

2ND
EDITION

MONSTER OMNIBRON

PANOPTANT

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PATHFINDER
COMPATIBLE

MONSTER OMNICRON: PANOPTANT

Serving as keepers of lore and guardians for druid circles throughout the world, panoptants are massive beings made from plant matter and dozens of smaller creatures known as panoptins. Druids create panoptins as living repositories of knowledge. Each panoptin is sent out into the world to collect knowledge while the druids take time to tend to other duties, such as the protection of their homes. Once a panoptin returns to the circle, it joins the others of its kind, creating a panoptant. Every circle has a single panoptant, which both serves as the central hub of the circle's knowledge and as a guardian for the circle's home.

PANOPTIN

Druids create each panoptin with an individual subject in mind. Subjects range from learning all the creatures dwelling within a specific forest to learning the location of particular lost artifact. An individual panoptin can spend months, years, or even lifetimes seeking out the assigned knowledge. Each panoptin takes its task seriously and will go to great lengths to find as much knowledge as possible before returning to its home. Panoptins begin with an innate understanding of their assigned subject, typically whatever the particular druid circle already knows, and uses this foundation to determine how much more information is required to complete the task. Sometimes a panoptin will have a particularly vague or deliberately specific request, making it difficult for the panoptin to determine exactly when it has completed its task. Tales tell of panoptins that have spent centuries attempting to dig up what little knowledge remains on a subject, forever bound to its task because it's unable to discern whether the knowledge has been lost.

A typical panoptin resembles a large version of a woodland mammal, such as a fox or rabbit, made from leaves, twigs, and other plant matter, though an individual panoptin's appearance might vary based on the whims of its creators. Panoptins are typically eight feet long, six feet tall, and weigh about 500 pounds. Regardless of its exact appearance, a panoptin always sports two eyes made from magically-empowered gems. These gems allow a panoptin to tap into nearby ley lines and produce beams of magical energy

PANOPTIN

CREATURE 4

N LARGE PLANT

Perception +14; darkvision

Languages Common; Draconic, Sylvan; *speak with plants*

Skills Athletics +15, Diplomacy +8, Lore (any one subcategory) +10, Nature +12, Occultism +10, Stealth +8

Str +6, **Dex** +2, **Con** +3, **Int** +4, **Wis** +3, **Cha** +1

Share Knowledge ◆◆◆ (divination) **Frequency** Once per day. **Effect** The panoptin implants a portion of knowledge into the mind of a creature within reach. This information is typically related to the panoptin's associated Lore. The creature that receives the knowledge gains a +1 circumstance bonus to Recall Knowledge checks on the associated subject for 1 day.

AC 21; **Fort** +14, **Ref** +8, **Will** +11

HP 94; **Weaknesses** fire 5

Attack of Opportunity ↻

Speed 25 feet, climb 20 feet

Melee ◆ jaws +15 (magical, reach 10 feet), **Damage** 1d10+8 bludgeoning

Eye Beams ◆◆ The panoptin fires beams of force from its eyes at a creature within 30 feet. The creature takes 4d8 force damage (DC 18 basic Reflex save). It can't use Eye Beams again for 1d4 rounds.

PANOPTANT

While panoptins head out into the world to search for knowledge, panoptants typically remain close to their creators. Once a panoptin completes its task, it joins the druid circle's panoptant to add its knowledge to the ever-growing local repository. Panoptants develop unique personalities based on the information contained within its component panoptins. For example, panoptants who hold lots of information on the realms of the fey are more whimsical in nature, while those that contain knowledge on human settlements might be more stoic. Regardless of their personalities, panoptants are tireless guardians. They are the first to defend a druidic circle and its home and use their compiled knowledge to provide helpful information such as the weaknesses of its creators' foes. In dire situations, a circle will command a panoptant to flee to the safety of another circle's care. This is common in cases where the druids are unsure of the circle's survival. On rare occasions, panoptants might be left without a circle to follow, traveling the world aimlessly as a living library of priceless knowledge.

Panoptants are typically twenty feet tall and weigh ten tons. Particularly old panoptants can be made from hundreds or even thousands of panoptins and grow to even greater heights, though these ancient panoptants are rare indeed.

PANOPTANT CREATURE 13

N GARGANTUAN PLANT

Perception +26; darkvision

Languages Common, Draconic, Sylvan; *speaks with plants*

Skills Athletics +30, Diplomacy +22, Intimidation +22, Lore (all subcategories) +24 Nature +27, Occultism +24

Keeper of Lore ◆◆◆ (divination) **Frequency** Once per hour.

Effect The panoptant taps into the collected knowledge of its panoptins to learn a piece of information. The panoptant completes a *legend lore* ritual, gaining the benefits based on its result as normal.

Share Knowledge ◆◆◆ (divination) As panoptin, except the frequency is once per hour and the bonus is a +2 circumstance bonus.

Str +9, **Dex** +1, **Con** +8, **Int** +4, **Wis** +3, **Cha** +4

AC 32; all-around vision; **Fort** +29, **Ref** +20, **Will** +23

HP 356; **Weaknesses** fire 15

Attack of Opportunity ↻

Panoptin Body A panoptant is composed of dozens of panoptins. When a panoptant is destroyed, some of its component panoptins remain alive and attempt to flee. A panoptant typically produces 2d8 still-living panoptins

Speed 40 feet, climb 20 feet

Melee ◆ fist +27 (magical, reach 20 feet, sweep), **Damage** 2d12+17 bludgeoning plus Knockback

Beam Barrage ◆◆ The panoptant fires dozens of eye beams at a 15-foot burst within 100 feet. All creatures in the area take 10d8 force damage (DC 30 basic Reflex save). It can't use Beam Barrage again for 1d4 rounds.

Knockback When a panoptant critically hits a Large or smaller creature with its fist, the creature is thrown back 10 feet and takes 2d6 bludgeoning damage.

EYES OF THE PANOPTANT

The destruction of a panoptin leaves behind a pair of gems, which both serve as the panoptin's eyes and as a focus for the ritual originally required to create a panoptin. The innate magic within these gems remains intact, allowing for the creation of these unique eyepieces. *Eyes of the panoptant* typically require six pairs of gems and the greater variant requires ten pairs, which are included in the price for each. At a GM's discretion, a character who wishes to craft these items may need to acquire the gems before becoming able to complete their construction.

EYES OF THE PANOPTANT ITEM 10+

Divination, Invested, Magical

Usage worn eyepiece; **Bulk** L

This blindfold is covered in emeralds that each resemble an eye. The blindfold does not obscure your vision at all. While wearing the blindfold, you gain all-around vision (See the "Ability Glossary" section in the Appendix of the *Pathfinder Second Edition Bestiary*).

Activate [two-actions] envision, Interact **Frequency** once per minute; **Effect** You fire a beam of energy at a creature within 60 feet. The beam deals 8d8 force damage (DC 27 basic Reflex save).

Type *eyes of the panoptant*; **Level** 10; **Price** 900 gp

Type *greater eyes of the panoptant*; **Level** 16; **Price** 9,000 gp

The blindfold also grants a +1 item bonus to Perception checks involving sight. The beam's damage is 12d8 force damage (DC 35 basic Reflex save).

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