsider (chaotic, evil extraplanar)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 8 (1d10+3)

Fort +2; **Ref** +2; **Will** +0

Immune mind-affecting effects; **Resist** acid 5, cold 5, fire 5

Speed 20 ft.

Melee bite +1 (1d4 plus 1d4 acid)

Ranged maggot spray +1 (sickened)

Special Attacks acid, maggot spray

Str 10, **Dex** 10, **Con** 11, **Int** 3, **Wis** 10, **Cha** 7

Base Atk +1; **CMB** +1; **CMD** 11 (can't be tripped)

Feats Toughness

Skills Perception +4, Stealth +4

SQ tortured mind

Environment the Abyss

Organization mob (4-7), brood (8-17)

Treasure none

Acid (Ex): Abyssal larvae use digestive juices to break down their foods. This acid often remains in their mouths and is transferred to a victim bitten by a larva. Any melee bite attack deals acid damage.

Maggot Spray (Ex): Once per day, an abyssal larva can regurgitate and fire a stream of maggots at a single opponent within 10 feet. This requires the abyssal larva to succeed on a ranged touch attack. If the attack succeeds, the opponent is sickened for 1d2 rounds. A successful DC 10 Reflex save reduces the sickened condition to 1 round. The save DC is Strength-based.

Tortured Mind (Ex): The mind of an abyssal larva is a warped and tangled mass of chaos. As a result, abyssal larvae are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). A creature attempting to contact an abyssal larva with a mind-affecting spell or effect (including psionics) must succeed on a DC 14 Will save or be affected as by a confusion spell for 1 minute. The save DC is Constitution-based and includes a +4 racial bonus.

Abyssal larvae are believed to be the final form of an evil soul deemed too weak to become a demon and too weak to become the servant of a demon. Another theory suggests that the larvae are the imprisoned forms of slain demon princes and lords. Whatever their true origin, abyssal larvae are plentiful throughout the Abyssal planes, and are some of the most disgusting and loathsome creatures encountered.

These creatures feed on anything they can consume, be it rotting carcasses, freshly slain creatures, and even waste. Consumables are first liquefied through a process requiring the abyssal larva to regurgitate stomach acids onto its meal. As the food breaks down, the larva slurps it up and consumes it.

While loathed by the more civilized, some demons, such as dretches and babaus, savor the juicy flesh of these creatures and often engage in hunting expeditions across the Abyss, killing and devouring as many of these creatures as they can find.

Acting as if almost mindless, abyssal larvae attack any living creature they encounter. They have no real tactics other than swarming a foe and biting relentlessly. These creatures fight until destroyed.

An abyssal larva's natural weapons, as well as any weapon it wields, is treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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