

THE
ALTUMANTIS

Intelligent hunters that seek to lure their prey in and
meld their mind to serve.

ALTUMANTIS

Deep below the bustling and organized streets of Bharzul, the mines stretch for miles down into the land. Pulling all manner of minerals and materials from the mines is as old a tradition as the dwarves can lay claim to. Within those mines, they are the masters, but with their great wealth, the mines have at times brought great woe. One such woe was the discovery of a new creature, the Altumantis.

The first reports of these creatures came with muddled confusion as miners went missing, having seemingly left their tools behind and walked off. With no sign of a struggle, there was little for the others to follow and learn of what happened. It wasn't until one miner managed to break free from the hypnotic influence of the Altumantis that more was learned about them. While there is still much that is left unknown about these creatures, it's understood that they are remarkably intelligent and utilize their hypnotic abilities to lure others into their lairs where they meet their untimely demise.

While other underground beasts are forthright in their hostile intentions, attacking boldly and brashly in a bestial fashion, the Altumantis prefers to take things slow. It has a keen understanding that it is much more effective when it operates in secrecy. It will often approach individuals that are alone rather than those traveling in groups. While it's an effective hunter, the tables are turned against it when it

cannot reliably charm its victims. It doesn't seek open combat and will often flee to the safety of its lair should fighting break out.

Keeping their lairs deep underground, the Altumantis seems keen to operate in secrecy. It's thought that they often feed on Acerbaks and other bestial underground dwellers that are easy for it to lure in. Their lairs themselves are often long tunnel like caves with many intersecting corridors meant to confuse those that would enter. In the middle of these corridors are large sets of rooms where the Altumantis often stores victims for periods of time until it needs to consume them.

It's thought that Altumantis only consumes the brain, leaving the body behind, but it's been difficult to confirm as few have dared to delve into an Altumantis' lair and even fewer have emerged from it alive. Their ability to alter the minds of its victims in horrifying ways given enough time is well documented though. Many dwarves don't even realize they're being preyed upon until it's far too late. The Altumantis is a patient creature, often visiting its prey multiple times and developing a rapport with its victims before it invites them to its lair. Victims have often described the Altumantis as their friend or ally and dismiss others who try to convince them otherwise. After enough time away from the creature's mind altering magics, they begin to see the reality of what was happening to them. Dwarves of Bharzul know

ALTUMANTIS

CREATURE 11

UNCOMMON CE LARGE ABERRATION

Perception +24; blindsight (precise) 120 feet

Languages common, shadowtongue; telepathy 200 feet

Skills Arcana +26, Deception +26, Diplomacy +23, Stealth +23

Str +5, **Dex** +7, **Con** +5, **Int** +8, **Wis** +7, **Cha** +5

AC 30; **Fort** +24, **Ref** +21, **Will** +26

HP 199; **Immunities** psychic

Speed 25 feet

Melee ♦ claw +22 (agile, finesse), **Damage** 2d10+12 piercing

Melee ♦ bite +24 (agile, finesse), **Damage** 1d10+12 piercing plus 1d10 psychic

Occult Innate Spells DC 30, attack +22 ; **4th** charm (at will), confusion; **3rd** enthrall (×3); **2nd** faerie fire, hideous laughter; **1st** fear (at will); **cantrips** (6th) detect magic

Hypnosis ♦♦ (concentrate, enchantment, incapacitation, mental, primal, visual); **Frequency** once per day; **Effect** The altumantis implants visions of desires fulfilled in the minds of those around it. All creatures within a 30-foot emanation must succeed at a DC 21 Will save or become fascinated until the end of the altumantis' next turn (on a critical failure, fascinated creatures drop whatever items they are carrying as well). The altumantis can Sustain a Spell on Hypnosis. If the altumantis moves, affected creatures are compelled to remain within 30 feet of it and must spend each of its actions moving closer to the naga as expediently as possible on its next turn. If a creature is unable to end its turn within 30 feet of the altumantis, the effect ends for that creature.

Brain Drain ♦ Requirements Targets must have critically failed a save against a altumantis' Hypnosis or charm innate spell; **Frequency** once per round; **Effect** The altumantis feasts on the minds of the creatures they've tricked. They target up to five creatures within 30 feet and feast on their ambient brainpower, dealing 4d10 mental damage (DC 30 basic Will save) to each creature. Unless a target succeeds at the Will save, this damage does not end the charm effect or the effect of Hypnosis as a hostile action normally would.

well to pay attention when someone says they met a new friend down in the mines.

Patient Hunters. The Altumantis prefers to stay in wait and look for a good opportunity to lure one individual away. They're averse to open combat and will instead try to slowly pull away members of a group using its illusions and spells. They have been known to visit victims multiple times before luring them away from their friends. It's not known if the Altumantis derives something else from these interactions or merely if it likes to toy with its food.

Intelligent. The Altumantis is remarkably intelligent and able to hold enthralling conversations with those it comes in contact with. If found unawares, it will often try to talk its way out of a conflict, working to convince others that it means them no harm, only to retreat away and try another attempt at luring individuals away. They will attempt to determine the desires of those it interacts with and use that knowledge to better neutralize their prey.

TACTICS

The Altumantis often lives alone and doesn't seek the company of others except those that it sees as a potential meal. They should not fight in face to face combat except as a last resort, preferring to pull people away piece by piece.

- They have a relatively large spell library at their disposal including many illusory spells that it will use in order to claw their way into creature's heads
- Their bite and claws are agile attacks so make sure to apply their MAP properly.
- They have psychic damage options with their bite which should allow them to pierce through more armored individuals.
- Hypnosis is a very powerful ability and should be used if things start going south for the Altumantis. While it can only use it once per day, it can put a quick pause to a fight if used correctly.
- The Brain Drain ability is a great way to keep the pressure on adventurers fighting an Altumantis. Use it in the same round as Hypnosis for a really terrifying treat.
- Brain Drain also works with the Charm spell, so make sure to take advantage of that if an adventurer has been successfully charmed before.

SUGGESTED PAIRINGS

While they are lonely hunters, there are interesting possibilities to work with if you take into account their mind altering magics.

- Consider having townspeople, miners, or others that have been victims of the Altumantis return at its side to fight for it having been thoroughly charmed.
- You might also want to consider if your Altumantis keeps any pets around. Perhaps it has charmed an Acerbak or a Bullette into its service.



ALTUMENTIS

ITEM 12

UNCOMMON ENCHANTMENT MAGICAL MENTAL

Price 1,999 gp

Usage held in 1 hand; **Bulk** 1

Deep in the depths of this world lie unknown numbers of oddities. Terrifying creatures with abilities that few could ever imagine. One such creature, the Altumantis, is particularly devious as they charm their prey into following them to their lair where they meet their untimely end. Highly intelligent creatures, they show others visions of that which they desire most while leading them to their demise. Someone managed to survive an encounter with one and has now mounted its skull firmly on the end of a handle forging a formidable +2 *greater striking mace* unlike any other.

When you hit with a melee strike using this mace, you can choose whether to deal bludgeoning damage or psychic damage. When you deal psychic damage to a creature, you learn one of their deepest desires.

Activate [2] envision; **Requirements** you are within 60 feet of a creature that you have previously learned a desire of; **Effect** You present the skull of the Altumantis and channel your mind through it. All creatures within 60 feet of you that have previously learned a desire of, see visions of those desires fulfilled in their mind. They must succeed on a DC 29 Will save or become stunned 3.

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