

# The Tome of Horrors Complete

For the Pathfinder Roleplaying Game

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# 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 Dancey 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 Klaatuu...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 “froghemoth.” 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

Sample

# 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.

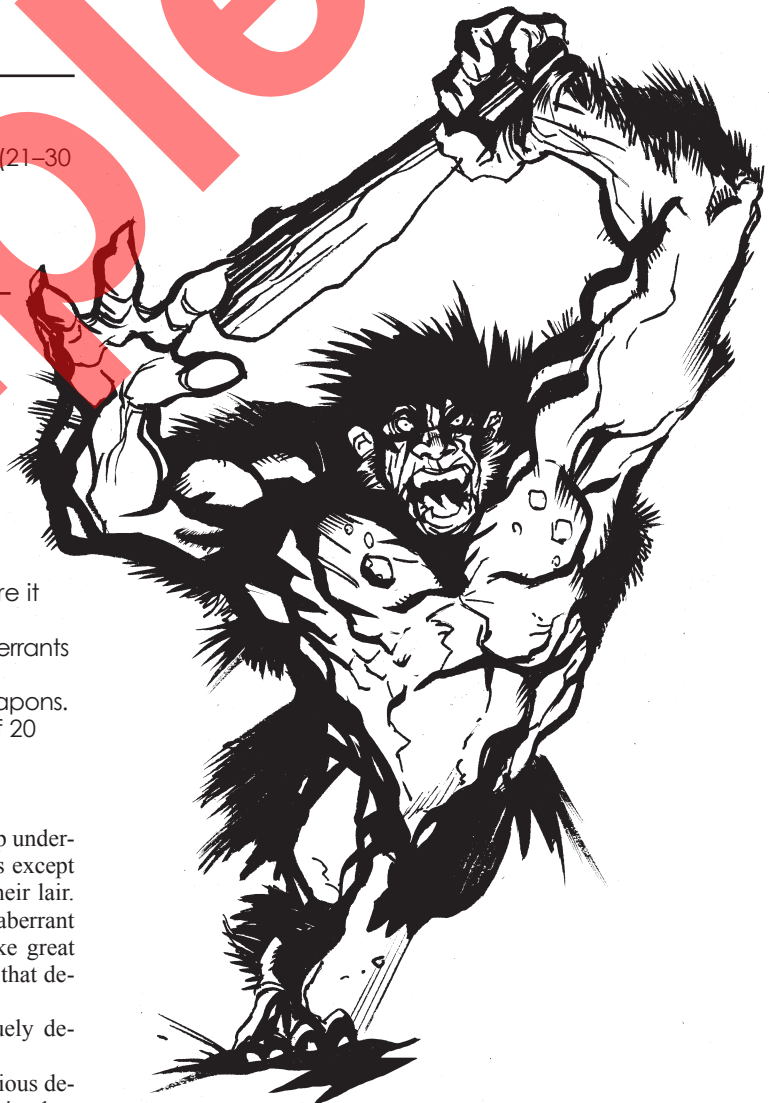
## Aberrant Characters

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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Author Scott Greene.

# 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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Author Scott Greene.





# 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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