



LESSER NEMESIS BESTIARY

A FREE20 PRODUCT BY
CHRIS A. FIELD



The Nemesis Bestiary series is an outgrowth of the Space Monsters series of PDFs for the Galaxy Command (D20 Future) setting. Like Space Monsters, the Nemesis Bestiary series takes an interesting piece of stock art and builds a new creature around the art, rather than commissioning art after the text is written. Many of these monsters are usable with Otherverse Games' in-house fantasy campaigns: *Black Tokyo Legends: The Tatakama* and *The Masters of Endara* but they can be equally at home in your campaign.

The Nemesis Bestiary takes a somewhat unusual approach to revealing a monster's history and behavior. While game-rule information and special powers are clearly delineated, the monster's history, true nature and motivations aren't. Instead, reports from the field, written by adventurers who've survived an encounter with the beast give first-hand, though often fragmentary and sometimes contradictory, information. The rationale is that even if your players have read the statblocks for the new creatures in this PDF, they still don't know everything about the monster. The game master is free to improvise, expand and extrapolate as desired to build a unique encounter around one of these powerful and intriguing new beasts.

Free20: Nemesis Bestiary collects all the Challenge Rating One and Two monsters found throughout the three volumes of the series, giving gamemasters an assortment of unique and dangerous low-level threats to toss at their players.

FREE20: LESSER NEMESIS BESTIARY

Written by Chris A. Field

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Monster	Size, Alignment, Type	Challenge Rating	Stock Art Origin
Abyssal Orc	Medium CE Humanoid (chaotic, evil, extraplanar)	CR 2	Black Hand Source
Aggrestor	Medium CN Humanoid (aggrestor, chaotic)	CR 2	J. David Rhodes
Belly Ripper	Small NE Magical Beast	CR 1	Headless Hydra Games Clip Art
Counterfeit Man	Medium CE Aberration	CR 1	Black Hand Source
Fetorr	Medium CE Outsider (chaotic, demon, evil, extraplanar)	CR 2	David Allsop/ Ironhead Arts
Gutting Hound	Medium NE Magical Beast (orc)	CR 2	Headless Hydra Games
Mad Cricket	Tiny CE Aberration (chaotic)	CR 1	Black Hand Source
Necksnapper	Medium NE Monstrous Humanoid	CR 1	Purple Duck Stock
Symvoids	Small CN Aberration	CR 2	Headless Hydra Games
Taxidermy Revenant	Medium NE Undead	CR 1	Purple Duck Stock



ABYSSAL ORC **(CR 2)**

Medium CE

Humanoid (chaotic, evil, extraplanar, orc)

XP 600

Init +1 Senses

Darkvision 60 ft,

Perception +1

Languages Abyssal, Common, Orc

Defense

AC 15 Touch 11

Flatfooted 14 (+1

DEX, +4 equipment)

HP 3d8 + 9 hp (23 HP)

FORT +6 REF +0

WILL +1

Immune Poison

Resist Electricity 10, Acid 2, Cold 2, Fire 2

Offense

Spd 30 ft

Melee +8 mwk scythe (2d4+5 slashing or piercing, 20/x4)

Ranged +3 javelin (1d6+4 piercing)

Statistics

Str 19 Dex 13 Con 16

Int 9 Wis 10 Cha 11

Base Atk +2 CMB +6 CMD 17

Feats Power Attack, Weapon Focus (scythe)

Skills Intimidate +3

Gear mwk scythe, hide armor, 4 javelins

Ecology

Environment temperate or warm hills, mountains, underground (Abyss)



Organization

solitary, gang (2-4), squad (11-20 plus 2 sergeants of 3rd level and one leader of 3rd-6th level) or warband (30-100 plus 50% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20

adults, and 1 leader of

7th level per 30 adults at minimum)

Treasure NPC Gear (including gear listed above)

SPECIAL ABILITIES

Ferocious Fires (SU)

The Abyssal Orc retains the Ferocity of its planes-bound ancestors. The creature has the Ferocity special quality. The Abyssal Orc can continue fighting even if its HP total is below zero. The Abyssal Orc remains staggered and loses 1 HP per round; it only dies when its HP reaches -16.

When first reduced below zero HP in any given 24 hour period, and its Ferocity trait activates, crackling

black flames surround the Abyssal Orc's weapons. For the remainder of the encounter, add +1d4 fire damage to all weapon damage rolls. This is a property of the Abyssal Orc itself, not the weapons, which remain non-magical.

APPEARANCE

Abyssal Orcs stand half a head taller than their planes-bound cousin species, the Orcs. They have leathery, brick red hides which they decorate with simple grey and ochre designs, making their warpaint from charcoal and urine, among other foul things. Abyssal Orcs tend to be some what leaner and more agile than ordinary Orcs, a little faster on their feet. The creatures favor massive scythes and light armor, and are whirling harbingers of death when they take the battlefield.

REPORTS FROM THE FIELD

“More than one Orc chieftain has made an incautious bargain with demons that ended with his tribe annihilated by forces from Below, and his own soul dragged screaming down to the Abyss. Abyssal Orcs are the result of such events- whole tribes transported to the dark realms Below, and somehow able to adapt. Over the centuries, these creatures have become more like the demons that inhabit this twisted land; the worst have thrived.”

-Vix Borrowwine, True Halfling storyteller

“The backbone of the Abyss’ legions. Strong and cruel and sinister, but unfortunately not as stupid nor as easy to trick as the orcs of our world. A plague of locusts that walk on two legs- hungry and greedy and malicious.”

-Petrov Arkarada, paladin of the planes

“Field notes, Midsummer, 13th year of Queen Marlana’s reign....

-Encountered scattered Orc-like tribes on the 733rd layer of the Abyss. Adapted to the environment, some demonic powers. Could they be evolving into demons? Multiple tribes, all fiercely competitive for scarce resources....

-Blackriver Orcs, Tumm Gurtur chieftain, holds the mineral springs region, flag is a black triskeleon on a red batter

-Spinecracker Orcs, Vang Redcap chieftain, leads rape-raids on other Orc tribes, cannibals. Hated by the other tribes. Banner is a man’s skull and spine carried on a pike.

-Victory Marrow Orcs, Werg Vudgun chieftain, does mercenary service for a variety of Abyssal lords and powers. Banner is a yellow flag with inset grey skull.

-Grey Ant Orcs, Draxul Thung chieftain, follows a dark druidic tradition, raids other tribes for sacrifices. Allies to the Spinecrackers. Banner depicts a grey ant on a purple field....”

- Excerpt from the notebooks of J. Wintersmoon, planar cartographer

AGGRESTOR (CR 2)

Medium CN Humanoid (aggressor, chaotic)
XP 600

Init +1 **Senses** lowlight vision, Darkvision 30 ft, Perception -3

Languages Aklo

Defense

AC 18 Touch 10 Flatfooted 18 (+1 DEX, +8 equipment)

HP 3d8 + 6 hp (20 HP)

FORT +5 **REF** +2 **WILL** -2

Immune *calm emotions*, Feral Insanity (see text)

Offense

Spd 35 ft

Melee +6 slam (1d6+4 bludgeoning)

Special Qualities Feral Insanity, Ferocious Grapple

Statistics

Str 18 Dex 13 Con 14 Int 11 Wis 5 Cha 7

Base Atk +2 **CMB** +6 (+10 when grappling)

CMD 17

Feats Armor Proficiency (light, medium, heavy) Improved Grapple, Improved Unarmed Strike (B), Power Attack

Skills Acrobatics +0*, Climb +1*, Intimidate +4

*includes armor check penalties

Gear half plate armor with armor spikes

Ecology

Environment any underground or forest

Organization gang (3-5), riot (3d8 plus 1 2nd level barbarian per 3 adults, and 1 5th level barbarian), or village (30-50 plus 10-15 2nd level barbarians plus

3-6 5th level barbarians and 1 chief- 8th level barbarian/2nd level druid and assorted noncombatant children and slaves)

Treasure standard (including combat gear)

SPECIAL ABILITIES



Feral Insanity (EX)

Aggrestors are driven by rage. They are immune to the effects of *calm emotions* or similar effects. If they succumb to any mind affecting ability,

rather than suffering the expected effect, the Aggrestor is affected as if by *rage*, for the effect's duration. During this time, the Aggrestor cannot distinguish friend from foe and attacks any creature adjacent to itself, including other Aggrestors.

Ferocious Grapple (EX)

Aggrestors receive a +4 racial bonus on CMB checks made to grapple.

APPEARANCE

Aggrestors are a race of simian humanoids who stand a little over five and a half feet tall who weigh nearly 300 lbs nude. Their hunched muscular bodies are covered by a matted, tangled pelt in shades of brown, grey and black. They wear crude but serviceable half plate armor made from dirty iron and weak steel, covered with spikes, and protect their faces behind snarling metal war masks.

REPORTS FROM THE FIELD

"A race of madmen, the lot of them. Come boiling up out of the caves, howling for blood and murder. No pretence of stealth or tactics- they just rush forward in a bloody mob and tear into the first man they catch. Easy enough to kill, even easier to trick or sneak past, but their numbers tell the tale."

-Watch Captain Saraeh Tulver

"I have dissected a male adult Aggrestor's brain. No center of reason to speak of, just a fundament of rage easily eight times the size of even the most vicious human highwayman. Their heart of conscience and lobe of mercy are atrophied to the point of nonexistence, smaller even than a rabid dog's."

-Anatomist Juan Serani's dissertation on the anatomy of lower beings

"Any race that scares the Orcs is worthy of respect. Of course, any race that Orcs consider either stupid or crazy has to be laughable, right? So I don't know what to think of Aggrestors, only to say, kill them from a great

distance. And then run, because where there's one Aggrestor, there's a dozen more."

-Caleb Tinkertom Vulcanatium, Gnomish adventurer

"Neanderthal like beasts. They forge metal but have never developed any weapon more complex than a flint knife. I've spoken to a captive Aggrestor, asked him why they don't use blades or bows, because they have certainly taken such things from human victims before. His grunted answer indicated that ripping a victim limb from limb with bare hands, or even more particularly, snapping a victim's spine, was simply *better*."

-Petrov Arkarada, paladin of the planes

BELLY RIPPER (CR 1)

Small NE Magical Beast

XP 400

Init +5 **Senses** lowlight vision, Scent, Perception +1

Languages none

Defense

AC 14 **Touch** 13 **Flatfooted** 12 (+1 size, +2 DEX, +1 natural)

HP 2d10 + 4 hp (15 HP)

FORT +5 **REF** +5 **WILL** +1

Offense

Spd 40 ft

Melee +3 bite (1d6+1 slashing plus grab)

Special Action Slashing Constriction (1d6+1 slashing)

Statistics

Str 12 **Dex** 14 **Con** 15 **Int** 2 **Wis** 13 **Cha** 3

Base Atk +2 **CMB** +2 **CMD** 14

Feats Improved Initiative, Run (B)

Skills Stealth +5



Ecology

Environment warm plains

Organization trio or packs of up to 30 (Solitary Belly Rippers are usually the last survivors of a pack and will rejoin a larger pack as soon as possible)

Treasure none

SPECIAL ABILITIES

Slashing Constriction (EX)

The Belly Ripper's maw gives them a lethal bite. They gain the constrict special quality, though they deal slashing damage with this attack form, since it is based around their bite.

APPEARANCE

The Belly Ripper is a low slung dinosaur-like predator that is only about the size of a hunting dog.

Despite its diminutive size, it is powerfully built, with dense muscles that give it incredible strength. It runs swiftly on two powerful, clawed legs. The Belly Ripper's jaw is a complex affair, it can open like a deadly flower, revealing more than 200 jagged teeth, and individually articulated mandibles that allow it to bite, hold and swallow prey much larger than itself with ease. Belly Rippers have mottled yellow and orange hides streaked with darker ochre.

REPORTS FROM THE FIELD

"Arrrgh! Ahhh! GET IT OFFA ME!
GET IT FUCKIN' OFFA ME!"

-last words of an adventurer who has encountered a Belly Ripper

COUNTERFEIT MAN (CR 1)

Medium CE Aberration

XP 400

Init +2 Senses Darkvision 60 ft, Perception +3

Languages Common, Abyssal

Defense

AC 12 Touch 12 Flatfooted 10 (+2 DEX)

HP 2d8 + 2 hp (11 HP)

FORT +1 REF +2 WILL +3

Damage Reduction 5/slashing

Immune Critical Hits, precision based damage, bleed, ability score damage or drain

Weaknesses Vulnerable to Fire

Offense

Spd 30 ft **Climb** 30 ft

Melee +4 mwk dagger (1d4+1 slashing, 19-20/x2)

Ranged +4 thrown mwk dagger (1d4+1 slashing, 19-20/x2)

Statistics

Str 11 Dex 15 Con 12 Int 11 Wis 13 Cha 10

Base Atk +1 CMB +1 CMD 13

Feats Weapon Finesse (dagger)

Skills Acrobatics +5, Climb +2, Stealth +5, Perception +3

Gear mwk dagger



Ecology

Environment any urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Hollow (EX)

The Counterfeit Man has no body beneath its tunic and cloak. It is immune to critical hits and precision based damage, ongoing *bleed* damage and ability score damage or drain.

APPEARANCE

The Counterfeit Man is a strange aberration formed from purloined clothes that take the form of a man. Loose robes appear to be draped around a humanoid shape that plainly isn't there, with stolen gloves serving as hands. Counterfeit Men carve snarling wooden masks for themselves in imitation of a human face. When destroyed, the creature's robes and breeches collapse, leaving behind no trace of whatever force animated them to theft, murder and horror.

REPORTS FROM THE FIELD

"Hateful, jealous beasts that form from the robes of a hanged murderer. There's a damn good reason that in civilized lands, they burn a killer's possessions after he swings."

-Sheriff Pulver Leadbeck

"Counterfeit Men are a distant relative of the will o' wisp- they undirected hostile energy, a kind of poltergeist, that assumes a crudely human shape, using available cloth and leather to animate a body. These creatures are somewhat intelligent, and though they have no real goals of their own, they tend to imitate the worst behavior of humanoids sharing the city with them. They crudely ape theft and brigandry, though they have no need of coins or gems, and enjoy killing. Murder is a fine game to them. Counterfeit Men re-carve their masques to remember a particularly challenging victim."

-Rosanne Halfhidden, historian and herald

"The whole time you're fighting one, they're laughing at you. Giggling like a mad woman, even if you're ripping them to tatters. Worst part of fighting 'em."

-Kraaker Thornkeg, dwarven mercenary adventurer

FETORR (CR 2)

Medium CE Outsider (chaotic, demon, evil, extraplanar)

XP 600

Init +1 Senses Darkvision 60 ft, Scent, Perception +7

Languages Abyssal (cannot speak)

Aura Stench (DC 15, 10 rounds)

Defense

AC 14 Touch 11 Flatfooted 13 (+1 DEX, +3 natural)

HP 3d0 + 6 hp (17 HP)

FORT +5 REF +2 WILL +4

Immune Electricity, Poison

Resist Acid 10, Cold 10, Fire 10

Offense

Spd 30 ft

Melee +2 claw (1d6-1 slashing plus Filth Fever, FORT DC 12 negates)

Special Qualities Death Throes, Diseased

Spellcasting Spell-Like Abilities (CL 1st

Concentration +2)

1x/day – Bane (DC 12)

– Summon (1st level – either 1d6+1 giant maggots 50% or 1 Dretch 35%)

Statistics

Str 9 Dex 12 Con 14 Int 8 Wis 12 Cha 3

Base Atk +3 CMB +2 CMD 13

Feats Ability Focus (Stench), Skill Focus (Stealth)

Skills Acrobatics +7, Climb +5, Intimidate +2, Stealth +10, Perception +7

Ecology

Environment dungeons and tombs (extraplanar)

Organization solitary, tomb (2-4), mausoleum (4-16) or charnel (40-60 Fetorr plus up to 100 Dretch, commanded by a single Vrock)

Treasure standard (in lair)

SPECIAL ABILITIES

Death Throes (SU)

When a Fetorr is slain, it explodes into a shower of acidic gore and necrotic, diseased tissue.

All creatures within 5 ft suffer 2d6 acid damage (REF DC 13 half). Creatures damaged by the acid splash must succeed at a new DC 15 FORT Save or be sickened by the Fetorr's stench for 10 rounds. This death stench affects even creatures who have previously saved against that Fetorr's stench within the past 24 hours.

Diseased (EX)

Creatures damaged by the Fetorr's natural weapons must succeed at a DC 12 FORT Save or contract *filth fever*.

APPEARANCE

The Fetorr resembles a putrefying corpse, whose tar-black flesh hangs askew on its bones. Faint bloating of the tissues gives the demon a strange, overripe texture, and the stench of shit and rotting viscera hangs heavy over the monster. Flies and maggots follow it, and ichor puddles in an Fetorr's footsteps.

REPORTS FROM THE FIELD

"A damned soul may rise as a Fetorr if it dies unconfessed for the sin of necrophilia, though some say dishonest morticians or gravediggers who purloin the deceased's gravegoods may also become Fetorr."

-Glossary of the Abyssal Planes,
compiled by Polymathius the Sage

"Lower in the abyssal hierarchy than even dretches, though technically Fetorr outrank them. Loathed by other demons. Weak, sickly, pitiful in combat but a certain low cunning.

Can't count on aid from other demons- even dretches come reluctantly. Treat their summoned maggots like pets. Dote on them- sadistic and vengeful against anyone killing a maggot. Necrophiles."

- Excerpt from the notebooks of J.
Wintersmoon, planar cartographer





GUTTING HOUND (CR 2)

Medium NE Magical Beast (orc)

XP 600

Init +2 **Senses** Lowlight vision, scent, Perception +5

Languages Understands Orc but cannot speak

Defense

AC 14 **Touch** 12 **Flatfooted** 12 (+2 DEX, +2 natural)

HP 3d10 + 6 hp (23 HP)

FORT +5 **REF** +5 **WILL** +2

Weaknesses light sensitivity

Offense

Spd 40 ft

Melee bite +5 (1d6+2 slashing plus trip and Disemboweling Critical)

Special Qualities Barbed Defense, Disemboweling Critical

Statistics

Str 14 **Dex** 15 **Con** 15 **Int** 5 **Wis** 12 **Cha** 8

Base Atk +3 **CMB** +5 **CMD** 17 (21 vs. trip)

Feats Power Attack, Run

Skills Perception +5, Stealth +6

Ecology

Environment temperate hills, mountains and underground

Organization solitary, pack (4-7) or accompanying an Orc tribe or warband

Treasure none

SPECIAL ABILITIES

Barbed Defense (SU)

A creature that strikes a Gutting Hound with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage from

the Gutting Hound's barbs. Melee weapons with reach do not endanger a user in this way.

Disemboweling Critical (SU)

If the Gutting Hound scores a critical hit with its bite, the spines shrouding its body have hooked into the victim's flesh, ripping open their viscera, and tangling intestinal tissue around the spines.

The victim suffers 1 point of ongoing CON damage and has all their movement modes reduced by 10 ft. Both effects can be ended with a DC 15 Heal check or any amount of magical healing.

Orc Subtype (SU)

Though they are Magical Beasts, Gutting Hounds have enough orc blood running through their veins they are considered orcs for effects based on race.

APPEARANCE

Gutting Hounds are mangy, feral war-dogs with equal parts wolf and orc blood. Their gnarled hides look like masses of burn scars, healed to the color of raw sewage. Thorns, bone shards and razorsharp hooks and blades protrude crazily from every part of the war-dog's body.

REPORTS FROM THE FIELD

"There's plenty of jokes about Orc women laying with wolves and giving birth to Gutting Hounds, but there's a grain of truth in each one. I seen Orc women letting Gutting Hound pups nurse, and heard Orc warriors calling their dogs 'son'. And once, I heard a Gutting Hound growl back the Orc word 'father' to a chieftan."

-Kregger, twelve hard winters an Orc slayer

"Gutting Hounds can't be tamed or gentled. They kill almost as many Orcs as they do Men. When they're not on the warpath, Orcs keep the things locked in iron cages, toss them corpses and whole calves to keep them happy. When the battle comes, Orcs throw open the cages and retreat, letting the Hounds slaughter everything in sight. Only

after the dogs are sated and exhausted do the Orcs move in behind them."

-Alo Mustard Gwenith, Gnomish riding dog breeder

MAD CRICKET (CR 1)

Tiny CE Aberration (chaotic)

XP 400

Init +5 Senses Darkvision 60 ft, Perception +6

Languages None

Defense

AC 14 Touch 13 Flatfooted 14 (+2 size, +1 DEX, +1 natural)

HP 2d8 + 2 hp (11 HP)

FORT +1 REF +1 WILL +4

Immune mind influencing effects

Offense

Spd 20 ft Climb 20 ft

Melee -2 bite (1 slashing, 20/x3 plus small centipede poison)

Spell-Like Abilities (CL 3rd Concentration +3)

3x day – Confusion, Lesser (DC 11)

1x day – Confusion (DC 13)

Statistics

Str 5 Dex 13 Con 13 Int 9 Wis 12 Cha 11

Base Atk +1 CMB -4 CMD 7

Feats Improved Initiative

Skills Climb +10, Stealth +10, Perception +6
(Racial Bonus +8 climb)

Ecology

Environment any urban or ruins

Organization solitary or plague (4d6)

Treasure standard

APPEARANCE

Mad Crickets resemble severed human heads, wild-eyed and insane with pain and loss, grafted onto the ungainly bodies of fat, red locusts. Mandibular forelimbs protrude over the lips of the unholy composite monster.



REPORTS FROM THE FIELD

“Mad Crickets infest the ruins of asylums and the abandoned homes of suicides. Whether they are drawn to insanity, or its cause, I cannot say.”

-Tollivar Ulkreig, sage specializing in ruined architecture

“Billy said he saw it! Old Man Marsive died in his house a tenday ago, and Old Man Marsive was really crazy! He talked to himself all the time, yelled and sang and stuff and said he could see fairies! Really crazy, right! Well, Billy went into his house the other night after the midnight bells and said he saw the old man’s head crawling along the floor.

And after that, Billy wasn’t right for hours and hours. He was singin’ and stuff too, and said he

could see fairies and see the old man dancin’ with him!”

-Tybolt the butcher’s son, talking too much, as usual

“On my way through some nameless and grubby little hamlet or the other, I heard the sounds of crickets. The music of the vermin was far louder than usual, as the serenade began, the villagers retired abruptly, locking their doors tightly and hanging garlands of garlic and wild rose on door arches. Sensing adventure was afoot, I set about discovering the source of the strange cricket song, which I soon deftly traced to a half burned hut at the edge of the township....”

-The Grand Travelogue of Wyvern Jones

NECKSNAPPER (CR 1)

Medium NE Monstrous Humanoid

XP 400

Init +0 **Senses** Lowlight vision **Perception** +0

Languages Undercommon

Defense

AC 13 **Touch** 10 **Flatfooted** 13 (+3 natural)

HP 2d10 + 2 hp (13 HP)

FORT +4 **REF** +3 **WILL** +0

Offense

Spd 30 ft

Melee +5 slam (1d6+2 bludgeoning plus grab)

Special Qualities Big Brutal Hands

Statistics

Str 16 **Dex** 11 **Con** 13 **Int** 9 **Wis** 10 **Cha** 7

Base Atk +2 **CMB** +7 **CMD** 15

Feats Lunge

Skills Climb +9, Stealth +6

Ecology

Environment any underground or particularly dense forests

Organization solitary, club (1d6+1) or murder (3d6 plus 1 2nd level barbarian)

Treasure standard

REPORTS FROM THE FIELD

“Necksnappers are some degenerate breed of man, fled to the dark places, living worse than any animal. Foul little things. The only joy they have is torturing small animals, or perhaps the occasional lost child blundered into their lairs. Even goblins spurn them.”

-Kosa Xen, envoy to the goblinoid empires

“There’s a persistent rumor that every murderer- every strangler especially- is goaded into their crimes by a Necksnapper lairing under their floorboards, crooning to them while they sleep. Makes as much sense as anything. . . .”

-Sheriff Robb Partridge

“A tribe of Necksnappers moved into the old granary last winter. . . .killing dogs and stealing anything not nailed down. They cornered the widow Turnapple and savaged her, and that finally broke the town’s paralysis. A militia formed and marched on the granary with torches, finally putting an end to the beasts.”

-Beshema, owner of the Corn & Apple

Grocery



SPECIAL ABILITIES

Big, Brutal Hands (EX)

If the Necksnapper successfully damages an opponent during a grapple, roll 2d4+2 for damage. Necksnappers receive a +2 racial bonus on Combat Maneuver checks.

APPEARANCE

Necksnappers are small but hardy humanoids with mud-brown skin tougher than old boot leather and about the same shade. Their spines are heavily sheathed in a tough bone exo-skeleton, and their facial bones are equally thick and protective. The ugly little humanoids rarely wear more than a ragged leather loin cloth or diaper.

SYMVOID (CR 2)

Small CN Aberration

XP 600

Init +3 Senses Blindsight 60 ft, Perception +2

Languages none

Defense

AC 14 Touch 14 Flatfooted 11 (+1 size, +3 DEX)

HP 3d8 (14 HP)

FORT +1 REF +4 WILL +5

Immune visual effects (blind)

Offense

Spd Fly 30 ft (perfect)

Melee two whips +5 (1d4-1 slashing plus trip, 30 ft reach)

Ranged black laser +5 (2d6 force, 20/x3, 50 ft range increment)

Statistics

Str 8 Dex 16 Con 11 Int 2 Wis 15 Cha 3

Base Atk +2 CMB +1 CMD 14

Feats Hover, Weapon Finesse (whip)

Skills Fly +16 (Racial Bonus +8 Fly)

Ecology

Environment underground, deep forests or ruins

Organization solitary or float (2-5)

Treasure standard

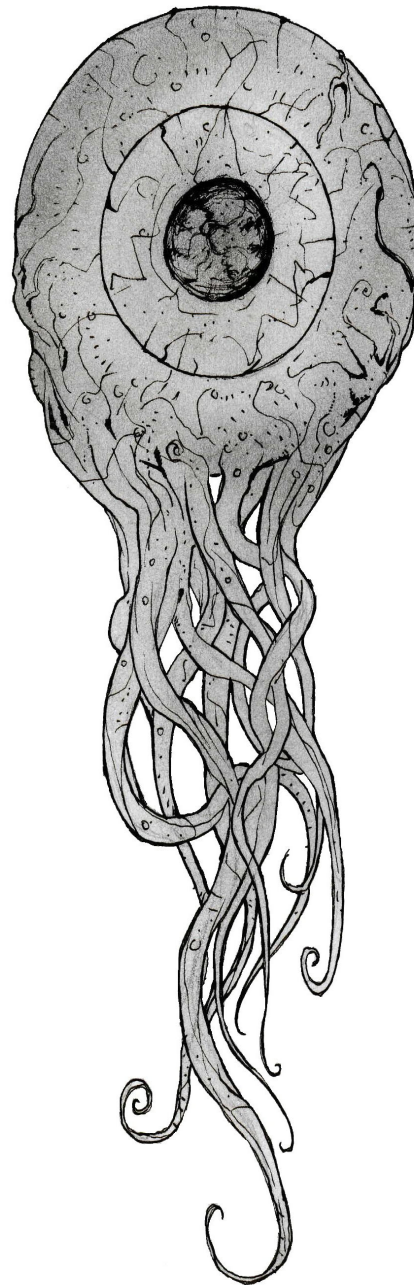
SPECIAL ABILITIES

Black Laser (SU)

A creature destroyed by the Symvoid's black laser has their body *disintegrated*.

APPEARANCE

The Symvoid is a muscular, fleshy sphere about the size of a dog, with dozens of tangled tendrils of various lengths and thicknesses dangling below. The floating sphere drifts slowly across the ground at about shoulder height to a human man. An inner aperture of muscle rotates slowly within the main sphere, in turn containing a sphere of absolute blackness, which may or may not really be there. The Symvoid's leathery skin slowly shifts upward



through the visual spectrum, changing colors from a deep red to an eerie, electric blue and back again over the course of an hour or two.

REPORTS FROM THE FIELD

“Found these things in a sick stretch of woods. Disease everywhere, dying trees snapping and falling every time I turned ‘round, and all of a sudden two of these floating eye-balls got me in a

crossfire. I don't think they were intelligent, but damn were they cunning."

-Tom Yorkshire, ranger

"The central blackness of a Symvoid sublimates soon after death, leaving only an electrically charged mist. A prepared alchemist can contain this mist, which may be distilled into potions that atrophy the senses but forever expand the mind, and grant longevity."

-The Alchemy of Living Things

"Left to their own devices, a Symvoid will quickly deplete its hunting territory, denuding any fauna larger than simple insects and arachnids. Symvoids seem to hunt for pleasure, using black light to vaporize birds on the wing. Symvoids do not seem to eat in any conventional sense, but perhaps their black light somehow transfers the life energy of the slain to the beast?"

-The wizard Wellahahn's arcane thesis

TAXIDERMY REVENANT (CR 1)

Medium NE Undead

XP 400

Init +1 **Senses** Darkvision 60 ft, Scent Perception +2

Languages none

Defense

AC 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +4 natural)

HP 2d8 + 2 hp (11 HP)

FORT +0 **REF** +1 **WILL** +1

Immune Undead immunities

Offense

Spd 30 ft

Melee +4 gore (1d6+2 slashing, 20/x2)

Special Qualities Freeze (a hunting trophy), Hunter and Hunter's Bane

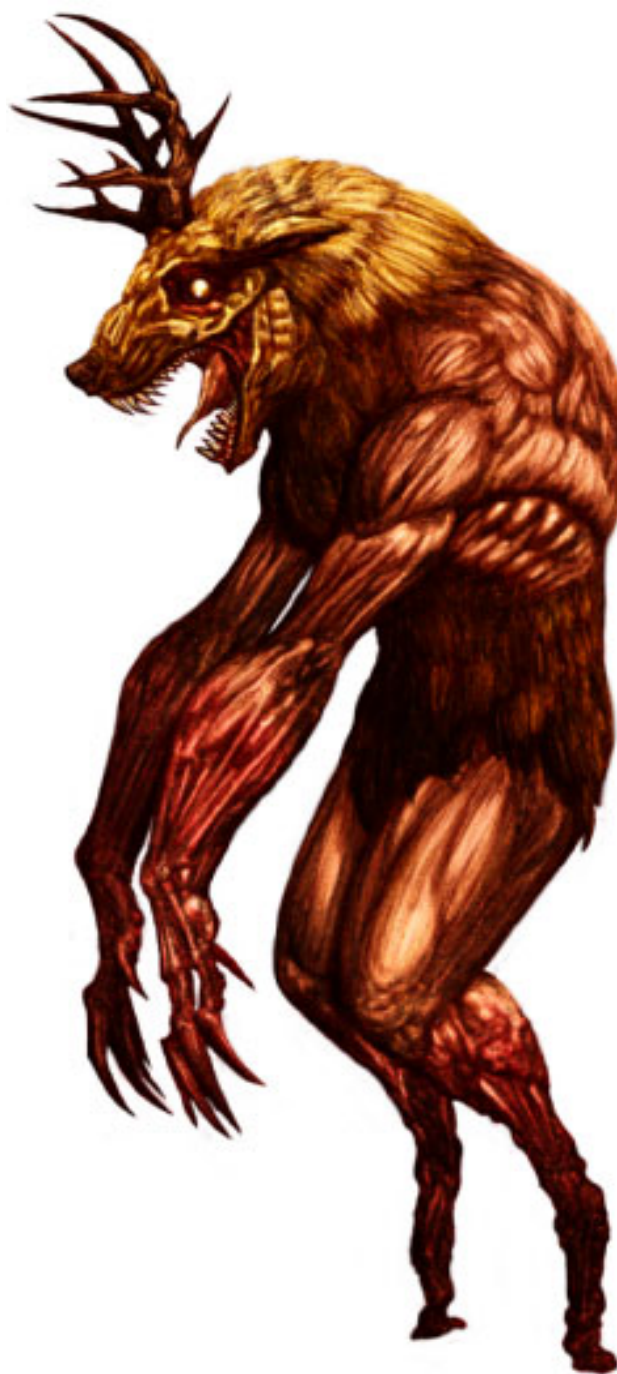
Statistics

Str 14 **Dex** 12 **Con** – **Int** 3 **Wis** 12 **Cha** 13

Base Atk +1 **CMB** +3 **CMD** 14

Feats Weapon Focus (gore)

Skills Stealth +2, Perception +2



Ecology

Environment any urban or ruins

Organization solitary

Treasure standard

SPECIAL ABILITIES

Freeze (EX)

A Taxidermy Revenant can hold itself so still it appears to be a harmless stuffed hunting trophy. A

Taxidermy Revenant that uses freeze can take 20 on its Stealth check to hide in plain sight as a hunting trophy.

Hunter and Hunter's Bane (SU)

Taxidermy Revenants inflict +2 slashing damage with a successful gore attack against any creature of either the Animal or Magical Beast type, as well as characters with at least one level in Ranger.

Appearance

Taxidermy Revenants are horrid composite undead created from a chimerical assortment of hunting trophies animated by malign intelligence. Taxidermy Revenants have antlers taken from a trophy buck above a dusty, stitched head of a lion or stag; glass eyes stare at the world with endless malice.

Reports From The Field

"I lost Jacinto, my first (and best) familiar to a Taxidermy Revenant. Still pisses me off to this day. The thing charged past me, my spell went wide, and next thing I knew, it had impaled the cat on its horns. I've talked to other wizards who've fought these sort of undead, and they all say the same thing. Even if it puts them at risk, even if it means ignoring more critical threats, Taxidermy Revenants always kill the animals first."

-Bailey Planetspin, ring-forged for hire

"I knew a Druid once, claimed Taxidermy Revenants are nature's punishment of trophy hunters, and those damn fool nobles who go traipsin' into the wilderness with half an army behind 'em to get a hart's head for their wall. I don't know if I agree or not, but unless it's common folk hurt by one, I never pick up my blades against a Taxidermy Revenant. Let the damn nobles prove how great of hunters they are by taking one on."

-Tom Yorkshire, ranger



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