

# CHARYBDIS

An immense spiny monster, its back plated in chitin and its belly in thick folds of blubber, rises hungrily from the center of a whirlpool.

**CHARYBDIS** CR 13   

XP 25,600

CN Gargantuan aberration (aquatic)

Init +3; Senses blindsight 60 ft., darkvision 120 ft.; Perception +23

**DEFENSE**

AC 28, touch 5, flat-footed 28 (–1 Dex, +23 natural, –4 size)

hp 184 (16d8+112); fast healing 10

Fort +12, Ref +6, Will +14

Immune acid; Resist cold 20

**OFFENSE**

Speed 20 ft., swim 50 ft.

Melee bite +20 (2d8+12/19–20 plus grab), 2 claws +20 (2d6+12)

Space 20 ft.; Reach 20 ft.

Special Attacks fast swallow, rending claws, swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 21, hp 18), vortex

**STATISTICS**

Str 34, Dex 9, Con 25, Int 4, Wis 19, Cha 6

Base Atk +12; CMB +28 (+32 grapple); CMD 37 (can't be tripped)

Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Perception +23, Swim +20

Languages Aquan

**ECOLOGY**

Environment any oceans

Organization solitary

Treasure standard

**SPECIAL ABILITIES**

**Rending Claws (Ex)** A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.

**Vortex (Su)** A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack (see the Universal Monster Rules in Appendix 3), but the whirlpool can only form underwater and cannot leave the water. It's a DC 25 Reflex save to avoid being caught by the charybdis's vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 2d6+12 points of damage per round. The save DC is Constitution-based.

Sailors tell many tales of the creatures of the deep, from the terrible kraken to the beautiful mermaid. Yet few are stranger or more feared than the dread charybdis, for it exists to

capture ships, crack them open like nuts, and feast on the doomed sailors within. So legendary are these violent attacks that many sailors have come to view the charybdis not as a species of aberrant life, but as the vengeful personification of an angry sea god.

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

A charybdis is 60 feet long and weighs 26,000 pounds.



Illustration by Peter Lazarski

# SCYLLA

This horrifying creature has the upper body of a beautiful woman, but a lower body of snapping wolf heads and writhing tentacles.

## SCYLLA

CR 16



XP 76,800

CE Huge aberration (aquatic)

**Init** +11; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, *see invisibility*; Perception +29

**Aura** frightful presence (30 ft., DC 26),

### DEFENSE

**AC** 31, touch 21, flat-footed 18 (+12 Dex, +1 dodge, +10 natural, -2 size)

**hp** 250 (20d8+160); fast healing 10

**Fort** +14, **Ref** +17, **Will** +18

**Defensive Abilities** *freedom of movement*, improved evasion;

**DR** 10/cold iron and lawful; **Immune** cold, charm effects, confusion and insanity effects; **Resist** acid 20, fire 20; **SR** 27

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good), swim 50 ft.

**Melee** 4 bites +25 (1d8+8/19-20 plus bleed), 4 tentacles +23 (1d6+4 plus grab)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** bleed (1d6), constrict (1d6+8)

**Spell-Like Abilities** (CL 16th; concentration +22)

Constant—*fly*, *freedom of movement*, *nondetection*, *see invisibility*

At will—*acid arrow*, *control water*, *fog cloud*, *greater dispel magic*, *major image* (DC 19)

3/day—*black tentacles*, *charm monster* (DC 20), *insanity* (DC 23), *mirage arcana* (DC 21), *solid fog*

1/day—*control weather*, *power word stun*, *project image* (DC 23), *summon* (level 8, 1 charybdis)

### STATISTICS

**Str** 27, **Dex** 32, **Con** 27, **Int** 20, **Wis** 23, **Cha** 22

**Base Atk** +15; **CMB** +25 (+29 grapple); **CMD** 47 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Improved Critical (bite), Mobility, Multiattack, Power Attack, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (tentacles)

**Skills** Acrobatics +34, Bluff +26, Fly +35, Knowledge (nature) +25, Perception +29, Sense Motive +26, Stealth +26, Swim +39, Use Magic Device +26

**Languages** Abyssal, Aquan, Common

**SQ** amphibious, change shape (1 humanoid form, *alter self*), undersized weapons

### ECOLOGY

**Environment** any water

**Organization** solitary

**Treasure** triple

The scylla is one of the more nightmarish aberrations to blight the mortal world. Conflicting tales of her origins abound, from demonic flesh-crafting and arcane experiments to a divine curse handed down by a vengeful deity. The most popular stories cast the first scylla as the monstrous spawn of a union between a mortal and a god. Whatever the case, scyllas are fortunately quite rare, enough so that many consider them nothing more than tall tales told by sailors deep in their cups.

Scyllas dwell along major shipping lanes, often near coastlines, where they use their spell-like abilities to lure entire ships to their doom. The hideous monsters are intelligent creatures, though half-mad with hunger and self-loathing. They normally do not use weapons, but when they do, they prefer to fight with light weapons wielded by their human-sized upper arms. However, they much prefer to keep their hands free to utilize magic items like wands, staves, and other powerful devices.



Illustration by Tyler Walpole