



# AVENTYR BESTIARY

a  
MIMURA

**PATHTINDER**  
ROLEPLAYING GAME COMPATIBLE

# AVENTYR BESTIARY

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# FOREWORD

## JOSHUA GULLION

In Memoriam



### #Katfish20

Joshua Gullion passed away in 2014 and #Katfish20 is the hashtag I and some other close friends have been using to reference him in our online postings; the hashtag (#) allows aggregators to cull results, Katfish has long been Josh's nickname, and 20 is a perfect dice roll. In life we meet very few people who are so truly good, honest, caring, sincere, funny, outgoing, thoughtful, intelligent—you get the point. Josh was one of those people. He truly was that natural, perfect dice roll when you roll the dice of friendship.

As many of you know, Josh was one of the main people behind *Rise of the Drow*, as well as the primary layout artist for many [AdventureAWeek.com](http://AdventureAWeek.com) books. For *RotD* Josh had dipped his fingers into every piece of the puzzle other than, I believe, contacting the printing company and shipping. He wrote some components, did layout and design, coordinated artwork, “ran” the kickstarter, and marketed relentlessly. A butcher by trade, Josh worked harder every day of his life than most people I have ever met, but he also played harder than most—his favorite form of play was roleplaying games.

Josh was a ‘zen’ dungeon master. Every gamer that played on his masterful table came away better as a player and often as a person. He made you think. He made sure you cared about your game, fellow gamers, and that the story was always first. Dice were rolled simply to satisfy the gamers, because as far as he was often concerned, there are no dice involved in a sword fight.

I met Josh about 15 years ago and we immediately became good friends. However I wasn't a gamer, and though I do love to play, I don't think I'm qualified to be called a true ‘gamer’. True gamers—Josh for instance—live and breathe their gaming. They are at the local store (shout out to the Hoover family of Armored Gopher Games in Urbana, IL!) conversing, trading, sharing, gaming, rolling, whatever it takes. It is a lifeblood. It was Josh's lifeblood. Into each other's lives we came, the music guy and the gamer, and I believe we both benefited greatly.

When Josh was diagnosed with congestive heart failure (go ahead, take five and read up on it) he was also declared disabled; he worked his final 50+ hour week and then went into a forced

retirement. Shortly afterwards he moved in to a spare room in my home—in the basement, the dungeon. It was cool, it could be dark, and it was perfect for Josh. While there he started to have more time for his passion: gaming. He started haunting online forums (honestly, I don't know which ones, so let's just say *all* of them) and befriended Jonathan G. Nelson (whom I thanks for this opportunity to write about Joshua).

Through that online friendship Josh began taking part in the ‘other side’ of gaming—game design, letting his imaginations flow into bits and bytes, and eventually into digital and then real ink. He became a part of the industry he loved so much for so long. He lamented to me one time that it bothered him that it took until he was ‘on his last legs’ to find this place, this peace, this enjoyment with life. I reminded him that this only happened because for the first time in his life, he wasn't having to work tirelessly ‘for the man’. He respected that logic and dove full force into [AdventureAWeek.com](http://AdventureAWeek.com).

Josh wrote a few adventures and the joy on his face when a printed copy of one showed up at the house was priceless. He was not only proud of his accomplishment, he was proud to have something tangible to show all those people that go, “umm..what?”—it truly was a great day for him. When the *Rise of the Drow* Kickstarter was funding he and I would have nightly ‘round table’ discussions about how it was going, what he had planned for the next ‘step up’, and what the eventual goal was. It met and then surpassed every expectation. I truly believe *RotD* was Josh's ‘donation’ to our world; I believe that this project was his way of saying, “here I am, here is who I am,” to anyone who cared to check it out. Josh also designed quite a few ‘critters’. Here in this first collection of monsters from [AdventureAWeek.com](http://AdventureAWeek.com) you'll find some of those beasts and you will be impressed.

The honor of knowing Josh was all mine, the honor of writing this dedication is mine, and the pleasure is as well. I hope you enjoy this book and I hope you go back in time a little to visit the many works that were products, in one way or another, of Joshua ‘Katfish’ Gullion.

To close, hold one up high....Shooooooooootttttss!

—Mark “Marko” Orsted

Fortunate to have befriended Joshua Gullion

# MONSTER ICON KEY

In this book, you'll notice small icons underneath each monster name. These icons are to assist in identifying the monster's types and subtypes, and typical climates, environments, and locations. In general, the monster's base type will come first, followed by any subtypes, then the typical climate they can be found in, and finally their usual environments.

## Climates & Environments

	Air
	Aquatic/Underwater
	Coastal
	Cold
	Desert
	Extrplanar
	Forest
	Hills
	Jungle
	Mountains
	Ocean
	Outer Space
	Plains
	Rivers/Lakes
	Temperate
	Tropical/Warm
	Underground
	Urban

## Types & Subtypes

	Aberration
	Acid
	Air

	Animal
	Angel
	Aquatic
	Chaotic
	Cold
	Construct
	Demon
	Devil
	Dragon
	Earth
	Electricity
	Elemental
	Evil
	Extrplanar
	Fey
	Fire
	Fungus
	Humanoid
	Lawful
	Magical Beast
	Monstrous Humanoid
	Ooze
	Extrplanar
	Plant
	Psionic
	Undead
	Vermin



# ACID NAGA

The thin, lolling, forked tongue of this human-faced serpent drips with poison as it slithers forward with an uncanny grace.

## ACID NAGA

CR 11



XP 12,800

LE Large aberration

**Init** +6; **Senses** darkvision 60 ft.; Perception +21

### DEFENSE

**AC** 26, touch 19, flat-footed 22 (-1 size, +6 Dex, +7 natural, +3 Wis, +1 monk)

**hp** 130 (13d8+65)

**Fort** +11, **Ref** +14, **Will** +13; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** acid, poison

### OFFENSE

**Speed** 40 ft., swim 60 ft.

**Melee** bite +13 (2d6+5 plus poison), tail slap +8 (1d8+2) or flurry of blows +11/+11/+6 (2d6+5)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** ki strike, poison, spells, stunning fist 4/day (DC 15)

**Sorcerer Spells Known** (CL 7th; concentration +11)

3rd (5/day)—*protection from energy*, *suggestion* (DC 17)

2nd (7/day)—*eagle's splendour*, *ghoul touch* (DC 16), *mirror image*

1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*, *true strike*

0th—*detect magic*, *flare* (DC 14), *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue* (DC 14)

### TACTICS

**Before Combat** An acid naga casts *protection from energy* on itself (usually protecting against fire) and if it has time, *mirror image* then *shield*.

**During Combat** An acid naga attacks with its bite and tail slap to poison a foe before pummeling them to death with flurry of blows. Enemies too difficult to hit are targeted with *magic missile*.

**Morale** An acid naga fights until reduced to 50 hp or less, at which point it retreats and goes into hiding (re-engaging for a fight to the death after its enemies drop their guard).

### STATISTICS

**Str** 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 17, **Cha** 19

**Base Atk** +9; **CMB** +15; **CMD** 36

**Feats** Combat Casting, Combat Reflexes, Dodge<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved Disarm, Improved Initiative, Improved Unarmed Strike<sup>B</sup>, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Stunning Fist<sup>B</sup>

**Skills** Bluff +8, Knowledge (local) +4, Knowledge (religion) +7, Perception +21, Spellcraft +11, Stealth +20, Swim +17

**Languages** Aklo, Common, Undercommon

**SQ** amphibious, fast movement, ki pool (5), slow fall (20 ft.), still mind

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or sortie (5-8)

**Treasure** double

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.

**Monk** An acid naga has all the abilities, benefits, and bonuses of being a 4th level monk.

**Spells** An acid naga casts spells as a 7th level sorcerer.

Acid nagas roam the Underworld in search of prey, favoring the taste of innately magical creatures and spellcasters. When banded together these creatures can prepare cunning ambushes sizable enough to assault entire caravans, chasing down the survivors for leagues, gradually wearing them down with lightning assaults to exacerbate its poison. An acid naga is 18 ft. long ("standing" at about 9 ft.) and weighs 550 pounds.





# AHOOL

*This creature is easily the size and stock of a strong man or orc, corded with thick muscles that belie a nearly elven litherness. Unlike the kinder races, sharp talons extend from its hands and feet and its ears dwarf the creature's head in their impressive size. The resemblance to a bat is uncanny, made concrete by the massive leathery wings that sprout from its back. Mottled brown fur covers its skin and accentuate the incredible tone of fitness apparent in the bat-like humanoid.*

## AHOOL

CR 5



XP 1,600

NE Medium monstrous humanoid (air, shapechanger)

**Init** +5; **Senses** blindsense 60 ft.; darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

**hp** 42 (5d10+15)

**Fort** +4, **Ref** +9, **Will** +7

**DR** 5/magic; **Immune** sonic; **Resist** cold 10; **SR** 16

### OFFENSE

**Speed** 30 ft., fly 60 ft. (perfect)

**Melee** bite +8 (1d8+3), 2 claws +8 (1d6+3), and 2 wings +3 (1d4+1)

**Ranged** javelin +10 (1d6+3) or bolas +10 (1d4+3)

**Special Attacks** disruptive echo, sanguine drain, wing buffet

**Spell-Like Abilities** (CL 5th; concentration +9)

2/day—*control winds* (DC 16), *obscuring mist*

### TACTICS

**Before Combat** Ahool remain hidden and stalk prey, waiting for one opponent to become isolated from the rest.

**During Combat** Using their bolas an achool trips enemies from afar so it can grapple one and use its sanguine drain attack.

**Morale** Ahool use their change shape ability and flee when reduced to 10 hp or less.

### STATISTICS

**Str** 17, **Dex** 20, **Con** 16, **Int** 15, **Wis** 16, **Cha** 19

**Base Atk** +5; **CMB** +8; **CMD** 23 (cannot be tripped)

**Feats** Cleave, Combat Expertise, Power Attack

**Skills** **Acrobatics** +7, **Climb** +9, **Craft** (weapons) +8, **Fly** +19, **Intimidate** +12, **Perception** +19, **Stealth** +13, **Survival** +11; **Racial Modifiers** +8 Fly, +8 Perception, +8 Stealth in shadowy areas

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**SQ** change shape (dire bat, bat swarm), weapon familiarity

### ECOLOGY

**Environment** underground

**Organization** solitary, pair, or flock (3-8)

**Treasure** standard

### SPECIAL ABILITIES

**Disruptive Echo** (Su) Once every 1d4+1 rounds an achool can focus its echolocation in a ray up to 60 feet long. This is a

ranged touch attack that deals 2d6 points of nonlethal sonic damage to a single target (DC 16 Reflex halves damage).

**Sanguine Drain** (Ex) An achool can suck blood from a grappled opponent; if the achool establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The achool heals 3 hit points or gains 3 temporary hit points for 10 minutes (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

**Weapon Familiarity** (Ex) Ahool are proficient with bolas, flails, javelins, longswords, and nets

Ahool are terrifying creatures that soar through the endless caverns of the Underworld of Aventyr. They are primordial hunters that strike swiftly and without warning, carrying subdued prey away to a moss cavern for eating later.

The average achool is 7 feet tall and weighs 300 pounds or so (despite its slender form and ability to fly).



# AHOOLING

*Leathery brown bat-like wings extend from the back of this lightly-furred brown man-like creature. Its ears extend away from its skull and as it opens its mouth and hisses at you, you notice that it has prominent fangs—still blooded from its last kill.*

## AHOOLING

CR 1/2



XP 200

Ahooling warrior 1

NE Medium monstrous humanoid

**Init** +1; **Senses** darkvision 60 ft.; **Perception** -1

### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 dodge)

**hp** 6 (1d10+1)

**Fort** +2, **Ref** +1, **Will** -1

**Resist** cold 5, sonic 5

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft.

**Melee** heavy flail +3 (1d10+3, Crit 19-20/x2), bite -2 (1d4+1)

**Ranged** spear +2 (1d8+2, Crit x3, Range 20 ft.)

### TACTICS

**Before Combat** Ahooling know that on their own the denizens of the Underworld would prove too deadly, and usually send one or two out to act as bait for an ambush.

**During Combat** Ahooling throw their spears from afar before closing in and overwhelming enemies with their melee attacks.

**Morale** Ahooling flee when reduced to 2 hp or less.

### STATISTICS

**Str** 14, **Dex** 13, **Con** 11, **Int** 8, **Wis** 8, **Cha** 11

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Dodge

**Skills** Climb +6; **Racial Modifiers** +4 Fly

**Languages** Draconic

**SQ** Underworld resistances, vestigial wings

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, flock (4-16), moss cavern (20-50)

**Treasure** standard (heavy flail, spear [4], studded leather)

These children of the ahoor must prove their mettle and survive long enough in the Underworld for their apotheosis to take hold, changing into full ahoor. Not all of these creatures realize their true ancestral potential however, and many become adventurers that find glory, power, or a grisly death in the endless caves of Aventyr.

Ahooling are a little under 6 ft. tall and weigh about 200 pounds.





# AIZSKARTZ ASTEROID

A massive stone the size of an island slowly drifts toward you, but you change course easily enough—then its trajectory changes to follow you, again and again, until you realize it's being navigated by someone or something.

## AIZSKARTZ ASTEROID

CR 11



XP 12,800

NE Colossal construct (psionic)

**Aura** gravitic field (15 ft., Fort DC 30, 3d6 bludgeoning and grab)

**Init** -2; **Senses** blindsight 400 ft., darkvision 240 ft.; Perception +20

### DEFENSE

**AC** 18, touch 4, flat-footed 18 (-2 Dex, +4 deflection, +14 natural, -8 size)

**hp** 184 (16d10+96) fast healing 5

**Fort** +7, **Ref** +5,

**Will** +11

### Defensive

**Abilities** all-around vision;

**Immune** cold, construct traits, electricity; **PR** 21;

**Resist** acid 10, fire 10

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +24 (4d6+24 plus bull rush)

**Ranged** four boulders +6 (2d8+16, Range 240 ft.)

**Space** 60 ft.; **Reach** 5 ft.

**Special Attacks** gravitic field (DC 30, 3d6 bludgeoning and grab), trample (DC 34, 4d6+24)

**Psi-Like Abilities** (ML 16th; concentration +20)

constant—*detect psionics*

at will—*telekinetic force*

4/day—*divert teleport*

### TACTICS

**Before Combat** An aizskartz asteroid uses its control of psionic energy to masquerade as an asteroid with a dense gaseous exterior, sneaking up on unsuspecting foes until they are within range for a charge attack.

**During Combat** First the aizskartz asteroid flings itself at enemies with a charging bull rush, using Power Attack and Improved Vital Strike to deal the optimum amount of damage immediately (slam +20, 12d6+48). Afterward its gravitic field grabs up foes, and the aizskartz asteroid slams again with bull rush to increase the damage opponents take when they are drawn to its surface once more. Any

opponents that attempt to teleport away are placed 15 ft. away from its surface if it successfully uses *divert teleport* against them.

**Morale** Few foes can stand against an aizskartz asteroid and retreat is an unlikely option at best.

### STATISTICS

**Str** 42, **Dex** 6, **Con** —, **Int** 16, **Wis** 18, **Cha** 15

**Base Atk** +16; **CMB** +40 (+44 bull rush/grapple); **CMD** 48 (52 vs. bull rush)

**Feats** Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Natural Attack (slam), Improved Vital Strike, Power Attack, Toughness, Vital Strike

**Skills** Disguise +16 (+36 as asteroid), Knowledge (all) +8, Perception +20; **Racial Modifiers** +20

Disguise (as an asteroid); **Size**

**Modifiers** -8 Fly, -16 Stealth

**Languages** telepathy 1,000 ft.; *tongues*

### ECOLOGY

#### Environment

space (demiplane of Uklonjen)

#### Organization

solitary

#### Treasure

quadruple

#### SPECIAL

#### ABILITIES

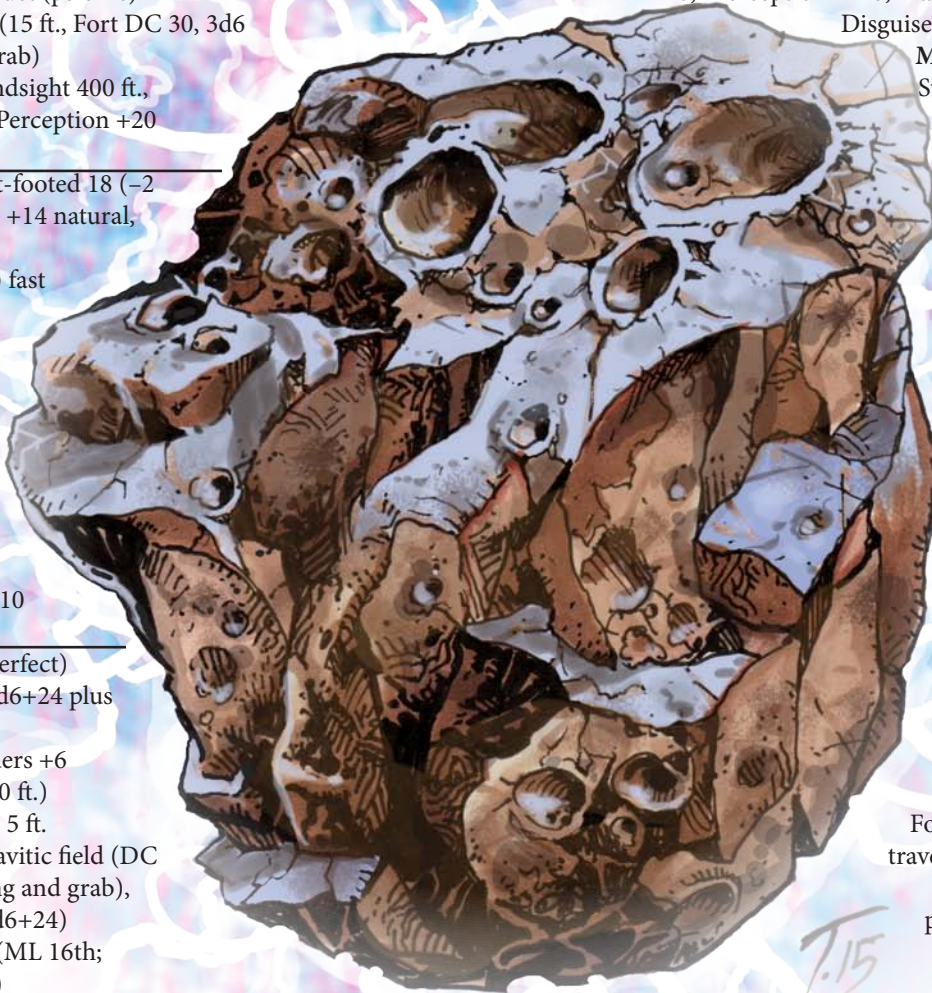
#### Gravitic Field

(Ps) Any creature within 15 ft. of an aizskartz asteroid must make a DC 30 Fortitude save or be pulled by the pulsing microgravity field and against the aizskartz asteroid.

For each 5 ft. a creature travels within the gravitic field, they take 3d6 points of bludgeoning damage and are subject to a grapple combat maneuver by the

aizskartz asteroid at the end of their turn. An aizskartz asteroid can grapple up to ten creatures simultaneously with no penalty. Additionally, this grants the aizskartz asteroid a +4 deflection bonus to AC.

The Uralicans justly fear aizskartz asteroids, great masses of psionically empowered stone that wander the cosmos destroying entire fleets of ships—and if what some legends claim are true, entire civilizations. Little is known about these anomalies, save that they are to be avoided at all costs.





# ALCHEMIC AMOEBA

*This blob of goo trembles and ripples as it trundles forward, its form shimmering with varying hues of sickly color as the bones of dead creatures float alongside debris caught inside its body.*

## ALCHEMIC AMOEBA

CR 2



XP 800

N Small ooze

Init -5; Senses blindsight 30 ft.; Perception -5

### DEFENSE

AC 6, touch 6, flat-footed 6 (-5 Dex, +1 size)

hp 17 (2d8+8)

Fort +3, Ref -5, Will -5

Defensive Abilities acid, ooze traits, split (5hp)

### OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee slam +3 (1d3+1 plus 1d3 acid and grab)

Ranged 2 pseudopods -3 touch (1d3 acid)

Special Attacks constrict (1d3+1 plus 1d3 acid)

### TACTICS

**During Combat** Alchemic amoebas attack any creatures within reach, continuing to assault the same foe until its enemy dies.

**Morale** The alchemic amoeba fights to the death.

### STATISTICS

Str 12, Dex 1, Con 18, Int — Wis 1, Cha 1

Base Atk +1; CMB +1 (+5 grapple); CMD 6 (can't be tripped)

Skills Climb +9, Swim +9

### ECOLOGY

**Environment** any (Timeaus)

**Organization** solitary, pair, or eddy (4-10)

**Treasure** none

### SPECIAL ABILITIES

**Acid (Su)** Any creature striking an alchemic amoeba with a natural weapon or unarmed strike must make a DC 12 Reflex save or take 1d3 acid damage from contact with the creature's surface. This damage occurs each round a creature maintains contact with an alchemic amoeba (such as while grappling).

**Pseudopod (Ex)** As a standard action, an alchemic amoeba can form up to two pseudopods on its surface and launch them as ranged touch attacks at a target within 30 ft., exploding with acidic cytoplasm upon striking any solid surface and dealing 1d3 acid damage.

Alchemic amoebas are the disjointed, magical remains of Timeaus' countless spellcasting experiments, many times spontaneously formed by arcane-touched sewage flowing out from the cities. Once spawned the oozes travel randomly about the countryside, often seeking out natural resources (typically alchemist labs, forges, or mines) or areas of wilderness abundant with life.

Alchemic amoebas are 2 and a half ft. tall and weigh about 30-35 pounds.





# ANGHENFIL

*Long whipping antennae sprout from what must be the elongated neck of this long, serpentine vermin carried along by dozens of small, skittering legs. Its one eye blinks between the snapping pincers around its huge maw as it sees you and tilts its head curiously.*

## ANGHENFIL

CR 6



XP 2,400

N Gargantuan vermin

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +1

### DEFENSE

**AC** 18, touch 8, flat-footed 16 (+2 Dex, +10 natural, -4 size)

**hp** 76 (9d8+36)

**Fort** +10, **Ref** +5, **Will** +4

**Immune** vermin traits; **Resist** acid 15

### OFFENSE

**Speed** 50 ft., climb 50 ft.

**Melee** bite +13 (2d8+12), 2 whipping antennae +8 touch (unkind pheromones)

**Ranged** digestive spit +4 touch (2d6+2 acid, Range 30 ft.)

**Space** 25 ft. long, 15 ft. wide; **Reach** 15 ft. (whipping antennae 25 ft.)

**Special Attacks** digestive spit, unkind pheromones

### TACTICS

**During Combat** Anghenfil use their whipping antennae to keep enemies off guard while chomping away with their bite.

**Morale** Anghenfil flee when reduced to 12 hp or less.

### STATISTICS

**Str** 26, **Dex** 14, **Con** 19, **Int** —, **Wis** 12, **Cha** 3

**Base Atk** +6; **CMB** +18; **CMD** 30 (cannot be tripped)

## ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Digestive Spit (Ex)** Anghenfil can spit stomach acid at their foes, though they normally only do so when enemies are out of reach of their bite and whipping antennae.

**Unkind Pheromones (Ex)** The segmented whips on an anghenfil's head slather creatures with invisible pheromones that most natives of Aventyr find appalling. Non-vermin and non-hoyrall touched by an anghenfil's whipping antennae make a DC 18 Fortitude save or are sickened and take a -2 penalty to AC for 1d4 rounds. Creatures afflicted by unkind pheromones can take a standard action to wipe, burn, or wash the pheromones off, immediately ending the effect. Unkind pheromones count as a type of poison, though it cannot be harvested from an anghenfil (alive or dead). Creatures already sickened by unkind pheromones that are subjected to it again increase the duration of the ability by 1d4 rounds.

A few decades after the hive mind shattered, many hoyrall devoted themselves to mending the destroyed connection to their homeworld—all of them ultimately failed but a few saw a measure of success, drawing baby anghenfil across the cosmos to Aventyr. On their native planet these durable creatures are made for war, but stripped of the connection to their riders, they are now little more than draft animals or gladiatorial combatants.

Anghenfil are 30 ft. long but taper to their end, so only 20 ft. of the creature is substantial enough to take up much space, and they typically weigh between 4,000 and 5,000 pounds.



# ARAVAX

*This gaunt but powerful figure is obscured by a black and crimson cloak, but his ghostly pallor and the dead stare in his eyes incites a sense of avarice and rage within you.*

## ARAVAX

CR 7



XP 3,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +12

### DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 87 (7d10+49)

Fort +12, Ref +6, Will +6

DR 10/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 17

### OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d6+7 plus paranoia), bite +13 (1d6+7 plus paranoia)

Space 10 ft.; Reach 10 ft.

### TACTICS

**During Combat** Aravax focuses on the feeble and weak-willed, but gladly attacks any foes he can reach. If he inflicts paranoia on an enemy in the middle of his attack routine, he moves his additional attacks to other targets.

**Morale** Aravax refuses to relinquish any moments of freedom and he doesn't retreat under any circumstances.

## STATISTICS

Str 25, Dex 13, Con 24, Int 14, Wis 15, Cha 17

Base Atk +7; CMB +15; CMD 26

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Improved Iron Will

**Skills** Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +12, Sense Motive +11, Sleight of Hand +11, Stealth +10

**Languages** Abyssal, Celestial, Common

## ECOLOGY

**Environment** any (ruins, underground)

**Organization** solitary

**Treasure** double

## SPECIAL ABILITIES

**Paranoia (Su)** Creatures damaged by Aravax must make a DC 16 Will save or fall prey to overwhelming and violent paranoia. For one round an afflicted creature treats all allies as enemies, no longer provides flanking, and makes all possible attacks of opportunity not targeting Aravax. On its actions, a paranoid creature uses whatever is in hand to attack the nearest target who is not Aravax, gaining a +2 morale bonus to both attack and damage if the target has been known to them for over a month; if unarmed, the paranoid creature makes an unarmed attack that does not provoke attacks of opportunity instead.

A scion of malice, avarice, greed, and hatred, Aravax is a spiritual creature often interred by societies that survive his arrival. When left to his own devices on the Material Plane and freed from banishment or imprisonment, he accrues followings of cutthroats and uses them to send entire nations (and sometimes continents) into war by luring diplomats together and inciting bloodbaths. Aravax is 10 feet tall but weighs only 200 (very solid) pounds.





# AUR SPEILY

*This six-legged feline beast is as large as a man, its slick grey hair making it appear more metallic than alive.*

## AUR SPEILY

CR 13



XP 38,400

LN Medium magical beast

**Init** +7; **Senses** darkvision 30 ft., low-light vision, tremorsense 90 ft.; **Perception** +13

### DEFENSE

**AC** 29, **touch** 13, **flat-footed** 26 (+3 Dex, +16 natural)

**hp** 189 (18d10+90)

**Fort** +18, **Ref** +14, **Will** +9

**Defensive Abilities** ferocity; **DR** 15/piercing;

**Immune** poison; **Resist** fire 15, cold 15

### OFFENSE

**Spd** 60 ft., **burrow** 20 ft., **climb** 40 ft.

**Melee** bite +28 (1d8+9), 2 claws +28 (1d6+9)

**Special Attacks** rake (2 claws +28, 1d6+9)

### TACTICS

**Before Combat** Aurspeily hide in the rocks and crags above their prey, waiting for an enemy to walk near a precipice so it can shove them off.

**During Combat** Aurspeily focus their claw attacks on single targets (so as to deal rake damage) but when an enemy opens themselves to being shoved out of the combat, the creature takes advantage of the opportunity.

**Morale** Aurspeily are fearless and tenacious, fighting to the death,

although when young are present, there's a 50% chance the last remaining adult moves to defend them when reduced to 24 hp or less.

### STATISTICS

**Str** 25, **Dex** 16, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +18; **CMB** +25 (+33 bull rush/overrun); **CMD** 38 (42 vs. trip)

**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack, Improved Bull Rush

**Skills** Perception +13, Stealth +15

**SQ** unstoppable

### ECOLOGY

**Environment** mountains, any underground (Pradjna, Timeaus, Underworld)

**Organization** solitary or family (2 plus 1-2 young)

**Treasure** none

### SPECIAL ABILITIES

**Unstoppable (Ex)** An aurspeily's density makes it incredibly difficult to stop once it has made up its mind to move. It gains a racial +8 bonus on all overrun and bull rush checks, as well as a +12 racial bonus on Strength checks to burst through walls or other inanimate objects.

Cousin to the smaller *aurumvorax*, the aurspeily is a perpetually hungry beast that stalks the mountainsides, seeking ore or preferably living creatures to devour (rarely leaving even a scrap of stone behind once they have set their mind of devouring something). Their incredible mobility around the mountains only makes them more fearsome. While they are typically unable to leap from one cliff side to another due to their weight, taking to the air is the only way to escape an aurspeily. Fortunately, their size vastly limits the amount these truly omnivoric creatures are able to consume. While they can stay put for weeks or months at a time once they've found something they are interested in eating, the metallic felines almost always pursue live prey when it is available, killing their targets and dragging them into an enclosed space to devour them in entirety.

Much like the *aurumvorax*, aurspeily can quite easily be trained when young. Acquiring one is an exceedingly dangerous task however, for they are jealously watched over by their mothers until the cub is large enough to strike out on its own.

With the amount of stone and metal that is normally part of their diet, aurspeily are incredibly dense creatures, often weighing nearly a thousand hundred pounds despite their size of only four ft. high at the shoulder and 5 ft. long.





# AVATAR OF ALKUMUOTO

*Defly crawling down the wall is a strange creature, what might be a female for whatever devilish species to which it belongs. Moving on roots like a legged thing, a large gourd forms its torso with vines growing from its shoulders that constantly form flaming pumpkins that explode only to grow again. Its four eyes stare at you from an angular face, its incredibly sharp maw grinning feraly.*

## AVATAR OF ALKUMUOTO

CR 8



XP 4,800

CE Medium outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., *true seeing*; **Perception** +16

### DEFENSE

**AC** 24, **touch** 18, **flat-footed** 16 (+7 Dex, +1 dodge, +6 natural)  
**hp** 94 (9d10+45)

**Fort** +8, **Ref** +13, **Will** +10

**DR** 5/good; **Immune** fire, poison; **Resist** acid 10, **cold** 10; **SR** 19

### OFFENSE

**Speed** 30 ft., **climb** 30 ft.

**Melee** 4 tentacles +17 **melee** (1d3+3) and fiery pumpkin +16 (1d4 plus wall of fire, CL 9)

OR tentacles +17 **touch** (entangling vines plus fiery pumpkin; 1d4 plus wall of fire, CL 9th)

**Ranged** fiery pumpkin +16 **ranged** (1d4 plus wall of fire, CL 9th)

**Spell-Like Abilities** (CL 9th; concentration +14)

constant—*true seeing*

at will—*charm monster* (DC 19), *fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—*summon* (level 3, 2 babau, 50%)

### TACTICS

**Before Combat** An avatar of Alkumuoto prefers to engage in combat from a distance.

**During Combat** This creature uses *charm monster* or *fear* to distract or disorganize opponents, then rains down fiery pumpkins as ranged attacks before entangling foes and using more pumpkins.

**Morale** At 5 hp or less the Avatar of Alkumuoto teleports away.

### STATISTICS

**Str** 17, **Dex** 24, **Con** 21, **Int** 14, **Wis** 18, **Cha** 20

**Base Atk** +9; **CMB** +12; **CMD** 30

**Feats** Dodge<sup>B</sup>, **Mobility**, **Multiattack<sup>B</sup>**, **Point Blank Shot**, **Shot on the Run**, **Weapon Finesse**, **Weapon Focus** (tentacle)

**Skills** **Acrobatics** +19, **Bluff** +17, **Diplomacy** +14, **Escape Artist** +13, **Fly** +20, **Intimidate** +17, **Knowledge** (planes) +8, **Knowledge** (religion) +8, **Perception** +16, **Sense Motive** +10, **Stealth** +16

**Languages** **Celestial**, **Common**, **Draconic**, **Infernal**; **telepathy** 100 ft.

**SQ** flight

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Alkumuoto Armaments (Ex)** An avatar of Alkumuoto's natural weapons, as well as any weapons it wields, are treated as chaos-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Entangling Vines (Ex)** An avatar of Alkumuoto's tentacles entangle opponents of any size as the *animate rope* spell (CL 18th). Typically, an avatar entangles a foe, pulls it into its chest, and drops pumpkins to activate continuous walls of fire. It takes all 4 tentacles for this attack to be successful.

**Fiery Pumpkins (Su)** Each of the 4 tentacles of an avatar of Alkumuoto continuously has 1d2 fiery pumpkins ready for use. These appear spontaneously and grow for 5 rounds, when they burn out and are replaced by new fruit.

When used in a successful ranged attack, these pumpkins hit for 1d4 bludgeoning damage and then for a ringed wall of fire around the targeted opponent, with the waves of heat flowing inwards. These walls last for 9 rounds and do 2d4 points of fire damage to creatures within the ring. Any creature moving through the ring takes 2d6 points of fire damage + 1 point of fire damage per round old the pumpkin was before it was thrown (1, 2, 3, 4 or 5).

Alternatively, on a successful entangle, the avatar automatically drops a pumpkin at its feet so the ring of fire surrounds it and its entangled opponent (operating as above).

An avatar of Alkumuoto stands about 7 feet tall and weighs about 150 pounds. Its purpose in life is to take the souls of those who are Alkumuoto's enemies and reforge them in the fiery womb of the goddess prior to releasing them as the offspring of loyal believers that haven't be able to conceive previously. This gift can be to any creature type that has live offspring and isn't limited to humanoids.





# BIDDLYTREE

*This curious tree resembles a palm with the wide green leaves sprouting from the top, but the bark running along it is a bluish gray and there are two strange growths near the base of the plant's crown: tiny nuts and kaleidoscopic buds of some sort. There's an oddness to the way it sways to and fro, almost as though it could sense your presence.*

## BIDDLYTREE

**CR 11**


XP 12,800

CN Large plant

**Init** +6; **Senses** blindsight 60 ft.; Perception +15

**Aura** anti-magic aura (30 ft.)

### DEFENSE

**AC** 27, touch 11, flat-footed 25 (+2 Dex, +16 natural, -1 size)

**hp** 157 (16d8+85)

**Fort** +15, **Ref** +5, **Will** +10

**DR** 10/silver; **Immune** plant traits; **SR** 16

**Weakness** chrysalises dependent

### OFFENSE

**Speed** 25 ft.

**Melee** 4 burrowing roots +19 (1d6+5 bludgeoning plus grab or trip)

### Ranged

4 biddlypines +11 (1d4+5 plus biddlypine poison, Range 60 ft.)

**Space** 10 ft.; **Reach** 50 ft. (burrowing roots)

**Special Attacks** earthly strangle (burrowing roots), trip (burrowing roots)

**Spell-Like Abilities** (CL 10th; concentration +10)  
 constant—*dimension door* (see fazing chrysalises)  
 at will—*arcane eyes*

### TACTICS

#### Before Combat

A biddlytree typically attempts to hide among other trees, using *arcane eyes* and waiting for prey laden with magical items.

**During Combat** If a biddlytree is attacked or feels threatened by any aggressive action, it immediately attempts to kill the source of its concern. It does this first by stealthily using burrowing roots to trip and then entangle the target. Once the target is grappled, the biddlytree ejects several biddypines to cause paralysis. Paralyzed targets are strangled and crushed to death. If a threat remains out of the range of its burrowing roots, the biddlytree still attempts to paralyze the target using its biddypines from afar. Once paralyzed the biddlytree advances and continues to eject a barrage of biddypines towards the out-of-range target until the plant perceives that its enemy is dead.

**Morale** Biddlytrees are stubborn and typically fight to the death.

### STATISTICS

**Str** 30, **Dex** 14, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +10; **CMB** +21 (+28 grapple); **CMD** 33 (36 vs. grapple)

**Feats** Alertness, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Precise Shot<sup>B</sup>, Skill Focus (Perception), Weapon Focus (grapple)

**Skills** Perception +15, Sense Motive +8, Stealth +10 (+20 in forests); **Racial Modifiers** +10 Stealth in forests

### Languages

#### Druidic

#### ECOLOGY

**Environment** any warm (near large cities or main roads)

#### Organization

solitary (plus 4d6 biddlywink chrysalises)

**Treasure** 4,000 gp worth of minor magic items (located inside the tree); 4–24 winkynuts

## SPECIAL ABILITIES

**Biddlypine Poison (Ex)** Biddlypine—injury; *save*—Fort 22 negates; *frequency*—1/round for 1d4 rounds; *damage*—1d4 Con and paralyzed for 1d4 rounds.

**Anti-Magic Aura (Su)** A biddlytree generates an anti-magic aura in a 30-ft. radius sphere that negates magical effects within or passing into, out of, or through it. This aura can only be seen with *detect magic*, which reveals an outline of the radius with an abjuration aura (CL 10th). Any magic item, spell, or spell-like effect lower than CL 11th is suppressed as long as it remains in the anti-magic aura. Spells or effects lower than CL 11th without durations are instantly negated within the aura. The only exceptions to the effects of the anti-magic aura are spells with a target of touch, which may be cast at the biddlytree if the caster is grappling it.

Biddlywinks are unaffected by the anti-magic aura of a biddlytree and a biddlytree can suppress or activate its anti-magic aura as a swift action.

**Chrysalis Dependent (Ex)** A biddlytree has 2d6+7 biddlywink chrysalises firmly affixed near the base of its crown. If all the chrysalises on a biddlytree are killed, it loses its sentience, functions as a normal non-sentient plant, then shrivels and die in three days time. If a biddlytree is killed and biddlywink chrysalises remain attached to it, half of them immediately emerge as hostile biddlywinks with the young template (minimum 1). Any remaining chrysalis attached to the tree have die from system shock when their mother plant perishes.

**Earthly Strangle (Ex)** An opponent grappled by the burrowing roots of a biddlytree is hindered by a 60% chance that they cannot speak or cast spells with verbal components.

**Fazing Chrysalises (Sp)** Normally the cocoons protect the helpless biddlywink pupae from harm by concealing them within impervious interdimensional space. When 10 or more points of damage are dealt to the biddlytree by a single attack the chrysalises upon it faze into the Material Plane for 1d4 rounds before returning to their interdimensional space. During this faze period, individual chrysalis may be attacked (an attack on the biddlytree itself does not damage a chrysalis and visa versa.) The nature of the biddlytree's sentience is directly connected to the biddlywink chrysalis attached to it, which operates with a hive mind mentality; a biddlytree becomes more and more enraged with each destroyed chrysalis, gaining a -1 penalty to its base AC (minimum AC 10) and +1 to base attack bonus for each chrysalis killed.

**Plant Traits (Ex)** Biddlytrees are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun. Even though as individuals the biddlywinks are fey type creatures, when they are attached as chrysalis to the biddlytree and functioning as a hive, their combined consciousness is considered as part of the parent plant type creature.

**Trip (Ex)** A biddlytree can attempt to trip its opponent with its burrowing roots as a free action without provoking an attack of opportunity if it hits with its burrowing roots. If the attempt fails, the biddlytree is not tripped in return.

## BIDDLYWINK CHRYSALIS

CR 1/8



XP 50

CN Diminutive fey (vermin)

### DEFENSE

AC\* 10, touch 6, flat-footed 10 (-5 Dex, +1 size, +4 soft cover) \*when not in impervious interdimensional space

Hp 10 (1d8+4)

Fort +3, Ref —, Will +3

**Weakness** Biddlywink chrysalises are vulnerable to silver and take x1.5 damage from all attacks made with the material. Whenever being treated as a vermin would prove negative for the biddlywink chrysalis, such as when fighting an opponent with favored enemy (vermin), they are treated as the vermin type.

### OFFENSE

None (stationary; no attacks)—a biddlywink chrysalis, when attached to a biddlytree, is a part of a group consciousness that controls the biddlytree and has no action as an individual creature.

### STATISTICS

Str 1, Dex 1, Con 18, Int 1, Wis 1, Cha 1

**Elevated** nearly 20-feet from the ground and provided soft cover by the branches and needles of its biddlytree

A pupae immediately begins to weave magical cocoons around their exposed vassals, up to their cremaster, until the entirety of each chrysalis is covered. This magical cocoon encloses the chrysalis in an impervious interdimensional space where it remains protected for the remainder of its metamorphosis into a biddlywink. When the biddlywink matures and emerges from this cocoon, it becomes absorbed into the creature's body, becoming the fey's interdimensional digestion sac.

Once having their first feeding upon a winkynut, the biddlywink chrysalises connect psionically to one another to form a conjoined sentience that takes over the body of the biddlytree. This hive mind utilizes the biddlytree's natural defenses to further protect them until they have fully matured and later emerge as young biddlywinks. A biddlywink chrysalis retains the connection to its hive sentience only as long as it is physically attached to the plant.

Once the chrysalises emerge as young biddlywinks and go their separate ways, the biddlytree begins to shrivel and dies within a few days.

Within 1d4 hours of an adult biddlywink having consumed 1,000 gp x hit die worth of magic items, they seek a relatively safe place to take root and sprout into a biddlytree. This process begins when the biddlywink devours its own digestion sack, the interdimensional space within expelling outward and creating a wide anti-magic aura around the creature. It then uses the tendrils extending from its mouth to burrow, head down, into fertile soil.

Once aptly buried, the biddlywink undergoes an unusual metamorphosis as the fey dies and its body is revived as a plant type creature. The nodules at the tips of each of its tentacles detach, becoming an individual biddlywink pupae that channel their way up the tentacle that each was previously part of. The pupae make their way into the thorax of their parent's body where they await the



sprouting of the biddlytree as the parent biddlywink's tendrils grow outward, burrowing deeper into the ground, becoming the roots of its plant form. Its previous body grows and extends upwards to become the trunk of the new biddlytree sapling. During the first 24-hours of its life a biddlytree is nothing more than an unusual plant, but infused with the essence of the magic consumed in its previous form the biddlytree grows exceptionally fast, becoming fully grown and standing nearly 30-feet tall in just 12-hours after taking root (at which point it becomes infested with 2d12 biddlywink chrysalises).

Should a biddlytree be successfully communicated with, its biddlywink chrysalises respond in unison in such a way that the creature communicating with it understands that the plant's sentience is composed of multiple beings. The only message they convey can essentially be understood as, "go away!," or, "leave us be!." Searching the emotions or thoughts of a biddlytree reveals only a sense of fear and irritation directed towards the interloper.

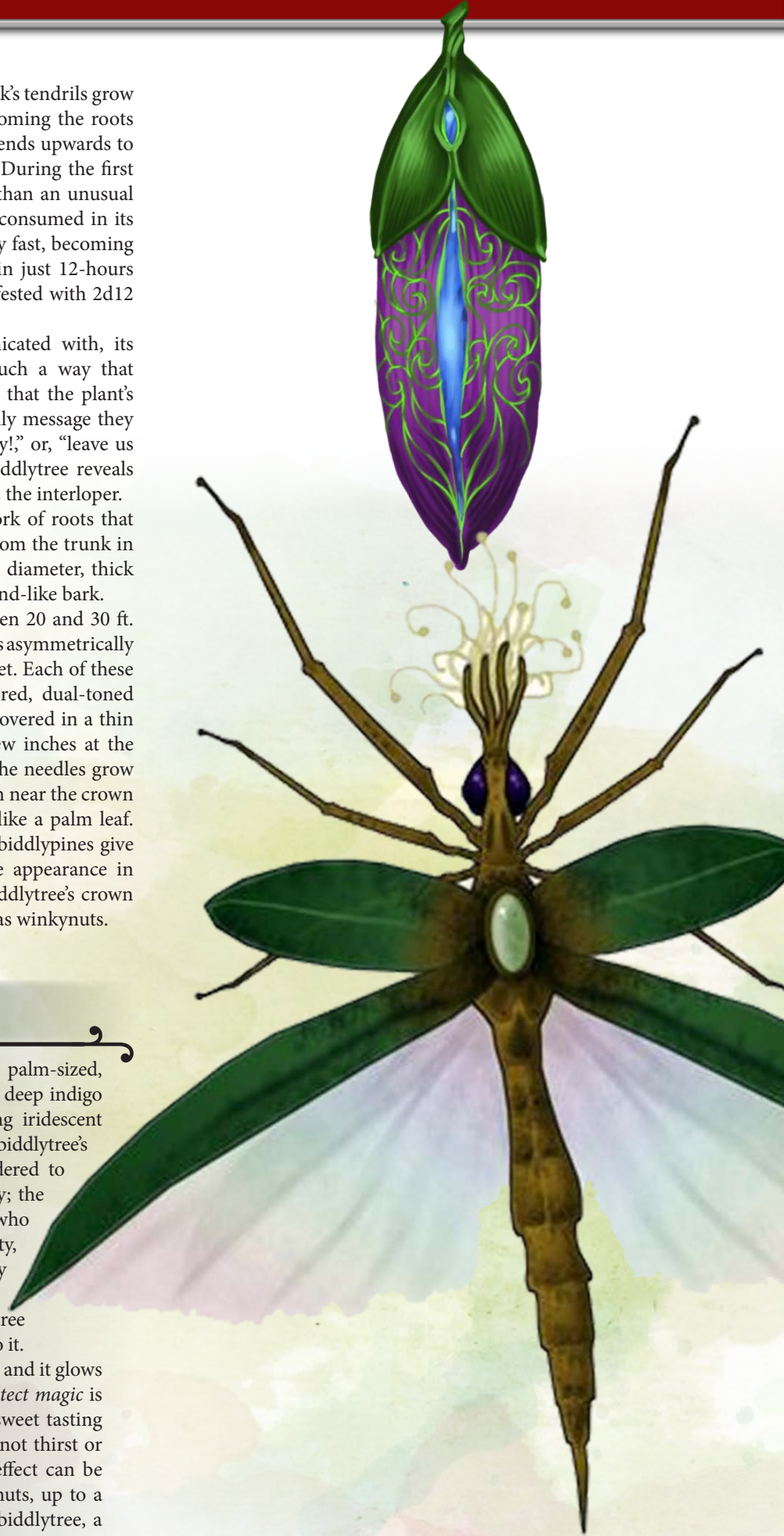
A mature biddlywink tree has a twisted network of roots that stretch beneath the soil and outward over 40 ft. from the trunk in every earthly direction. The trunk, nearly 3 ft. in diameter, thick and stout, is covered by a very solid bluish-grey, rind-like bark.

The base of the biddlytree's trunk grows between 20 and 30 ft. high, with 4 to 8 long, nodeless and tapered branches asymmetrically extending outward from the crown another ten feet. Each of these branches is covered by thousands of multi-colored, dual-toned needles known as biddlypines. The biddlypines, covered in a thin coating of poison sap, range in length from a few inches at the branch apexes to almost two feet at the midrib. The needles grow laterally in an elliptical arrangement tapering again near the crown of the biddlytree, making them to appear much like a palm leaf. The wide assortment of colors and shades of the biddlypines give the needled braches an undulating rainbow-like appearance in even the slightest of breezes. At the top of the biddlytree's crown are inverted several bulbous indigo fruits known as winkynuts.



### Winkynuts

The crown of a biddlywink tree hosts several palm-sized, hard-shelled fruits known as winkynuts. Their deep indigo colored shells are filled with a lightly-glowing iridescent jelly-like substance that is intended to feed the biddlytree's biddlywink chrysalises. Winkynuts are considered to be very tasty and a surprisingly filling delicacy; the fruit is often sought after by wealthy merchants who travel long distances and value it for its durability, longevity, and a single winkynut's natural ability to sustain a hungry individual for a week or longer. There are as many winkynuts on a biddlytree as there were biddlywink chrysalises attached to it. The jelly inside a winkynut is magical in nature and it glows with a faint transmutation aura (CL 3rd) if *detect magic* is cast upon it. A character that consumes the sweet tasting jelly contained inside a single winkynut does not thirst or hunger for 1d10 days. The duration of this effect can be stacked by eating the jelly of multiple winkynuts, up to a maximum of 10 days. Once plucked from a biddlytree, a winkynut stays fresh and edible for up to a year.





# Biddlywink

*This strange stick-like insect flutters in the air, held aloft on fast-beating wings that resemble leaves. Its bulbous purple eyes sit above a frayed mouth sprouting strange streams of faint energy that curiously wriggle around.*

## BIDDLYWINK

CR 4



XP 1,200

CN Diminutive fey

**Init** +9; **Senses** darkvision 120 ft., *arcane sight*, *see invisibility*; Perception +12

### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

**hp** 38 (7d6+14)

**Fort** +3, **Ref** +9, **Will** +8

**Weaknesses** vulnerability to silver

### OFFENSE

**Speed** fly 60 ft. (perfect) or 40 ft. (see text)

**Melee** force fronds +11 (1d8+3 force)

**Ranged** +11 touch

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** force fronds

**Spell-Like Abilities** (CL 7th; concentration +10)

constant—*arcane sight*, *nondetection*, *see invisibility*

at will—*glitterdust*, *mage hand*

5/day—*dimension door*

### TACTICS

**Before Combat** Biddlywinks use hide in plain sight and attempt to remain undetected while pilfering items.

**During Combat** Biddlywinks are flighty and attempt to escape instead of engage a foe.

**Morale** When reduced to 20 hit points or less, a biddlywink uses dimension door to flee.

### STATISTICS

**Str** 6, **Dex** 18, **Con** 12, **Int** 8, **Wis** 14, **Cha** 16

**Base Atk** +3; **CMB** -2; **CMD** 13

**Feats** Improved Initiative, Skill Focus (Sleight of Hand), Toughness, Weapon Finesse

**Skills** Escape Artist +14, Fly +15, Perception +12, Sense Motive +11, Sleight of Hand +17, Stealth +26, Survival +12; **Size**

**Modifiers** Fly +6, Stealth +12

**Languages** Druidic

**SQ** freeze, hide in plain sight, interdimensional sack, light flier, ranged legerdemain, wyrd digestion

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or theft wave (3-10)

**Treasure** double

### SPECIAL ABILITIES

**Interdimensional Sack (Su)** While biddlywink can (and often do) consume enchanted items as quickly as possible, they store these purloined goods to digest later in an invisible extradimensional sack not unlike a handy haversack or bag of holding, but only capable of storing up

to 30 pounds. When a biddlywink is killed, the sack appears on the material plane and bursts open dealing 3d8 force damage (DC 20 Reflex negates) to any creatures or items in a 10-ft. radius (though not to anything within it).

**Force Fronds (Ex)** The tendrils extending from a biddlywink's mouth can be devastating when employed to attack a creature. On a successful melee touch attack, they deal 1d8+3 force damage.

**Light Flier (Ex)** When a biddlywink's interdimensional sack is holding at least 2 ½ lbs. of items or a number of caster levels worth of items equal to twice the biddlywink's hit die, it cannot maintain a sustained flight. Its speed is reduced and it moves in long bounds and hops that don't exceed 5 feet in height or 10 feet in length—the biddlywink effectively now has a base speed of 40 feet until items in its interdimensional sack are digested.

**Ranged Legerdemain (Su)** A biddlywink can use Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and the biddlywink cannot take 10 on this check. Only objects that weigh 5 pounds or less can be manipulated this way.

**Wyrd Digestion (Su)** These strange insectile-fey literally eat magic to survive. As a standard action, a biddlywink can ingest a magical item of Diminutive size or smaller. As a full-round action, it can consume a magical item of Tiny size and over the course of a minute (ten rounds), a Small size magical item. Once eaten by a biddlywink, an item is not instantly destroyed—instead it is secreted inside of its Interdimensional Sack. Potions are digested quickly within and are destroyed after a number of rounds equal to caster level. Wondrous items are more resilient and last for a number of minutes equal to caster level; any other enchanted items (rings, staves, weapons, armor) are destroyed after ten minutes per caster level. Any item recovered from a biddlywink's interdimensional sack before it is fully digested operates at two caster levels higher than normal for one week. The first time it is stored in an extradimensional space, it remains empowered this way until removed again (though afterward, the increased power diminishes and it returns to normal). Biddlywink that consume enough magic items (1,000 gp x hit die) transform into a biddlytree and sprout 2d12+4 biddlywinks (with the young template) after 1d10 days.

These curious eaters of magic are fiercely protected and heavily used by the P.R.A.N.K.S.T.E.R.S. of Aventyr, bane to spellcasters, adventures, and treasurers wherever they are found. No mage yet has had the gall to thoroughly research a biddlywink's incredible abilities, and thankfully, their breeders are not at all keen to allow any of the insects to spread too far out of reach.

A biddlywink is about 1 foot long and weighs only 2 pounds.

# CARRION BEAST

Writhing through the murky slime, this undead mass of arms swims powerfully forward with impressive speed, leaving much of its grotesque body hidden out of sight. It is utterly horrifying to see in full when it surfaces or slowly crawls on land, and few survive an encounter with the creature with their sanity—or their lives—intact.

## CARRION BEAST

CR 11



XP 12,800

CE Huge undead

**Init** +2; **Senses** darkvision 120 ft., lifesense; Perception +15

**Aura** babble (50 ft., DC 20, fascinated 2d4 rounds)

### DEFENSE

**AC** 24, touch 10, flat-footed 24 (+4 deflection, -2 Dex, -2 size, +14 natural)

**hp** 136 (16d8+64)

**Fort** +11, **Ref** +5, **Will** +16

**DR** 10/magic and silver; **Defensive Abilities** all-around vision, amorphous; **Immune** undead traits; **SR** 23

**Weaknesses** sunlight powerlessness

### OFFENSE

**Speed** 5 ft., swim 20 ft.

**Melee** 4 slams +18 (1d8+8 plus grab)

**Ranged** 4 flung arms+8 (1d6+8 plus attach, Range 15 ft.)

**Space** 15 ft.; **Reach** 20 ft.

**Special Attacks** breath weapon (40-ft. cone, 8d6 sonic, DC 22 Reflex for half), constrict (1d8+8), fast swallow, swallow whole (1d6+8 plus 1 Wis, AC 17, 13 hp)

### TACTICS

**Before Combat** Carrion beasts are intelligent; they stalk their prey, isolating one enemy before using its babble ability and drawing close to drag targets down to a murky death. If attacking multiple creatures, it positions itself directly under them.

**During Combat** The carrion beast first unleashes a sonic breath weapon and then begins babbling, emitting its fear aura. If encountered in the Tangleroot Forest, it catches creatures by surprise and shatters the “ground” they stand upon (dropping them directly into the carrion beast’s enormous “mouth”). Afterward it takes its time eating more enemies, choosing its targets carefully and going for the toughest last.

## STATISTICS

**Str** 26, **Dex** 6, **Con** —, **Int** 17, **Wis** 19, **Cha** 18

**Base Atk** +12; **CMB** +22 (+6 grapple); **CMD** 26 (32 vs grapple; cannot be tripped)

**Feats** Ability Focus (babble), Improved Initiative, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Great Fortitude, Iron Will, Lightning Reflexes

**Skills** Bluff +12, Climb +20, Knowledge (arcana) +19, Knowledge (nature) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +15, Sense Motive +16, Spellcraft +18, Stealth +9 (+17 in water); **Racial Modifiers** +8 Climb, +8 Stealth (water only); **Size Modifiers** -8 Stealth

**Languages** tongues, telepathy 100 ft.

**SQ** compression, freeze, sound mimicry

## ECOLOGY

**Environment** marshes, swamps (Dar'Spelun Slugmarsh), underground

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Flung Arm (Su)** A carrion beast flings parts of itself at prey. A carrion beast's flung arm attaches to any creature it hits, dragging it by ethereal energies back to the carrion beast's cavernous maw. Any attached arms deal constrict damage to a creature it grapples. A flung arm has +20 CMB and CMD 30 (AC 20, touch 10, and 13 hit points). No creature can be targeted by more than two flung arms at once.

Carrion beasts are wrought by maddened necromancers or unholy priests that curse a field of recently deceased bodies. Fortunately these creatures rarely venture far from their lair unless in search of food, though this often leaves a carrion beast's territory seeming like a safe place for explorers and adventurers to rest.







## CHICKEN COOP

*Towering before you is what seems like a madman's dream of a chicken mixed with a house. Bird-like legs carry it aloft and to the unsuspecting, were it asleep the thing's mouth might be mistaken for a ramshackle door rather than dangerous maw.*

### CHICKEN COOP

CR 5



XP 1,600

N Large construct

**Init** -1; **Senses** darkvision 60 ft.; low-light vision; Perception -5

#### DEFENSE

**AC** 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

**hp** 52 (4d10+30)

**Fort** +1, **Ref** +0, **Will** -4

**Defensive Abilities** hardness 5

**Immune** construct traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +9 (1d6+9 plus grab)

**Special Attacks** swallow whole (1d8+9 bludgeoning damage, AC 13, 5 hp)

#### TACTICS

**During Combat** Chicken coops use their slams to make an enemy vulnerable before swallowing them whole.

#### STATISTICS

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 20

**SQ** 3 construction points

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or flock (3-8)

**Treasure** standard

Chicken coops are the creations of insane witches and mad mages, though rumors claim that some disparate dimensions—the truly strange ones—have whole plains filled with these creatures. Typically however, they are servants to arcane craftsmen and made to acquire whomever they are told to (though they rarely do so with any subtlety).



# CHIKFARI

This bizarre creature resembles a grasshopper but is far, far larger and its hindquarters look much more like that of a reptile rather than an insect.

## CHIKFARI

CR 4



XP 1,200

N Large magical beast

**Init** +3; **Senses** darkvision 60 ft, low-light vision; Perception +2

### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

**hp** 42 (5d10 +15)

**Fort** +7, **Ref** +6, **Will** +3

**DR** 5/piercing

### OFFENSE

**Spd** 50 ft., climb 30 ft.

**Melee** bite +8 (1d8+4 plus poison) or kick +8 (2d8+6, Crit x3)

**Space** 10 ft.; **Reach** 5 ft.; 10 ft. with kick

**Special Attacks** chikfari poison, devastating kick

### TACTICS

**Before Combat** A chickfari attempts to remain hidden but within range to leap directly up to an enemy.

**During Combat** Chickfari use their devastating kick to break up groups of opponents, isolating one enemy to poison before attacking another target.

**Morale** A chikfari protecting its territory fights to the death, but otherwise retreats when reduced to 10 hp or less.

### STATISTICS

**Str** 19, **Dex** 16, **Con** 17, **Int** 6, **Wis** 14, **Cha** 11

**Base Atk** +5; **CMB** +10 (+12 bull rush); **CMD** 23

**Feats** Combat Reflexes, Improved Bull Rush, Power Attack

**Skills** Acrobatics +8 (+18 when jumping), Climb +18;

**Languages** Undercommon (can't speak)

### ECOLOGY

**Environment** any (Disputed Territories)

**Organization** solitary, pair, or clutch (5-10)

**Treasure** none

### SPECIAL ABILITIES

**Chikfari Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Devastating Kick (Ex)** A chikfari's massive rear legs are incredibly powerful (dealing +1 ½ its Strength modifier in damage and having a critical range of x3). Whenever a chikfari hits a target of its size or smaller with a devastating kick attack it may make a free bull rush attempt to knock the target away, though the chikfari cannot move with the target if it does.

Though chikfari (or "kicking insects") are borderline intelligent creatures in their own right, they remain little more than dangerous beasts due to their short lifespan of barely 10 years. As a result they often build nests near other intelligent subterranean creatures, where they serve as mounts in exchange for food—and often eventually become food themselves well before their natural lifespan.

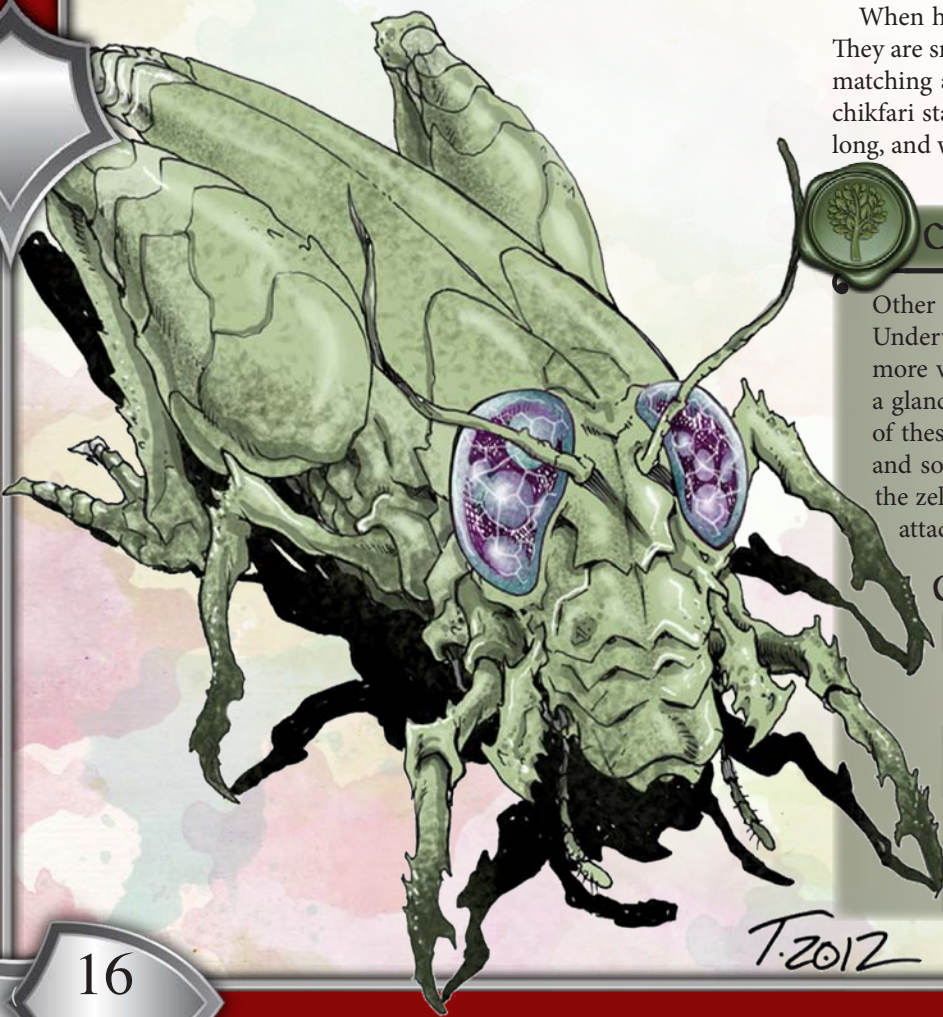
When hatched, an immature chikfari is nearly fully developed. They are smaller than their fully grown counterparts, more closely matching a mule in size compared to a full horse. A fully grown chikfari stands 4 feet tall at the shoulder, is approximately 12 feet long, and weighs between 1,200 and 1,400 pounds.

## Chickfari Subspecies

Other species of chikfari have been identified deep in the Underworld. Subterranean chikfari are typically much more vicious than the common surface breeds, though at a glance they can only be identified by coloration. Several of these Underworld varieties are known to be able to fly, and some possess more directly threatening abilities (like the zelfari's ability to shoot the spines off of its legs and to attack its enemies).

## Chikfari Types

Species	CR	Size	HD
Stelavfari "star winged insects"	2	Medium	3
Caelfari "sunlight insects"	7	Large	9
Zelfari "tiger insects"	9	Large	12
Chiknoxhari "kicking hissing insects"	14	Huge	19



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# COLDsnap BASILISK

Six stocky legs sprout from this scaled purple creature as it cautiously stalks forward, its cold blue eyes alert for danger and a vapor of chilled air coming from out of its mouth.

## COLDsnap BASILISK

CR 6



XP 2,400

N Medium magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

### DEFENSE

**AC** 19, touch 9, flat-footed 19 (–1 Dex, +10 natural)

**hp** 85 (9d10+32)

**Fort** +12, **Ref** +5, **Will** +6

**Resist** cold 15

### OFFENSE

**Speed** 20 ft.

**Melee** bite +12 (2d8+4)

**Special Attacks** freezing gaze

### TACTICS

**Before Combat** Coldsnap basilisks are fearless and walk directly up to prey.

**During Combat** A coldsnap basilisk uses its freezing gaze to paralyze opponents, attacking enemies that aren't turned into ice.

**Morale** Coldsnap basilisks retreat when reduced to 15 hp or less.

### STATISTICS

**Str** 16, **Dex** 8, **Con** 18, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +9; **CMB** +12; **CMD** 21 (33 vs. trip)

**Feats** Blind-Fight, Great Fortitude, Improved Initiative  
Iron Will, Skill Focus (Perception)

**SQ** big jaws

**Skills** Perception +12, Stealth +12; **Racial Modifiers** +4 Stealth

## ECOLOGY

**Environment** any cold (Klavek Kingdom, Obor, Pradjna, Underworld)

**Organization** solitary

**Treasure** double

## SPECIAL ABILITIES

**Freezing Gaze (Ex)** Creatures within 30 ft. that meet a coldsnap basilisk's gaze make a DC 18 Fortitude save or turn into ice for one hour; at the end of this hour, a creature turned to ice makes a DC 18 Fortitude save or becomes permanently frozen. Creatures immune to cold damage are immune to a coldsnap basilisk's freezing gaze. The only way to restore a permanently frozen creature is with a *miracle* or *wish*, though after the coldsnap basilisk responsible has died, and creatures it has permanently frozen thaw out after one week. The save DC is Constitution-based.

Coldsnap basilisks are the offshoot of their petrifying cousins, stalking the coldest climates of Aventyr in constant search for warm prey to eat. It's widely believed that these chilling beasts are descendants of basilisks taken to or from a dimension consumed by cold, though the oldest records of their existence in Pradjna date back thousands of years and some believe they may have been bred by jotunn in the Klavek Kingdom. Frost drakes and white dragons frequently lair near these magical beasts, treating them not unlike guard dogs.

A coldsnap basilisk is about 5 feet long and weighs between 200 and 250 pounds.





# COLLIATUR

*Though this woman is beautiful, her vibrant eyes reflect the torchlight too strongly, her black hair ends in strange purple tips, and the gem-like orange necklace she wears fits too snugly. Still she smiles pleasantly, her face filled with kindness.*

## COLLIATUR

CR 1/2



XP 200

Colliatur warrior 1

NG Medium outsider humanoid (native)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +2

### DEFENSE

**AC** 17, touch 16, flat-footed 11 (+4 armor, +1 Dex, +2 shield); +2 vs. rays

**hp** 6(1d10+1)

**Fort** +2, **Ref** +1, **Will** +0

**Defensive Abilities** deflect ray 1/day; **Resist** negative 5

**Weaknesses** vulnerability to sonic

### OFFENSE

**Speed** 30 ft.

**Melee** sap +2 (1d6+1 nonlethal)

**Ranged** light crossbow +2 (1d8, Crit 19–20/x2, Range 80 ft.)

**Special Attacks** hatred +1 (undead)

**Spell-Like Abilities** (CL 1st; concentration +1)

1/day—*comprehend languages*, *detect magic*, *read magic*.

### TACTICS

**Before Combat** Colliatur are pacifists that value life above all—except for undead, for which they show no mercy whatsoever.

**During Combat** Colliatur try to subdue their opponents with nonlethal damage.

**Morale** Colliatur flee as soon as possible.

### STATISTICS

**Str** 12, **Dex** 13, **Con** 11, **Int** 11, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Improved Initiative

**Skills** Diplomacy +0, **Stealth** +2

**Languages** Common, Undercommon

**SQ** arcane focus, deathless spirit, sociable, stone in the blood

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, sortie (4–16), or settlement (20–50)

**Treasure** standard (chain shirt, heavy steel shield, light crossbow [15 bolts], sap)

Of all the many strange creatures that live beneath the surface of Aventyr, these are far and away the friendliest. Colliatur are widely known for their kindness and generosity, always willing to help travelers in the Underworld with a bit of healing or guidance all the while espousing their philosophy of acceptance and peace. Their discounted goods and kindheartedness are a ruse, however, and the children of the colloid often lead those they render aid to into becoming one of them.

Colliatur weigh slightly more than they did before becoming colliatur (though many new converts find that they quickly lose some weight).



# DARK ANGEL

This tall but emaciated looking humanoid creature has barely-glittering ruby eyes, gray skin, and a single pair of ragged, black wings.

## DARK ANGEL

CR 23



XP 819,200

NE Large outsider (dark angel, extraplanar, evil)

**Init** +9; **Senses** darkvision 60 ft., low-light vision, detect good, detect snares and pits, true seeing; Perception +33

**Aura** dark angelic aura (20 ft., +4)

### DEFENSE

**AC** 44, touch 11, flat-footed 42 (+14 armor, +1 Dex, +1 dodge, +19 natural, -1 size; +4 deflection vs. good)

**hp** 363 (22d10+242); regeneration 15 (good artifacts, effects, and spells)

**Fort** +25, **Ref** +14, **Will** +23; +4 vs. poison, +4 resistance vs. good

**DR** 15/epic and good; **Immune** acid, fire, petrification;

**Resist** cold 10, electricity 10; **SR** 34

### OFFENSE

**Speed** 50 ft., fly 150 ft. (good) (35 ft., fly 100 ft. [good] in armor)

**Melee** +5 *dancing heavy flail* +35/+30/+25/+20 (2d8+18, Crit 19-20/x2) or slam +30 (2d8+13)

**Ranged** +4 *repeating heavy crossbow* +31/+26/+21/+16 (2d8+5 plus slaying bolt, Crit 19-20/x2, Range 80 ft.)

**Space** 10 ft.; **Reach** 10 ft.

**Spell-Like Abilities** (CL 20th; concentration +27)

Constant—*detect good, detect snares and pits, glibness, true seeing*

At Will—*aid, animate objects, bestow curse, cause fear* (DC 18), *commune, contagion* (DC 20), *continual flame, death knell* (DC 19), *dimensional anchor, greater dispel magic, imprisonment* (DC 26), *invisibility* (self only), *resist energy, summon monster VII, speak with dead* (DC 20), *unholy blight* (DC 21), *waves of fatigue*

3/day—*blade barrier* (DC 23), *destruction* (DC 24), *earthquake* (DC 25), *harm* (DC 23), *mass charm monster* (DC 25), *permanency, waves of exhaustion*

1/day—*greater restoration, power word blind, power word kill, power word stun, prismatic spray* (DC 24), *wish*

**Cleric Spells Prepared** (CL 20th; concentration +28)

9th—*energy drain* (DC 27), *etherealness, mass harm, miracle*

8th—*fire storm* (DC 26), *mass inflict critical wounds* (2), *unholy aura* (2) (DC 26)

7th—*blasphemy* (DC 25), *destruction* (DC 25), *dictum* (DC 25), *ethereal jaunt, regenerate*

6th—*banishment* (DC 24), *forbiddance, harm* (DC 24), *mass inflict moderate wounds, word of recall*

5th—*break enchantment, dispel good* (DC 23), *plane shift* (DC 23), *righteous might, slay living* (DC 23), *symbol of sleep* (DC 23)

4th—*death ward, dismissal* (DC 22), *inflict critical wounds* (3), *poison* (2) (DC 22)

3rd—*deeper darkness, inflict serious wounds, invisibility purge, magic circle against good, prayer, protection from energy, wind wall*

2nd—*align weapon, bear's endurance, bull's strength, desecrate, eagle's splendor, inflict moderate wounds* (2)

1st—*bane, divine favor, entropic shield, inflict light wounds* (3), *shield of faith*

0th—*detect magic, purify food and drink, stabilize, virtue*

### TACTICS

**Before Combat** The dark angel hides and uses its *invisibility* (self only) and *dimensional anchor* spell-like abilities.

**During Combat** The dark angel uses its plethora of spell-like abilities and spells to wreak havoc. When the tide of battle turns against her, she uses *miracle* to regain the advantage.

**Morale** Dark angels retreat at 30 hp or less, returning to the fight after healing up to half hit points (repeating the process until either she or her targets are destroyed).

### STATISTICS

**Str** 28, **Dex** 20, **Con** 30, **Int** 23, **Wis** 27, **Cha** 25

**Base Atk** +22; **CMB** +32; **CMD** 48

**Feats** Cleave, Deadly Aim, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness

**Skills** Craft (any one) +31, Diplomacy +32, Fly +32, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +21, Survival +31

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (*alter self*)

### ECOLOGY

**Environment** any (Plane of Venom)

**Organization** solitary

**Treasure** quadruple (+4 *repeating heavy crossbow*, +5 *dancing heavy flail*, +5 *full plate*)

### SPECIAL ABILITIES

**Dark Angel Subtype** Dark angels are a race of fiendish types, or evil outsiders, native to the evil-aligned outer planes.

**Spells** Dark angels cast divine spells as 20th level clerics. They do not gain access to domains or other cleric abilities.

**Dark Angelic Aura (Su)** Dark angels have an aura of evil that resists attacks and effects created by good-aligned creatures; this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the dark angel. Otherwise, it functions as a *magic circle against good* and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL equals dark angel's HD). Activating the protective aura is a full-round action that does not provoke attacks of opportunity (its benefits are not included in the statistics block).

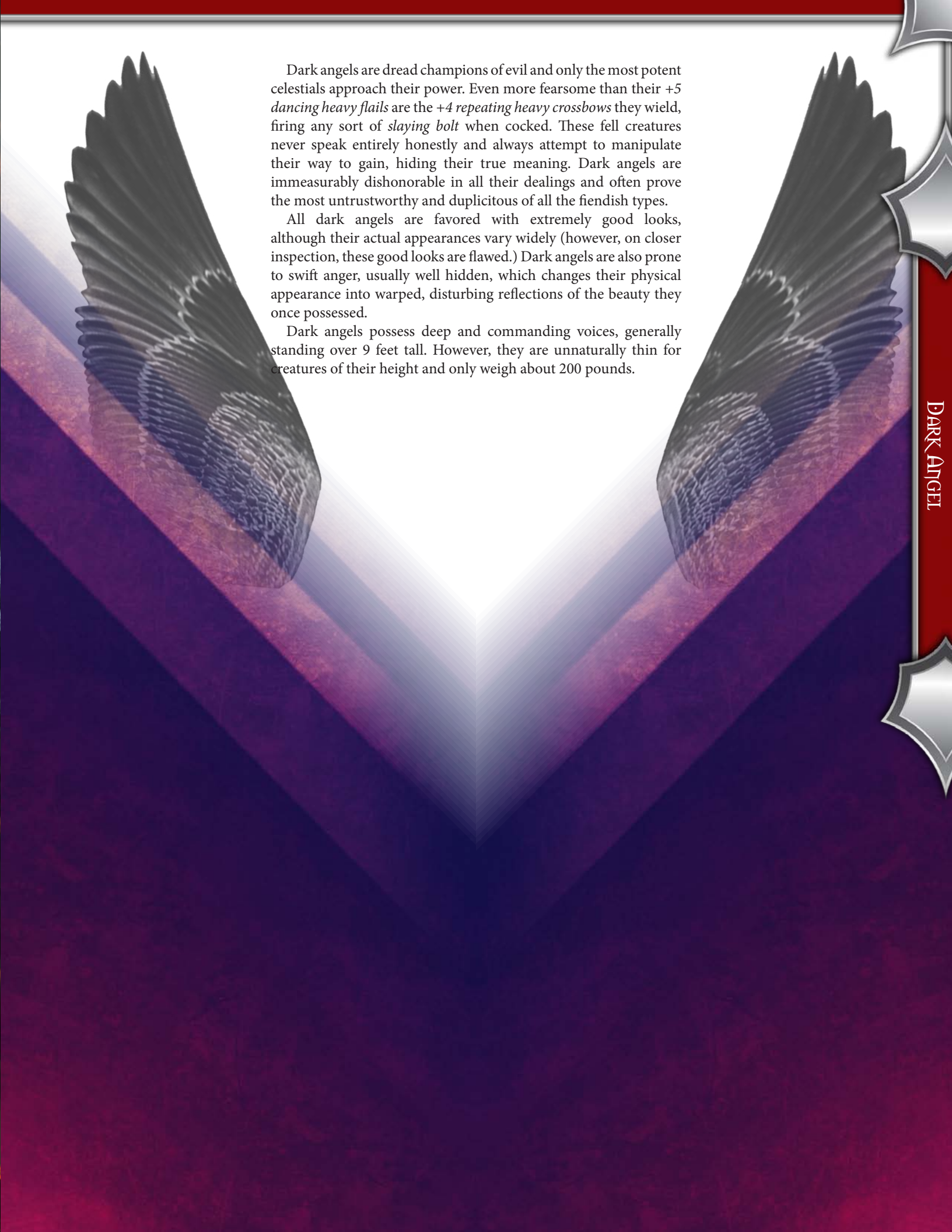
**Dark Weapons (Su)** A dark angel's natural weapons, as well as any weapon it wields, are treated as evil-aligned and adamantite for the purpose of overcoming damage reduction.

**Slaying Bolt (Su)** A dark angel's ranged weapons need no ammunition and are automatically treated as *slaying arrows* keyed to a creature type chosen by the dark angel when they are fired.









Dark angels are dread champions of evil and only the most potent celestials approach their power. Even more fearsome than their +5 *dancing heavy flails* are the +4 *repeating heavy crossbows* they wield, firing any sort of *slaying bolt* when cocked. These fell creatures never speak entirely honestly and always attempt to manipulate their way to gain, hiding their true meaning. Dark angels are immeasurably dishonorable in all their dealings and often prove the most untrustworthy and duplicitous of all the fiendish types.

All dark angels are favored with extremely good looks, although their actual appearances vary widely (however, on closer inspection, these good looks are flawed.) Dark angels are also prone to swift anger, usually well hidden, which changes their physical appearance into warped, disturbing reflections of the beauty they once possessed.

Dark angels possess deep and commanding voices, generally standing over 9 feet tall. However, they are unnaturally thin for creatures of their height and only weigh about 200 pounds.



# DARK SCION DWARF

*This dwarf's shabby beard must hide more of the strange mutations and growths that pock its skin. Its eyes stare at you with a strange clarity that incites a little bit of curious fear within.*

## DARK SCION DWARF

CR 8



XP 4,800

Male dwarf (**dark scion**) antipaladin 8

CE Medium outsider (native)

**Init** +2; **Senses** darkvision 60 ft., blindsight 20 ft.; **Perception** +4

**Aura** cowardice (10 ft.), despair (10 ft.)

### DEFENSE

**AC** 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +2 natural, +2 shield)

**hp** 85 (8d10+40)

**Fort** +14, **Ref** +8, **Will** +12; +2 vs. spells and spell-like abilities

**Defensive Abilities** alternate form, defensive training; **DR** 5/magic; **Immune** disease, fear, poison; **Resist** acid 10, cold 10, sonic 10; **SR** 14

### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** +1 *longsword* +13/+8 (1d8+4, Crit 19–20/x2) or +1 *longsword* +11/+9 (1d8+4, Crit 19–20/x2), shield bash +11 (1d4+1 plus bull rush) or tentacles +13 (1d6+3)

**Ranged** mwk composite (+3) longbow +11/+6 (1d8+3, Crit x3, Range 110 ft.)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

**Special Attacks** channel negative energy (DC 18, 4d6), cruelties (sickened, staggered), hatred (goblin, orc), plague bringer, smite good 3/day (+4 to attack and AC, +8 damage), touch of corruption (4d6, 8/day), whispers from the void

**Antipaladin Spell-Like Abilities** (CL 8th; concentration +12)

at will—*detect good*

**Spell-Like Abilities** (CL 8th; concentration +10)

3/day—*blur*, *lesser confusion* (DC 14)

1/day—*call the void*, *touch of idiocy* (DC 16), *black tentacles*

**Antipaladin Spells Prepared** (CL 4th; concentration +6)

2nd—*invisibility*, *silence* (DC 16)

1st—*doom*, *protection from good*

### TACTICS

**Before Combat** A dark scion dwarf uses invisibility and silence to stalk foes.

**During Combat** Dark scion dwarves open combat with black tentacles to immobilize most of its enemies before wailing away at a spellcaster with smite good.

**Morale** At half hit points the dark scion dwarf's alternate form activates; it heals 3d8+8 and all creatures within line of sight take 1d6 Wisdom damage and are rendered shaken for 1 hour (DC 18 Will reduces Wisdom damage to 1 and shaken duration to 1d6 rounds).

**Alternate Form** In its alternate form, a dark scion dwarf gains immunity to critical hits and precision-based damage and its statistics change as follows: **Melee** 2 tentacles +13 (1d6+3), 4 tentacles +8 (1d4+1).

### STATISTICS

**Str** 16, **Dex** 15, **Con** 18, **Int** 8, **Wis** 14, **Cha** 18

**Base Atk** +8; **CMB** +11; **CMD** 23 (27 vs. bull rush/trip)

**Feats** Improved Shield Bash, Power Attack, Shield Slam, Two-Weapon Fighting

**Skills** Bluff +8, Disguise +8 (+10 dwarf), Intimidate +8, Knowledge (religion) +3, Perception +4 (+6 to notice unusual stonework), Sense Motive +6, Stealth +6; **Racial Modifiers** +4 Disguise (dwarf only); **Armor Check Penalty** -5

**Languages** Aklo, Common, Dwarven, telepathy 30 ft.

**SQ** aura of evil, fiendish boon (flaming or keen, 1/day), stonecunning, weapon familiarity

**Combat Gear** +1 *keen flaming arrows* (10), *potion of alter self*, *potion of pass without trace*;

**Other Gear** +1 *longsword*, +1 *chainmail*, mwk composite (+3) longbow (30 arrows), mwk heavy steel shield





# DEEP BADGER

*This fierce looking terrestrial creature strongly resembles a badger, but is far larger and more feral, its fur littered through with bits of dirt and soil.*

## DEEP BADGER

CR 5



XP 1,600

N Large animal

**Init** +2; **Senses** darkvision 30 ft., low-light vision, scent; Perception +5

### DEFENSE

**AC** 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, -1 size)

**hp** 52 (7d8+21)

**Fort** +8, **Ref** +7, **Will** +3

### OFFENSE

**Speed** 25 ft., burrow 20 ft. (stone 10 ft.)

**Melee** bite +8 (1d4+4), 2 claws +6 (1d4+2)

### TACTICS

**Before Combat** Deep badgers dig around their prey, making the area into difficult terrain for creatures that lack a burrow speed.

**During Combat** Deep badgers grapple a target, attempting to drag them down into the earth to suffocate (retrieving the body later and moving to engage other opponents in the meanwhile).

**Morale** Deep badgers fight to the death to defend their territory; if encountered elsewhere, a deep badger flees at 12 hp or less.

### STATISTICS

**Str** 18, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +10; **CMD** 23 (27 vs. trip)

**Feats** Dodge, Improved Grapple, Multiattack, Power Attack

**Skills** Acrobatics

+6, **Climb** +8,

**Perception** +5,

**Stealth** +4,

**Survival** +5

**SQ** terra

burrowing

## ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or den (4-10)

**Treasure** none

Deep badgers are as stubborn, territorial, and unlikeable as their dvergr keepers, and unlike their cousins on the surface these weasels grow to enormous sizes, becoming as large as a horse by maturity. To survive in the Underworld deep badgers hunt down entire packs of creatures, picking them off one at a time and gorging on the prey of its kin (consuming enough food for months at a time with each feeding). The only time one of these beasts can be safely approached after it has completely filled its gullet, and even master dvergr animal tamers are wont to deal with a thin deep badger.

Mature deep badgers stand 4 to 6 feet tall at the shoulder and weigh between 1,000 and 2,000 pounds.



## Deep Badger Animal Companion

### Starting Statistics:

**Size** Large; **Speed** 25 ft., burrow 15 ft., climb 10 ft.; **AC** +3 natural armor; **Attack** bite (1d4), 2 claws (1d4); **Ability Scores** Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 8; **Special Qualities** darkvision 30 ft., scent.

### 4th-Level Advancement:

**Speed:** burrow 20 ft.; **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill)

### 7th-Level Advancement:

**Special Qualities** terra burrowing

**Terra Burrowing (Ex)** The deep badger's claws become hard enough to effectively cleave through stone, and they may burrow through it at a speed of 10 feet.









# Dødelig

Skittering out from the darkness is a skeleton the size of a child, regarding you with its head tilted to one side and a drawn longbow in its bony hands. For a brief second it regards you before chattering something, firing the bow before backing out of sight.

## DØDELIG

CR 1/2



XP 200

### Dødelig warrior 1

CN Medium undead humanoid (halfling)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +2

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size)

**hp** 7 (1d10+2)

**Fort** +3, **Ref** +2, **Will** +1

**Defensive Abilities** dark and light 1/day;

**DR** 5/bludgeoning; **Immune** not quite undead yet

**Weaknesses** light blindness, stone body, vulnerability to sunlight

### OFFENSE

**Speed** 30 ft.

**Melee** heavy pick +1 (1d6–1, Crit x4)

**Ranged** longbow +5 (1d6, Crit x3, Range 100 ft.)

### TACTICS

**Before Combat** Dødelig use Stealth to remain hidden while enemies walk into an ambush.

**During Combat** Dødelig keep at range, using their longbows and avoiding melee combat.

**Morale** When reduced to 4 hp, dødelig flee (unless they've found one of their kin in the rock nearby, in which case they fight until destroyed).

### STATISTICS

**Str** 9, **Dex** 14, **Con** —, **Int** 9, **Wis** 12, **Cha** 13

**Base Atk** +1; **CMB** –1; **CMD** 11

**Feats** Weapon Focus (longbow)

**Skills** Perception +2, Stealth +7

**Languages** Common, Undercommon

**SQ** stonecunning

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, dig crew (4–16), dødelig commune (20–50)

**Treasure** standard (heavy pick, longbow [15 arrows], studded leather armor)

## SPECIAL ABILITIES

**Not Quite Undead Yet (Ex)** Dødelig are small skeletons made of calcified stone. They do not receive a Constitution score and instead use their Charisma score when calculating hit points, Fortitude saves and any special ability that relies on Constitution. They are immune to all, bleed damage, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy drain, damage to any physical ability scores, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Dødelig are harmed by positive energy and healed by negative energy; they do not risk death from massive damage, but are immediately destroyed when reduced to 0 hit points or fewer. They are unaffected by *raise dead* and *reincarnate* spells and abilities, and when targeted with a *resurrection* or *true resurrection* spell, they are turned into a halfling. Unlike standard undead, dødelig do not have immunity to mind-affecting effects; when targeted by a mind-affecting effect, a dødelig is considered to be a halfling (thus *charm person* and similar spells can be used to target dødelig).

**Dark and Light (Ex)** Once per day as an immediate action, a dødelig can treat negative and positive energy as if it were a living creature, taking damage from negative energy and healing damage from positive energy. This ability lasts for 1 minute once activated.

**Stone Body (Ex)** If targeted by a spell that disrupts or otherwise transforms stone (such as *soften earth and stone*, *transmute rock to mud* and *stone to flesh*), a dødelig takes damage equal to the caster level plus the spell level and is *slowed* as per the spell for a number of rounds equal to spell level. A Fortitude save (DC equal to 10 + spell level + spellcaster's spellcasting attribute modifier) reduces this damage to half and negates the *slow* effect.

**Vulnerability to Sunlight (Ex)** A dødelig takes 1 point of Charisma damage after every hour it is exposed to sunlight. When their Charisma score is reduced to 0 or below, a dødelig is destroyed.

When the Dracoprime fell many halflings tragically died beneath its immense form, but their magically infused bodies were awoken by the essence of the lich Udødelig. Now these small undead prowl the Underworld, ever in search of their buried kin.

Dødelig are a wee bit shorter than halflings and weigh only 20 pounds or so.

# DRAAKI

*Thin scales cover this humanoid's body as it crouches in the darkness, its beady eyes carefully regarding everything around it. The frill along its head and neck speak of draconic ancestry, as do the horns jutting from the creature's skull, but it certainly doesn't seem very regal or powerful.*

## DRAAKI

CR 1/2



XP 200

Draaki (graldin) warrior 1

N Medium humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 7 (1d10+2)

**Fort** +3, **Ref** +2, **Will** -1

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +3 (1d6+2, Crit 19–20/x2) or short sword +1 (1d6+2, Crit 19–20/x2) and short sword +1 (1d6+1, Crit 19–20/x2)

**Ranged** dagger +3 (1d4+2, Crit 19–20/x2, Range 10 ft.) or dagger +1 (1d4+2, Crit 19–20/x2, Range 10 ft.) and dagger +1 (1d4+1, Crit 19–20/x2, Range 10 ft.)

**Special Attacks** graldin breath weapon 1/day (20-ft.-line, 1d6 fire, DC 11 negates)

### TACTICS

**Before Combat** Draaki evaluate threats from as far away as possible and if it doesn't seem like a valuable exchange is likely, avoid combat at all costs (though if they far outnumber a foe there is little hesitation).

**During Combat** Draaki close and flank with each other, attacking as many times as possible as quickly as possible and focusing on the same target.

**Morale** Draaki are cowardly and flee as soon as they are damaged.

### STATISTICS

**Str** 14, **Dex** 15, **Con** 13, **Int** 8, **Wis** 8, **Cha** 9

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Two-Weapon Fighting

**Skills** Disguise -1 (+9 as drow), Perception +0; **Racial Modifiers** +10 Disguise (as drow)

**Languages** Draconic

**SQ** change shape (*alter self*, drow only)

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, search party (4–16), and draaki settlement (20–50)

**Treasure** standard (chain shirt, daggers [6], short swords [2])

### SPECIAL ABILITIES

**Graldin Breath Weapon (Su)** Graldin draaki receive a 20-ft. line of fire breath weapon. Once per day, as a standard action the graldin draaki can make a supernatural breath weapon attack that deals 1d6 points of the damage type chosen in the area chosen. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + 1/2 the graldin draaki's character level + the graldin draaki's Constitution modifier (success negates).

**Wyrmscourged (Ex)** Draaki race gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. In addition, they gain a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained.

The lowly draaki once ruled the Underworld, cast down long ago with the fall of the Dracoprime (constructed by dragons enslaved at the height of their power). All of their race were transformed by the calamity, made into the scavengers of Aventyr's endless caves, though now they are far more cautious of what lurks in the dark.

Draaki are around 6 and 1/2 ft. tall and weigh about 230 pounds.



# ELDRITCH STEAM

## MEPHIT

This small humanoid creature flits through the air on thin, leathery wings. A patch of horns adorns its skull and in its eyes you can see madness itself.

### ELDRITCH STEAM MEPHIT CR 4



XP 1,200

CN Small outsider (chaotic, fire)

**Init** +6; **Senses** darkvision 120 ft.; Perception +6

#### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

**hp** 19 (3d10+3); fast healing 2 (only in boiling water or steam)

**Fort** +2, **Ref** +5, **Will** +3

**Defensive Abilities** ferocity; **DR** 5/magic; **Immune** fire; **Resist** acid 5, cold 5; **SR** 9

**Weaknesses** vulnerability to cold

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +5 (1d3+1)

**Special Attacks** boiling rain 1/day (20-ft.-square, 2d6 fire, Fort DC 14 for half), breath weapon once/4 rounds (15-foot cone, 1d4 fire, sickened 3 rounds, Reflex DC 13 for half and negate sickened), horrific death +2/+3 (5-ft.-radius, 1d6+3 acid damage)

**Spell-Like Abilities** (CL 6th)

1/day—*summon* (level 2, 1 mephit of the same type 25%)

1/hour—*blur*

#### TACTICS

**During Combat** An eldritch steam mephit uses *blur* and its boiling rain special attack at the beginning of combat, following up with breath weapons in between flying behind cover.

**Morale** Eldritch steam mephits seem reckless near the end of a battle, moving into vulnerable positions to capitalize on their horrific deaths to fell opponents when the creature seems at its weakest.

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12

**Languages** Common, Ignan

**SQ** voidborn



#### ECOLOGY

**Environment** any (Elemental Plane of Fire)

**Organization** solitary, pair, gang (3–6), mob (7–12)

**Treasure** standard

#### SPECIAL ABILITIES

**Horrific Death (Ex)** When an eldritch steam mephit is first reduced to negative hit points, creatures within its reach take 1d6+3 acid damage (no save). While at negative hit points, the creature gains a +2 insight bonus on attack rolls and adds an insight bonus to all damage equal to its hit dice. When it finally dies, an eldritch steam mephit dissolves into a pool of unidentifiable goo.

Many lesser outsiders often chance upon something in the multitude of dimensions or vast cosmos that touches their very souls, turning them into maddened eldritch creatures. Mephits are particularly susceptible to this taint, however, and rumors of attack wings of the malevolent little fliers that blot out the sky and turn the world into a cacophony of insanity have spurred on more than one adventurer-led purge of mephits in Aventyr.



# ELEMENTAL DRAKE

The scales of this two-legged dragon are a cascade of red, blue, green, and white hues that shift from one color to the next. A miasma of energy surrounds its powerful jaws and with each breath it takes a bit of something primal spills forth—acid, flame, frost, or lightning.

## ELEMENTAL DRAKE CR 8



XP 4,800

CN Large dragon outsider (native)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; **Perception** +11

### DEFENSE

**AC** 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)

**hp** 103 (9d12+45)

**Fort** +11, **Ref** +9, **Will** +7

**DR** 2/—; **Immune** sleep, paralysis; **Resist** acid 15, cold 15, electricity 15, fire 15

### OFFENSE

**Speed** 30 ft., burrow 30 ft. (snow only), fly 60 ft. (good), swim 40 ft.

**Melee** bite +15 (2d6+10 plus 1d6 force) and tail slap +10 (2d6+7)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** elemental breath (20-ft. radius within 60 ft., 9d6 elemental damage, DC 20 halves)

### TACTICS

**Before Combat** Elemental drakes target lone travelers or wait for a straggler to lag behind a group.

**During Combat** Elemental drakes use their breath weapon as often as possible but when opponents reveal themselves as spellcasters, they target those enemies specifically with bite and tail slap attacks.

**Morale** Elemental drakes retreat when reduced to 20 hp or less, tracking enemies for 1d4+2 days before attacking again.

### STATISTICS

**Str** 24, **Dex** 16, **Con** 20, **Int** 10, **Wis** 13, **Cha** 15

**Base Atk** +9; **CMB** +17; **CMD** 31 (cannot be tripped)

**Feats** Dodge, Flyby Attack, Improved Initiative, Improved Natural Weapon (tail slap), Power Attack

**Skills** Acrobatics +11, Bluff +14, Fly +13, Intimidate +10, Perception +11, Sense Motive +8, Spellcraft +7, Stealth +7, Survival +8, Swim +19, Use Magic Device +10

**Languages** Common, Draconic

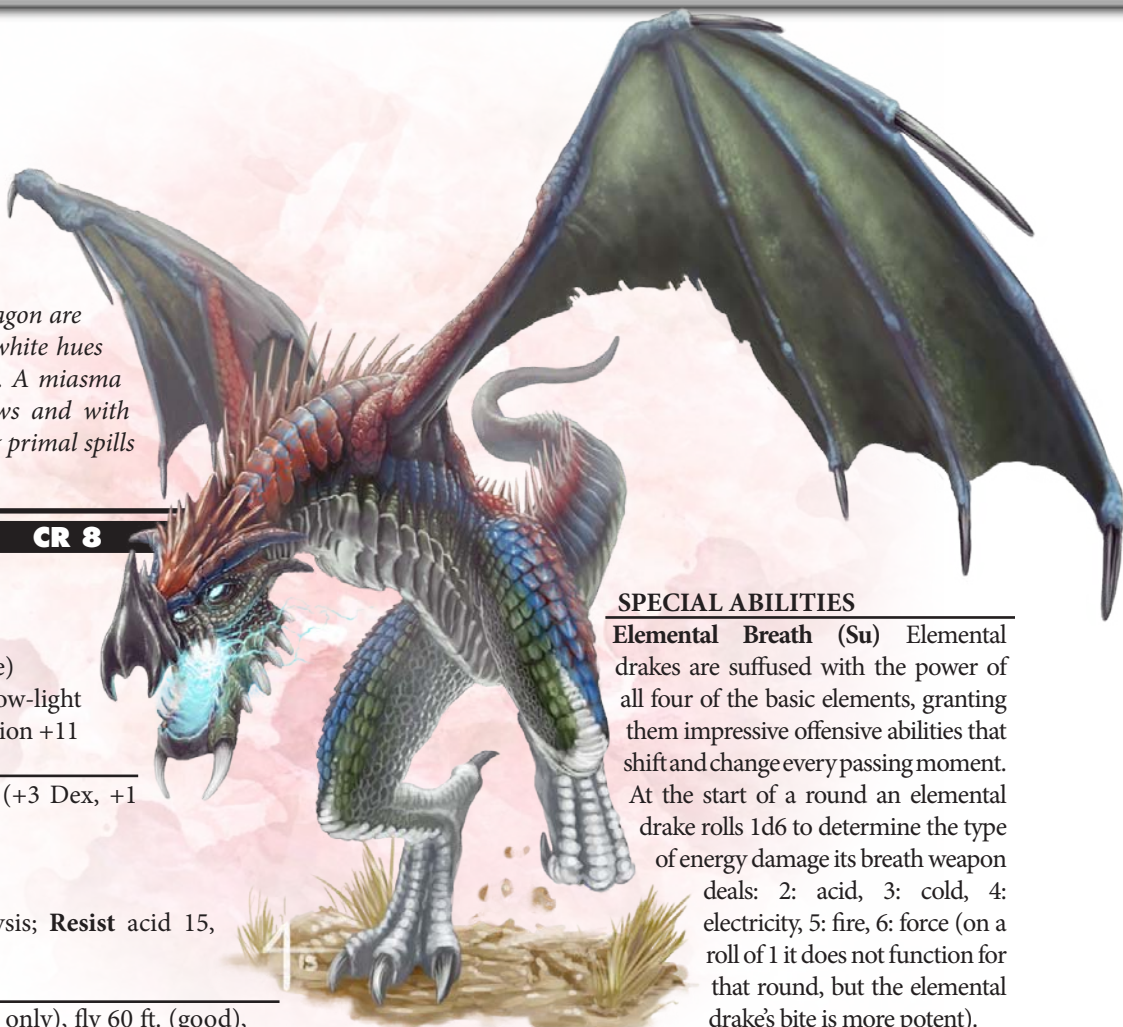
**SQ** amphibious, speed surge

### ECOLOGY

**Environment** any (Timeaus)

**Organization** solitary, pair, rampage (3–12), or maelstrom (16–30)

**Treasure** double



### SPECIAL ABILITIES

**Elemental Breath (Su)** Elemental drakes are suffused with the power of all four of the basic elements, granting them impressive offensive abilities that shift and change every passing moment. At the start of a round an elemental drake rolls 1d6 to determine the type of energy damage its breath weapon deals: 2: acid, 3: cold, 4: electricity, 5: fire, 6: force (on a roll of 1 it does not function for that round, but the elemental drake's bite is more potent).

On rounds where it can use its elemental breath weapon, the elemental drake spends a standard action (that does not provoke attacks of opportunity) to breathe a ball of energy at a point within 60 ft., dealing 9d6 energy damage (DC 20 half) to all creature in a 20-ft.-radius spread. The Reflex save is Constitution-based and functions underwater.

**Forceful Bite (Su)** An elemental drake's bite attack deals +1d6 force damage. On any rounds it is unable to use its elemental breath, the elemental drake's bite attack also deals 1d6 bleed damage.

Though none of the nation's many mages lay claim to being the creator of elemental drakes, there is no doubt that the airborne monsters are native to Timeaus. After being first sighted centuries ago they have become a nascent terror of the skies and open bounties for their capture (preferably alive, a daunting task) are constantly being posted by scholastic institutions and arcane researchers. Incredibly adaptive and lethal, elemental drakes can lair anywhere and many have flown to other lands in Aventyr, some convincing lesser creatures that they are dragons—amassing great hordes and many followers before coming to the attention of a true dragon, often leading to a scourge on the territory (after the elemental drake makes a hasty flight to a new realm).

Elemental drakes are slightly larger than other drakes but sleeker, reaching heights of nearly 17 feet and weighing upward of 2,000 pounds.



# ETHEREAL GRAVEYARD

## TOOL

*The head of this shovel is stylized to look like an awoken demon, the haft of the tool a bone from which four ethereal lanterns float, held on by ghostly chains.*

### ETHEREAL GRAVEYARD TOOL

CR 3



XP 800

N Small aberration

**Init** +9; **Senses** low-light vision; **Perception** +9

#### DEFENSE

**AC** 19, **touch** 16, **flat-footed** 14 (+5 Dex, +3 natural, +1 size)

**hp** 22 (5d8)

**Fort** +1, **Ref** +6, **Will** +5

#### OFFENSE

**Speed** 5 ft.; fly 50 ft. (good)

**Melee** slam +9 (1d6-2 bludgeoning, Crit 18-20/x2)

**Special Attacks** dancing lanterns

**Spell-Like Abilities** (CL 5th; concentration +6)

at will—*disrupt undead*

#### TACTICS

**Before Combat** Ethereal graveyard tools dig pits in the earth, preparing graves far in advance of dead creatures to inhabit them. An ethereal graveyard tool prowls about using its ethereal jaunt ability to move unseen (and often through solid objects, such as tombs and mausoleums).

**During Combat** Upon locating a body to inter, whether living, dead or undead, it shifts to the Material Plane to strike its victim or bull rush it into a nearby open grave, then retreats quickly back to the Ethereal Plane. Once it manages to get its victim into a grave, it rapidly tries to fill the grave in as quickly as possible (filling a 5 ft. x 5 ft. pit after 5 full-round actions of shoveling). Getting out of an ethereal graveyard tool's pit requires a Climb check (DC 15 + 2 per previous check).

**Morale** When badly wounded, a graveyard tool escapes rather than continuing the fight.

#### STATISTICS

**Str** 6, **Dex** 20, **Con** 10, **Int** 7, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +2 (+4 bull rush); **CMD** 17 (19 vs. bull rush)

**Feats** Improved Bull Rush<sup>B</sup>, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +10, Fly +10, Perception +9

**Languages** Common, Orc (cannot speak)

**SQ** ethereal escape

#### ECOLOGY

**Environment** any (graveyards only)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Dancing Lanterns** (Su) An ethereal graveyard tool can produce a *dancing lights* effect (as per the spell; CL 5th) that

weakens undead within 20 ft. of it, incurring a –2 penalty to attack rolls, AC, and saves. The lights only ever take the form of a quartet of lanterns tied to the creature's handle, floating toward the cardinal directions and allowing the ethereal graveyard tool to see what it is doing.

**Ethereal Escape** (Su) The ethereal graveyard tool is able to slip into the Ethereal Plane as a move action. It can remain in the Ethereal Plane for two rounds before it must use a move action to shift back to the Material Plane.

As a result of constant use, and ethereal graveyard tools takes on a little of the former essence of every creature it has helped bury; once a shovel has been used in at least 1,000 funerals it spontaneously transforms into a fearsome, mysterious creature. In general these oddities go about burying the dead but seem to lack the ability to distinguish them from the living, though the aberrations tend to smash undead before returning their remains to the earth. Despite its small size and lack of strength, it delivers devastating bull rushes and impressive assaults using its innate ability to tumble and deliver deft blows (much like a rapier). Once defeated it falls to the ground, a standard shovel once more.

Ethereal graveyard tools are about 3 and 1/2 ft. tall and weigh only 10 or 12 pounds.



# EXSANGUINATOR THE DAEMON

*Sloshing crimson rises to cover your feet and begins to steam. Booming laughter echoes from the walls of the chamber as the blood flooding the room generates waves from nowhere before forming into an enormous creature in its center. The thing floats in the air with its legs crossed, instantly scrutinizing you from behind calculating, immortal eyes. Two curious horns sprout from the red flesh of its head and it wears nothing save a simple, torn yellow loincloth. You can sense its hunger immediately—whatever it is, it instinctively yearns for blood.*

## EXSANGUINATOR THE DAEMON CR 11



XP 12,800

NE Large outsider (evil, extraplanar)

**Init** +8; **Senses** darkvision 120 ft.; blood scent, *detect good*, *detect magic*, *see invisibility*; Perception +19

**Aura** hemophilia (40 ft., DC 21 Fort)

### DEFENSE

**AC** 25, touch 17, flat-footed 20 (+4 deflection, +4 Dex, +8 natural, –1 size)

**hp** 147 (14d10+70); fast healing 2

**Fort** +14, **Ref** +8, **Will** +13

**Defensive Abilities** outsider traits; **DR** 5/good; **Immune** acid, bleed, death effects, disease, fire, poison; **Resist** cold 15, electricity 15; **SR** 20

**Weaknesses** vulnerability to cure

### OFFENSE

**Speed** 30 ft., fly 50 ft. (perfect)

**Melee** 2 claws +18 (2d8+5 plus 1d4 bleed)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** exsanguinate

**Spell-Like Abilities** (CL 14th; concentration +18)

constant—*tongues*, *protection from good*

at will—*blood biography*, *blood blaze*, *boiling blood*

3/day—*teleport*

### TACTICS

**During Combat** The Exsanguinator is a creature born of pain—he is sadistic and tortuous, taking his time to inflict as much pain as possible on an opponent before killing them (preferably in an ineffectual fashion).

**Morale** When dropped to 35 hit points or less, the daemon *teleports* away—but not too far. After healing back to 130 hit points (his fast healing recovers 20 hit points per minute) he *teleports* back to wherever he fled from to strike again when his opponents think they are safe. When reduced to 35 hit points or less a second time, the Exsanguinator *teleports* away again, marking those that survived as enemies for life.

### STATISTICS

**Str** 20, **Dex** 18, **Con** 20, **Int** 14, **Wis** 14, **Cha** 18

**Base Atk** +14; **CMB** +20; **CMD** 38 (cannot be tripped)

**Feats** Bloody Assault, Flyby Attack, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

**Skills** Bluff +21, Diplomacy +21, Intimidate +21, Knowledge (arcana) +19, Knowledge (nature) +19, Knowledge (planes) +19, Perception +19, Sense Motive +19, Spellcraft +16

**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft., *tongues*  
**SQ** flight

### SPECIAL ABILITIES

**Exsanguinate (Su)** As a full-round action (that provokes attacks of opportunity) the Exsanguinator can grip living creatures within its reach by the very blood within their bodies. Targets must make a DC 21 Will save to resist his control and on a failure are paralyzed until the end of the Exsanguinator's next turn. Paralyzed creatures are then forced to make a DC 21 Fortitude save or take 2d4+2 Constitution damage as the Exsanguinator rips the blood from their body through orifices and the pores of their skin. For every point of Constitution damage dealt this way, the Exsanguinator gains 2 temporary hit points (up to his normal maximum number of hit points).

**Hemophilia (Su)** Creatures suffering from a bleed effect while within 40 feet of Exsanguinator must succeed on a DC 21 Fortitude save or take twice the normal amount of damage from bleeding wounds that round. Any Heal checks to stop a creature from bleeding while within a hemophilia aura are made with a –10 penalty.

**Powerful Presence (Su)** Exsanguinator's force of personality and ego are so strong that they manifest around him at all times, providing a deflection bonus to AC equal to his Charisma modifier.

**Vulnerability to Cure (Ex)** The Exsanguinator does not heal from *cure* spells; instead he takes double damage from them. If subjected to a *heal* spell, he dissipates from the Material Realm immediately on a failed save.

770 years ago the planets in Aventyr's solar system were in a rare alignment as the cosmic anomaly known as the Blooddrip—a floating wave of energies that streaks throughout the universe—made its way into the solar system. The extraterrestrial irregularity is so named because of its red color, making it look as if a drop of blood is streaming across the heavens. These coincidences made the ritual of Sanguine Malar possible—what actually occurred during that foul catastrophe has been lost to the vestiges of time but afterward the Exsanguinator was ravaging across Aventyr. His power grew so quickly that it was not long before other powerful entities noticed him and saw that eventually his power would be so vast that none would be safe from his ravenous hunger for blood.

Seven powerful daemons met in secret and agreed to combine their dark powers to cast Exsanguinator into a prison plane, trapping him within the Blooddrip. Their acolytes created a crimson sacrifice that the Exsanguinator could not ignore—they cornered him in the northern mountainous region of the Klavek Kingdom and the battle lasted for days. Despite his great power, Exsanguinator was bested and sent to the passing astral cage, imprisoned by all the wards and rituals the daemons knew. Their intent was to weaken him by starvation but the Exsanguinator's will is stronger than expected—after 700 years the wards are failing, the planets once again align, and now the Blooddrip is once again passing across the skies of Aventyr.

The Exsanguinator is 9 feet tall but weighs only 250 pounds.







# EYE EATER

*This blue-skinned creature swiftly floats out from a bank of mists on a carpet of blue and black smoke. It grins maniacally, the one eye dominating its face pursed in anger.*

## EYE EATER

CR 5



XP 1,600

LE Medium aberration

**Init** +8; **Senses** darkvision 120 ft., low-light vision; Perception +18

### DEFENSE

**AC** 19, touch 19, flat-footed 10 (+8 Dex, +1 dodge)

**hp** 52 (7d8+21); fast healing 1

**Fort** +5, **Ref** +10, **Will** +5

**Immune** illusions, mind-affecting effects

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** 2 slams +15 (1d4+2, Crit x3)

**Space** 5 ft.; **Reach** 5 ft. (15 ft. eye gouges)

**Special Attacks** eye gouges

**Spell-Like Abilities** (CL 7th; concentration +10)

constant—*true seeing*

at will—*haunting mists, obscuring mist*

1/day—*plane shift (self only)*



## TACTICS

**Before Combat** The eye eater uses its spell-like abilities to confuse prey and get within reach to eye gouge.

**During Combat** Eye eaters do not fight to kill, they fight to maim—once a target has been deprived of an eye (or eyes; see experience palette below) the monster moves onto another. The only exception to this is when an enemy strikes an eye eater's eye, at which point it aims to completely blinds their foe.

**Morale** When all creatures within its perception have been maimed, removed of an eye (or eyes), or it is reduced to 10 hit points or less, the eye eater flees.

## STATISTICS

**Str** 15, **Dex** 26, **Con** 17, **Int** 16, **Wis** 11, **Cha** 8

**Base Atk** +7; **CMB** +9; **CMD** 28 (cannot be tripped)

**Feats** Combat Expertise, Dodge, Flyby Attack, Weapon Finesse

**Skills** Escape Artist +18, Fly +26, Intimidate +9, Perception +18, Spellcraft +13, Stealth +18, Survival +10; **Racial Modifiers** +8 Perception

**Languages** Common, Draconic, Elven, Dwarven, Gnome, Halfling, Undercommon

**SQ** experienced palette, impossible flight, sound mimicry

## ECOLOGY

**Environment** any (Aventyr's Underworld)

**Organization** solitary, pair, or murder (3-6)

**Treasure** double

## SPECIAL ABILITIES

**Impossible Flight (Ex)** It is completely impossible to see what exactly keeps an eye eater aloft, and even the cunning creatures are unsure of how they achieve flight so swift and perfect.

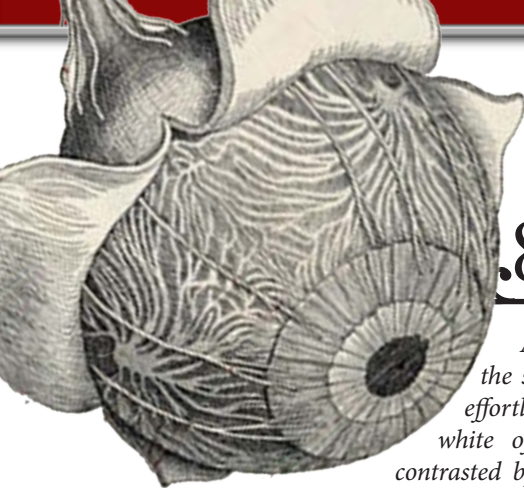
**Experienced Palette (Ex)** Eye eaters are quite strange and unless their prey wounds its eye or possesses more than double the eye eater's hit dice, it only takes one eye per creature it encounters. Should an eye eater's single eye get wounded (AC 27, flat-footed 18; hp 8) it is immediately healed as soon as it completes a successful eye gouge.

**Eye Gouges (Ex)** Within the arms of eye eaters are long tendrils ending with hooked, serrated barbs. When uncoiled (a free action) the eye eater can replace any slam attack with an eye gouge. Eye gouges have a range of 15 feet and are melee touch attacks made at a –8 penalty; on a successful hit, a tendril impales the target's eye. At the beginning of the eye eater's next turn any uncoiled tendrils reel back into its arms (along with any eyes impaled by them). Tendrils have an AC of 12 and 10 hit points. Creatures with one eye suffer a –4 penalty to visual-based Perception checks. A damaged eye is restored after the barb is removed (a DC 23 Heal check) and the creature receives a cure spell or other form of magical healing.

Eye eaters are some of Aventyr's most mysterious and malicious denizens, often found wandering the Underworld but said to frequent even the most inhospitable regions as well. Enigmatic and unfriendly to virtually all races, these monsters quick descend on camps of adventurers (typically as they rest) and assault with dashes peppered by maiming strikes before disappearing when their quarry is blooded (and short of an eye each).

Eye eaters typically float at waist height and appear to be 5 feet tall (though they are truly only 3 feet tall) and weigh a mere 80 pounds.





# EYE SENTINEL

from the source of damage). This movement does not provoke attacks of opportunity.

**Sentinel Servitude (Su)** Eye sentinels know only absolute servitude to their arcane masters. Should any mind-affecting effects against it are automatically dispelled if any information about its master or its master's whereabouts is requested.

*An eyeball about twice the size of a human fist floats effortlessly into the room. The white of the sclera is intensely contrasted by bright red blood vessels which pulsate as it hovers before you. Disgusting sinewy material and musculature trails behind it like a tail. It does not seem to wish you harm but floats out of reach keeping a careful watch upon you.*

Eye sentinels are strictly watchdogs for rogue wizards in the Klavek Kingdom, used as both spies and guards to warn rogue mages of approaching "witch/wizard hunters". These curiosities are the result of an ogre being killed only through the use of light or color magic. In most cases the ogre becomes a blind and undead shell of its former self while its limited intellect is transferred to the detached eyeballs. Eye sentinels gain both their ability to fly and their increased size due to the introduction of helium gas, thus becoming lighter-than-air and are able to move by suddenly pulling the muscles around them (which normally help them focus) sharply enough to induce movement.

An eye sentinel's tail is fully prehensile, allowing it to manipulate objects nearly as well as a creature with hands. They cannot audibly communicate, but may do so nonvisually (such as with a pen and paper).

Eye sentinels are about 1 foot in diameter, with a sinewy tail running an additional 2 to 3 feet, depending on the individual, with an iris that can be blue, green, brown, or gold.

## EYE SENTINEL

CR 2



XP 600

LE Small aberration

**Init** +6; **Senses** all-around vision, darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 16, touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size)

**hp** 16 (3d8+3)

**Fort** +3, **Ref** +6, **Will** +8

**Defensive Abilities** helium dodge

### OFFENSE

**Speed** 5 ft., fly 30 ft. (good)

**Melee** sinew lashes +6 (2d6-4, Crit 19-20/x2)

### TACTICS

**During Combat** Sentinels are capable of fighting with their sinewy tails but only fight back when desperate or cornered, otherwise they just fly out of reach.

### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 16, **Wis** 16, **Cha** 11

**Base Atk** +4; **CMB** +0; **CMD** 12 (cannot be tripped)

**Feats** Alertness, Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse

**Skills** Fly +15, Perception +16, Stealth +6; **Racial Modifiers** +8 Perception; **Size Modifiers** +4 Stealth

**Languages** telepathy 200 ft.

**SQ** flight

### ECOLOGY

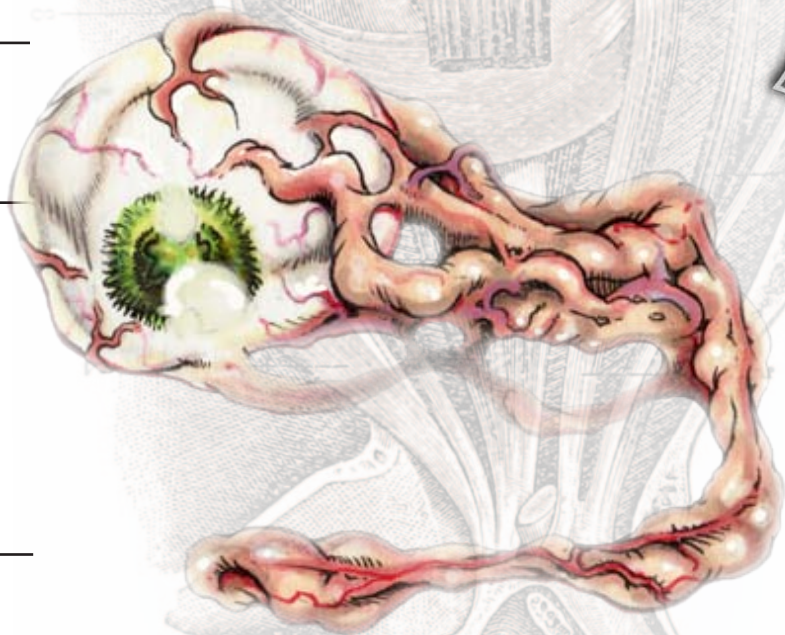
**Environment** cold hills, mountains, or underground (wizard towers)

**Organization** cloud 3-8 (1d6+2)

**Treasure** none (alchemists value sentinel eyes at 100 gp each)

### SPECIAL ABILITIES

**Helium Dodge (Ex)** Whenever an eye sentinel takes damage, it hisses as helium is expelled from its body, propelling it 10 feet backwards (away







# FLESHDOLL ROGUE

*Falling from above you—or is it leaping?—is a small porcelain humanoid covered in ugly stitches, swinging a bloody blade in both hands!*

## FLESHDOLL ROGUE

**CR 2**


Male human fleshdoll rogue 5

XP 600

CN Small construct undead

**Init** +5; **Senses** Perception +9

### DEFENSE

**AC** 19, touch 16, flat-footed 13 (+3 armor, +5 Dex, +1 dodge)

**hp** 26 (5d8)

**Fort** +3, **Ref** +9, **Will** +2

**Defensive Abilities** evasion, trap sense +1, uncanny dodge;

**Immune** construct traits, undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** mwk greatsword +2 (2d8-1, Crit 19-20/x2)

**Ranged** mwk light crossbow +8 (2d6, Crit 19-20/x2, Range 80 ft.)

**Space** 2.5 ft.; **Reach** 5 ft. (lunge 10 ft.)

**Special Attacks** fleshdoll weapons, sneak attack +3d6

### TACTICS

**Before Combat** The fleshdoll rogue uses its high Stealth bonus to gain the surprise round in combat.

**During Combat** A fleshdoll rogue falls down from above, strikes a creature as it lands, then runs into cover, making a Stealth check at the end of its movement. If it remains hidden it climbs up to a vantage point where it can perform the same maneuver.

**Morale** Fleshdoll rogues flee and hide when reduced to 5 hp or less.

### STATISTICS

**Str** 8, **Dex** 20, **Con** —, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +1; **CMB** +5; **CMD** 14

**Feats** Dodge, Fleet (3), Weapon Proficiency (greatsword)<sup>B</sup>

**Skills** Acrobatics +13, Bluff +10, Climb +7, Disable Device +13, Escape Artist +13, Perception +9, Sense Motive +9, Sleight of Hand +13, Stealth +17, Use Magic Device +10; **Size Modifiers** +4 Stealth

**Languages** Common, Undercommon

**SQ** rogue talents (combat rogue, fast stealth), trapfinding +2

**Combat Gear** *potion of inflict moderate wounds*; **Other Gear** mwk light crossbow (10 bolts), mwk greatsword, mwk studded leather armor

### SPECIAL ABILITIES

**Fleshdoll Weapons (Su)** A fleshdoll treats weapons they wield as if they were two size categories larger when dealing damage, but are limited to one attack action using one weapon each turn.





warmest targets first.  
**Morale** Frostdeath dragons are mindless and fight to the death.

## FROSTDEATH DRAGON

*The winds become freezing as a horrifying skeleton of a dragon swoops towards you through the sky, rhimes of frost sent aflutter in the air as its decaying but powerful wings carry it aloft.*

### FROSTDEATH DRAGON

CR 8



XP 4,800

NE Huge undead (cold)

**Init** +5; **Senses** darkvision 60 ft.; Perception +0

**Aura** suppressing cold (50 ft., 1d10 cold damage), frightful presence (300 ft., DC 19)

#### DEFENSE

**AC** 12, touch 9, flat-footed 11 (+1 Dex, +3 natural, -2 size)  
**hp** 90 (12d8+36)

**Fort** +7, **Ref** +8, **Will** +12

**Defensive Abilities** suppressing cold; **DR** 5/bludgeoning;  
**Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.  
**Melee** bite +18 (2d6+6, Crit 19–20/x2), 2 claws +13 (1d8+3), tail slap +13 (1d10+6)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

#### TACTICS

**During Combat** Frostdeath dragon's instinctively attack whatever living creatures they can find, attacking the

#### STATISTICS

**Str** 22, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 16

**Base Atk** +9; **CMB** +17; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative

#### ECOLOGY

**Environment** cold (Disputed Territories)

**Organization** solitary

**Treasure** double

#### SPECIAL ABILITIES

**Frostdeath Bones (Ex)** The bones of a frostdeath dragon can be scavenged for use in the crafting of armor or weapons, increasing the DC of the Craft check by +10. Frostdeath weapons deal +2 cold damage and a suit of frostdeath armor or frostdeath shield grants its wearer cold resistance 5.

**Suppressing Cold (Su)** A frostdeath dragon's aura of suppressing cold extends to a radius of 50 ft. and deals 1d10 cold damage to all creatures within it at the start of the frostdeath dragon's turn. Any nonmagical open flames within the suppressing cold are automatically extinguished, and magical fire effects (like the *flaming* weapon enchantment or a *fireball* spell) must succeed at a **DC 19 caster level check** or are completely suppressed. Even on a success, any fire damage dealt within the radius of suppressing cold only deals half as much damage as normal.



# FUNGIAN

(fungi-ant)

*Towering above you is an enormous creature, its legs like the huge trunk of a massive mushroom. Its head looks like the cap of a fungi, and some smaller growths sprout from its shoulders—though its eyes catch your attention immediately, their strange milky whiteness hot with indignance.*

## FUNGIAN

CR 13



XP 25,600

N Gargantuan plant

**Init** +0; **Senses** low-light vision; Perception +19

### DEFENSE

**AC** 20, touch 6, flat-footed 23 (–4 size, +17 natural)

**hp** 241 (21d8+147)

**Fort** +19, **Ref** +8, **Will** +11

**DR** 10/slashing; **Immune** plant traits

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft.

**Melee** slam +24 (3d6+13 plus poison, Crit 19–20/x2)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** animate trees, double damage against objects, poison, trample (3d6+19, DC 33)

### TACTICS

**During Combat** A fungiant slams with its branches at living creatures that come within reach, although it prefers to watch potential foes carefully before attacking. Fungiants often charge suddenly from cover to trample the despoilers of mushroom forests. If sorely pressed, they animate mushrooms, fungi, and molds as reinforcements.

### STATISTICS

**Str** 37, **Dex** 10, **Con** 25, **Int** 14, **Wis** 16, **Cha** 12

**Base Atk** +15; **CMB** +32; **CMD** 42

**Feats** Cleave, Combat Expertise, Great Cleave, Improved Critical, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

**Skills** Diplomacy +3, Intimidate +17, Knowledge (dungeoneering) +18, Perception +19, Sense Motive +19, Stealth –12 (+4 in fungus), Survival (+19) (+21 underground); **Racial Modifiers** +16 Stealth in fungi forests

**Languages** Common, Sylvan, Fungiant  
**SQ** freeze

### ECOLOGY

**Environment** underground

**Organization** solitary or grove (4–7)

**Treasure** standard

### SPECIAL ABILITIES

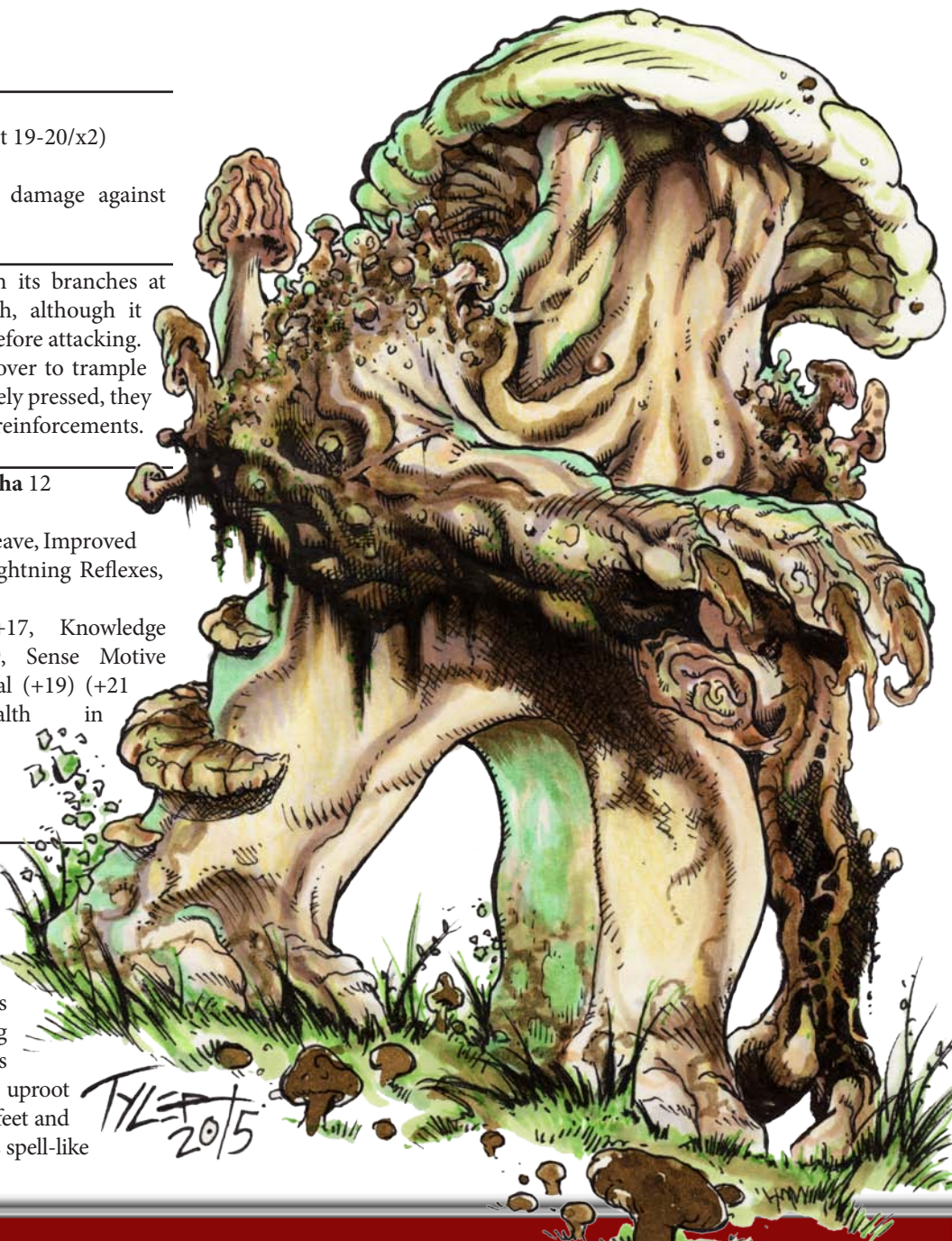
**Animate Fungi (Sp)** A fungiant can animate mushrooms (including toadstools and molds) within 180 feet at will, controlling up to two such mushrooms at a time. It takes 1 full round for a normal mushroom to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a fungiant in all respects except its spell-like

abilities. Animated mushrooms lose their ability to move if the fungiant that animated them is incapacitated or moves out of range (this ability is otherwise similar to liveoak; CL 12th).

**Double Damage against Objects (Ex)** A fungiant or animated mushroom that makes a full attack against an object or structure deals double damage.

**Poison (Ex)** Injury—save Fort DC 27; initial and secondary damage 1d4 Str and 1d4 Con; cure 1 save.

A fungiant's stem and cap are yellow in the spring and summer. In the fall and winter the stems change to gray while the cap turns a deep brown with purple spots, revealing its violet fungus heritage. A fungiant's legs fit together when closed to look like the stem of a mushroom, and a motionless fungiant is nearly indistinguishable from a mushroom (despite its towering height at about 40 feet tall, with a "trunk" 5 feet in diameter and weight of 2,500 pounds or more.) Fungiants speak their own language (plus Common and Sylvan) but most can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my fungi!"





# FUNGLET

Towering above you is a creature shaped like a man, but with a head that bellows outward like a large hat or mushroom cap. You quickly realize that the hard exterior covering its body are fungal growths.

## FUNGLET CR 1/2



XP 200

Funglet warrior 1

NG Large humanoid plant (audire, funglet)

**Init** -1; **Senses** darkvision 90 ft., low-light vision; Perception +2

### DEFENSE

**AC** 13, touch 8, flat-footed 13 (+4 armor, -1 Dex, +1 natural, -1 size)

**hp** 8 (1d10+3)

**Fort** +4, **Ref** -1, **Will** +1

**Immune** plant traits

**Weaknesses** light blindness, vulnerability to fire

### OFFENSE

**Speed** 20 ft.

**Melee** greatclub +0 (2d8)

**Ranged** sling -1 (1d6, Range 50 ft.)

**Space** 10 ft.; **Reach** 10 ft.

**Spell-Like Abilities** (CL 1st)

continual—*speak with plants*

### TACTICS

**Before Combat** Funglets attempt to establish peaceful communications before attacking.

**During Combat** Funglets use their great size to their advantage, battering at foes with their greatclub (using Power Attack if they feel threatened).

**Morale** A funglet retreats when reduced to 3 hp or less.

### STATISTICS

**Str** 11, **Dex** 8, **Con** 14, **Int** 9, **Wis** 13, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** Power Attack

**Skills** Perception +2

**Languages** Common, Sylvan

### ECOLOGY

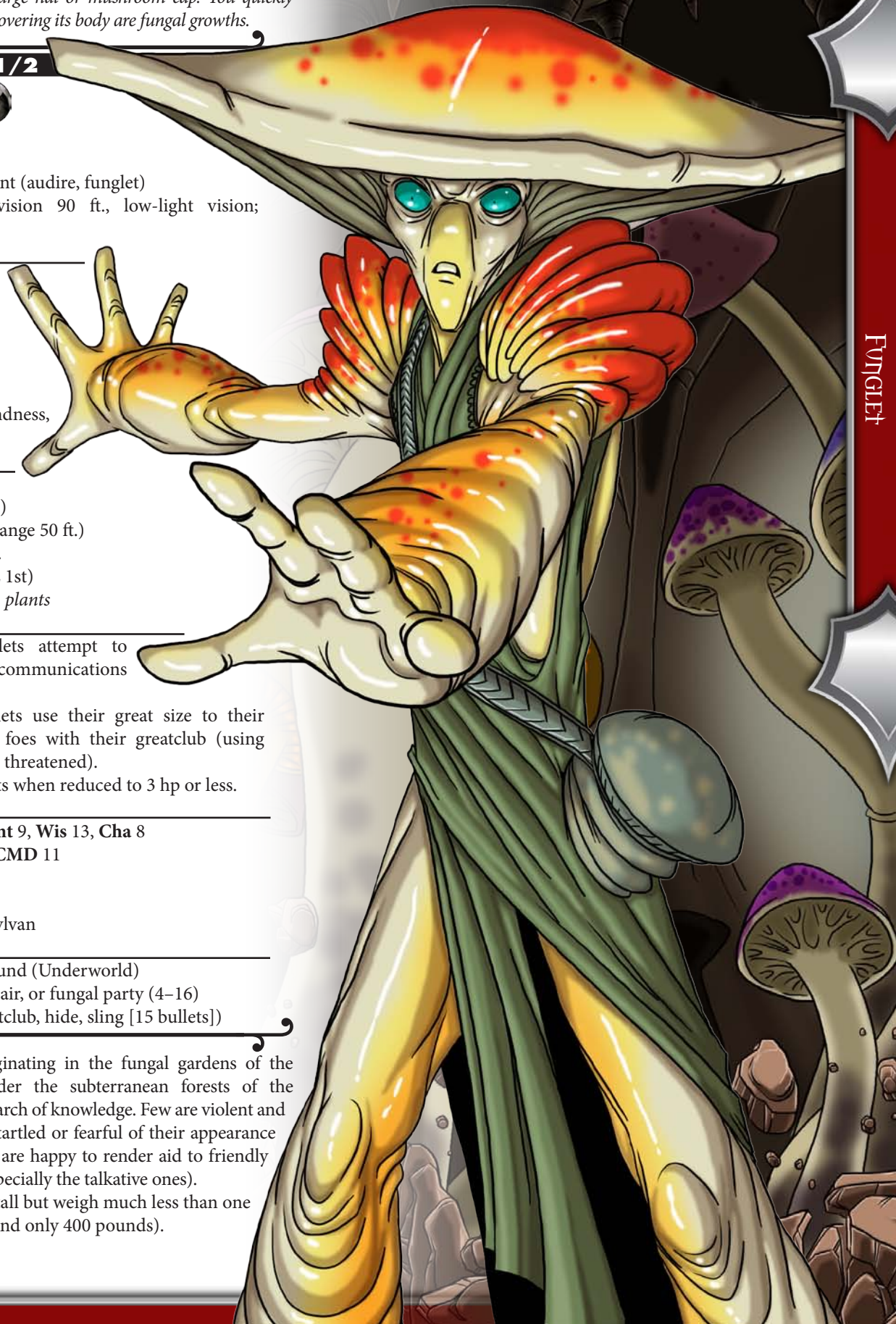
**Environment** underground (Underworld)

**Organization** solitary, pair, or fungal party (4–16)

**Treasure** standard (greatclub, hide, sling [15 bullets])

Mysterious offspring originating in the fungal gardens of the Underworld, funglets wander the subterranean forests of the Underworld in an endless search of knowledge. Few are violent and though many travelers are startled or fearful of their appearance and size, these gentle giants are happy to render aid to friendly creatures they encounter (especially the talkative ones).

Funglets are about 8 feet tall but weigh much less than one might expect (typically around only 400 pounds).





# GEM CRAB

A flicker of torchlight leads you a large pile of gold and gems, but one jewel in particular stands out to you and you feel a strong urge to pick it up and appraise its value.

## GEM CRAB

CR 1



XP 400

N Diminutive magical beast

Init +1; Senses tremorsense 60 ft.; Perception +7

### DEFENSE

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size)

hp 11 (2d10)

Fort +3, Ref +5, Will +0

DR 5/—

### OFFENSE

Speed 10 ft., climb 10 ft.

Melee bite +8 (1d6–3), claw +3 (2d4–3)

Space 1 ft.; Reach 0 ft.

Special Attacks compulsion gaze, dig in

### TACTICS

**Before Combat** Gem crabs remain stationary and disguised, using compulsion gaze to urge creatures towards it so it can use dig in.

**During Combat** A gem crab bites and maims a victim until it has dealt 10 points of damage (removing a finger or toe as well as bestowing a temporary negative level that lasts for 1 minute).

**Morale** Gem crabs flee when reduced to 43 hp or less.

### STATISTICS

Str 5, Dex 14, Con 10, Int 5, Wis 10, Cha 18

Base Atk +2; CMB –5 (+10 when attached); CMD 7 (22 vs. grapple)

Feats Alertness, Weapon Finesse<sup>B</sup>

Skills Disguise +4 (+14 as gem), Perception +7, Sense Motive +2; **Racial Modifiers** +10 Disguise as gem

Languages varies

### ECOLOGY

**Environment** any (Timeaus)

**Organization** solitary (in a chained-pendant), wristlet (3-5 embedded within), necklace (6-10 arrayed on a golden cord), treasure hoard (11-20)

**Treasure** standard

### SPECIAL ABILITIES

**Dig In (Ex)** When a gem crab hits with its claw attack or is picked up as a result of its compulsion gaze, it grips onto the appendages of a creature like a vice and makes a free grapple combat maneuver check that does not provoke attacks of opportunity. Gem crabs have a +15 racial bonus on grapple checks and a +15 racial bonus to CMD when resisting a grapple. After a grapple is initiated, whenever a gem crab makes a successful combat maneuver check to grapple it deals its maximum bite damage and receives a free attack with its claw.

A grappling gem crab can be struck with a weapon (though creatures not grappled by it take a –4 penalty to attack rolls against it) or grappled itself; to remove an dug in gem crab through grappling, the opponent must successfully pin it.



**Compulsion Gaze (Su)** Creatures within 30 ft. of a gem crab make a DC 15 Will save or are compelled to pick up and hold the creature; effectively, the creature unknowingly begins a grapple with the gem crab whenever they pick it up. The save DC is Charisma-based.

**Varied Linguist (Su)** Once it has been with a host or owner for a week, a gem crab learns to speak that creature's language. Its conversation is mostly about gems in general, their value, why creatures will want to take it from the owner, why the owner should do more to protect it, how the owner can gain more treasure, and why it deserves more of its own treasure.

Gem Crabs can appear to be any type of gem or jewel of any value, although like a hermit crab, gem crab moves from one jewel to another of ever increasing worth as it gets older and wishes to attract more victims. As a general rule, the shell of a gem crab is worth 20d10 gp x its HD. A Gem Crab never appears in the hoard of creature with more than twice its own HD.

A gem crab is an avaricious creature looking to gain a pile of its own treasure to rest on whenever possible, although it can never actually own or move anything. These curiosities sit on another creature's possessions and instinctively prefer to be the most valuable item in a pile (often bringing it into conflict with the host owner). When its trespass is noticed the Diminutive magical beasts make deals to draw looters in and then help the host defend the pile, aiding in the defeat of would-be robbers (using compulsion gaze to distract enemies)

If suitably flattered and given sufficient other gems to live on (at least twenty times the value of its own shell) a gem crab becomes a special familiar to a Neutral or Neutral Evil wizard or sorcerer, granting its master a +3 bonus to Appraise checks. When it thinks its owner is not paying enough attention to it, a gem crab uses its compulsion gaze ability to be admired (though in this case it does not attack, soaking in vanity rather than blood).

Gem crabs range from barely an inch across to almost six inches in diameter; a gem crab is roughly one inch in diameter for every two Hit Dice. However, it is rumored that gem crabs of unimaginable size and power live and thrive on the Elemental Plane of Earth, a plane they have moved to and found to be to their liking. Tales of elder earth elementals battling with gem crabs the size of elephants can be found in the rarest of ancient Dwarven texts, although most consider them to be nothing more than children's fables.



# GHOUBLIN

*A small, green-skinned creature, clad in an iron breastplate, moves towards you, an unpleasant stench following it.*

## GHOUBLIN

CR 1/2



XP 200

NE Small undead

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +4

### DEFENSE

**AC** 20, touch 13, flat-footed 18 (+5 armor, +2 Dex, +2 natural, +1 size)

**hp** 3 (1d8–1)

**Fort** –1, **Ref** +2, **Will** +2

**Defensive Abilities** channel resistance +1; **Immune** undead traits

### OFFENSE

**Speed** 20 ft.

**Melee** bite +2 melee (1d4+1 plus paralysis and disease) and 2 claws +0 melee (1d2 plus paralysis)

**Special Attacks** ghoublin fever, paralysis (DC 9, 1d2+1 rounds)

### TACTICS

**Before Combat** Ghoublins hide and attempt to ambush foes.

**During Combat** Ghoublins dash forward, attacking as many enemies as possible in attempt to paralyze opponents.

**Morale** Ghoublins that survive any amount of damage instinctively flee.

### STATISTICS

**Str** 12, **Dex** 14, **Con** —, **Int** 12, **Wis** 11, **Cha** 9

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Multiattack

**Skills** Acrobatics –1, Climb +1, Escape Artist –1, Perception +4, Stealth +6

**Languages** Goblin

### ECOLOGY

**Environment** any (Vast Swamp)

**Organization** solitary, pair, gaggle (4-10), or mob (12-20)

**Treasure** standard

### SPECIAL ABILITIES

**Ghoublin Fever (Su)** Disease—bite; *save*—Fortitude DC 9; *incubation period*—1 day; *damage* 1 Con and 1 Dex. The save DC is Charisma-based.

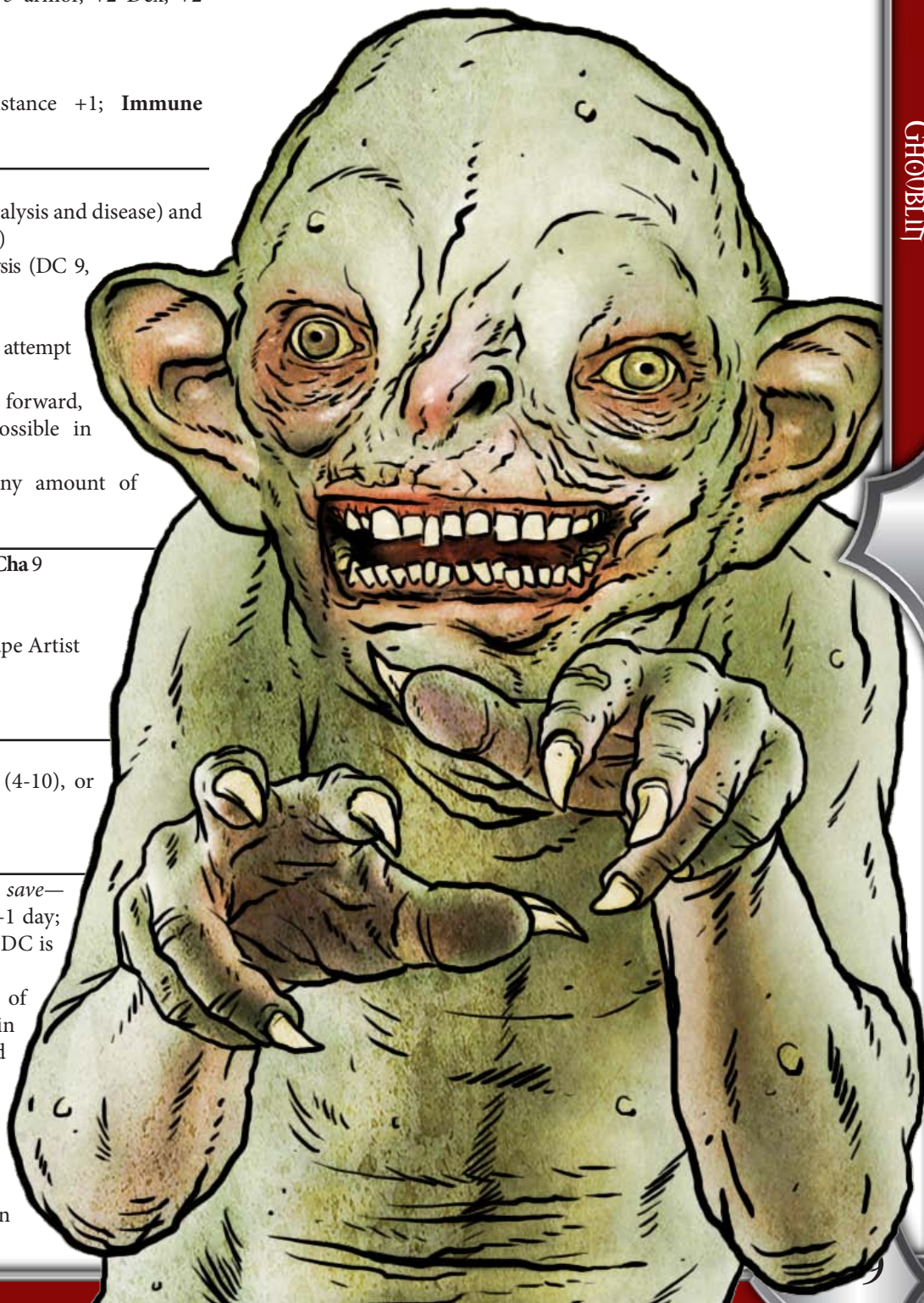
An afflicted humanoid that dies of ghoublin fever rises as a ghoublin at the next midnight. A humanoid who becomes a ghoublin in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoublins, but it hungers for the flesh of the living and behaves like a normal ghoublin

in all respects. A humanoid of 2-3 Hit Dice rises as a ghoul, not a ghoublin, while a humanoid with 4 Hit Dice or more rises as a ghast.

**Paralysis (Ex)** Creatures damaged by a ghoublin's bite or claw attack must succeed on a DC 9 Fortitude save or be paralyzed for 1d2+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Freshly created ghoublins are made from recently killed goblin corpses, but the insidious undead can infect any humanoid (causing it to distort and shrink after its death, for humanoids larger than Small sized).

A ghoublin is only 3 feet tall and weighs a scant 18 pounds.





# Gitwerc

*Suddenly the dweorg's skin rips apart to reveal hard red flesh as the dwarf cackles, horns and spikes of bone jutting out of its arms as it charges at you!*

## GITWERC

CR 1/2



XP 200

Gitwerc warrior 1

LE Medium outsider humanoid (dwarf, gitwerc, native)

**Init** -2; **Senses** darkvision 60 ft., *see in darkness*; **Perception** +1

### DEFENSE

**AC** 17, touch 8, flat-footed 17 (+6 armor, -2 Dex, +1 natural, +2 shield)

**hp** 10 (1d10+5)

**Fort** +3, **Ref** -2, **Will** +0

**Resist** cold 5, electricity 5, fire 5

**Weaknesses** light blindness

### OFFENSE

**Speed** 20 ft.

**Melee** battleaxe +0 (1d8-1, Crit x3)

**Ranged** throwing axe -1 (1d6-1, Crit x2, Range 10 ft.)

### TACTICS

**Before Combat** Gitwerc are wickedly deceptive and disguise themselves as lost dweorg, attempting to insinuate themselves into a group and attacking as their new "friends" sleep.

**During Combat** Gitwerc rely on their brawniness and hit points to win a fair fight, gradually retreating as soon as a battle turns against them.

**Morale** A gitwerc flees when reduced to 4 hp or less.

### STATISTICS

**Str** 9, **Dex** 7, **Con** 12, **Int** 15, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +0; **CMD** 8

**Feats** Toughness

**Skills** Bluff +1, Disguise +0 (+10 as

dweorg), **Perception** +1,

**Sense Motive** +4, **Stealth**

-1; **Racial Modifiers** +10

Disguise (dweorg)

**Languages** Common,

Infernal, Undercommon

**SQ** change shape (*alter self*,

dweorg only), fiendish resistance,

fiendish sorcery, infernal, skill

training (Diplomacy, Sense

Motive)

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, soul reaver party (4-16), or HEL clan (20-50)

**Treasure** standard (battle axe, chainmail, heavy steel shield, throwing axe [4])

The first dwarves of Aventyr were torn apart in the *Forging of the Dvergr*, but not all—some traveled down to HEL, making chthonic compacts that forever intertwined them with devils. Though they live in the very dredges of the Underworld they are all indebted to their ancestor's agreement and travel the endless caves in search of souls to fuel their avaricious ascensions to power.

Gitwerc typically weigh more than their dweorg (dwarven) kin but are otherwise physically similar.





# GOEMUL

*The stench of death assaults your senses as a strange amalgamation of rotting remains, wood, and vegetations rises from the disgusting water. It's eyes glow an unnatural blue and stare at you intently as one of its malformed limbs reaches down into the murk briefly before the massive thing rips upward with a wave and sends an enormous rock hurtling right at you!*

## GOEMUL

CR 11



XP 12,800

NG Huge undead (leshy)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +12

### DEFENSE

**AC** 25, touch 11, flat-footed 25 (+4 deflection, -1 Dex, +14 natural, -2 size)

**hp** 136 (16d8+64)

**Fort** +13, **Ref** +4, **Will** +10

**DR** 10/slashing; **Immune** plant traits, undead traits, electricity, sonic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +20 (2d6+9 plus 1d8 negative energy, Crit 19–20/x2)

**Ranged** rock +10 (2d6+13)

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

**Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25)

**Spell-Like Abilities** (Concentration +36; CL 32nd)

Constant—*pass without trace*

### TACTICS

**Before Combat** The goemul keeps beneath the waterline (one preferably impossible to see through without the use of magic) and as soon as it perceives a creature above it, rises up to evaluate it.

**During Combat** After throwing a rock at range it charges forward, engaging as many targets in melee combat as possible.

**Morale** The goemul is compelled to fight to the death.

### STATISTICS

**Str** 29, **Dex** 8, **Con** —, **Int** 12, **Wis** 16, **Cha** 18

**Base Atk** +12; **CMB** +23; **CMD** 36

**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +12, Intimidate +12, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Common, Druidic, Sylvan, Treant

**SQ** animate corpses, deadspeech, double damage against objects

### ECOLOGY

**Environment** any, swamps, underground

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Animate Corpses (Sp)** A goemul can animate any corpses within 180 feet at will, controlling up to two

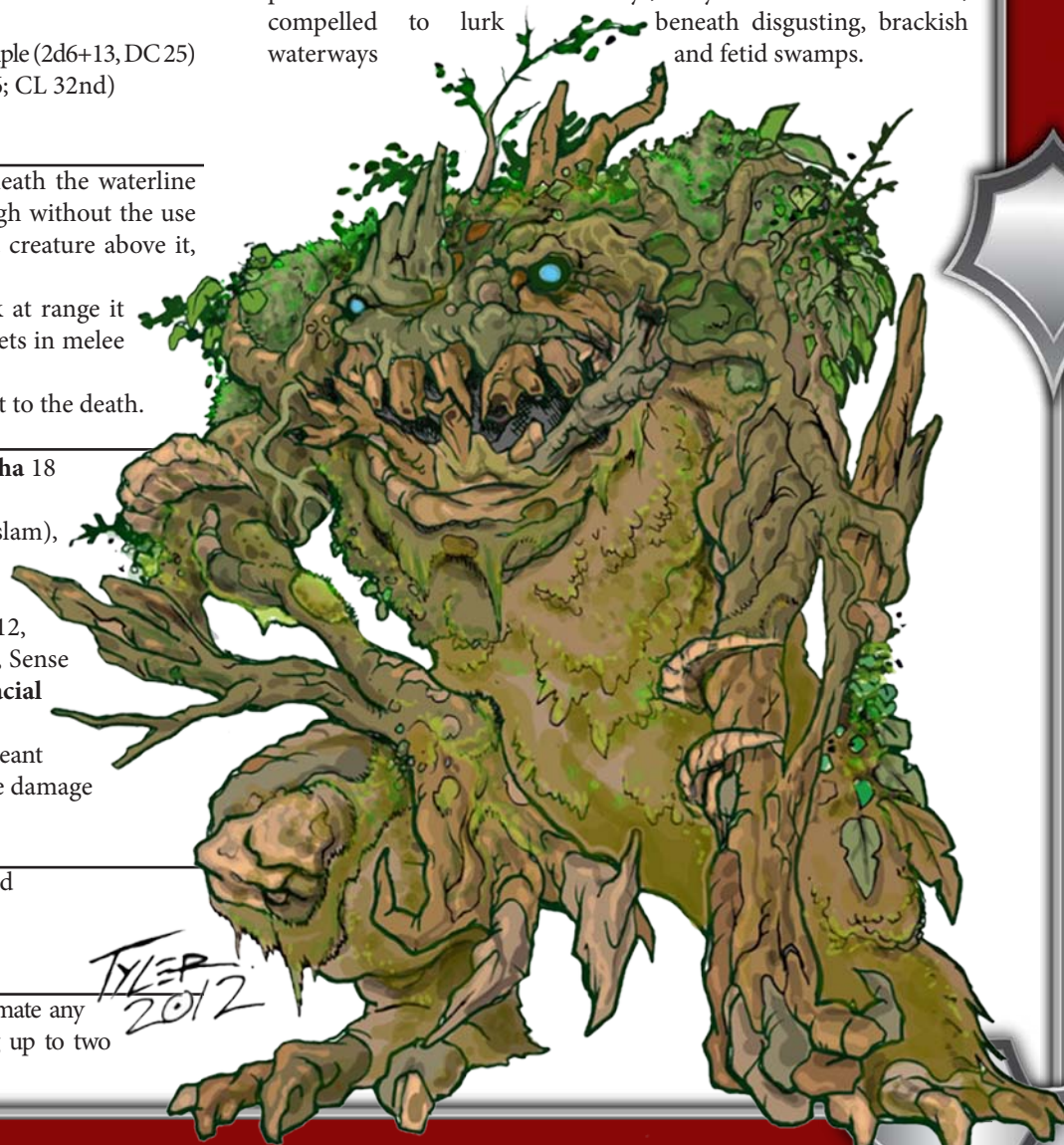
creatures at a time (of a combined HD equal to the goemul's). It takes 1 full round for a corpse to rise, after which it moves at a speed of 10 feet and fights as a goemul (although it has only one slam attack and lacks the goemul's animation and rock-throwing abilities). If the goemul that animated it terminates the animation, moves out of range, or is incapacitated, the corpse immediately falls prone wherever it is and returns to its normal state.

**Change Shape (Su)** Goemul can transform into rotting remains, with results similar to the tree shape spell. In this form, the goemul appears as a recently killed creature of Small size. A goemul can assume this form or revert to its true form as a swift action.

**Deadspeech (Ex)** A goemul has the ability to converse with the dead as if subject to a continual speak with dead spell, and most corpses greet them with an attitude of friendly or helpful.

**Violent Burst (Su)** When slain, a goemul explodes in a burst of rotting matter filled with negative energy. All creatures within 30 feet of a slain goemul take 1d8 points of negative energy damage plus 1 point per HD of the slain goemul, and the surrounding area is strewn with gruesome remains of countless dead creatures, dense enough to make the region into difficult terrain for 24 hours, after which the remains change into a disgusting mold.

Creatures wrought by sadistic wizards, these tortured treants live an existence stretched taut between life and death. Cursed to prowl the catacombs of Aventyr, they wander for centuries, compelled to lurk beneath disgusting, brackish waterways and fetid swamps.





# GØGELID

The bluish mist forms into the shape of a canine as a purple-fleshed dog suddenly appears from within the fog, its long red tongue lolling out of a viciously fanged mouth beneath two blank, ovoid eyes.

## GØGELID

CR 1



XP 400

CN Medium undead

**Init** +3; **Senses** darkvision 120 ft., scent, undead scent; Perception +11

### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 11 (2d8+2) fast healing 1

**Fort** +1, **Ref** +3, **Will** +5

**Defensive Abilities** ethereal hop; **Immune** undead traits

**Weakness** vulnerability to sunlight

### OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6+3)

**Special Attacks** ethereal jaws

**Spell-Like Abilities** (CL 2nd, concentration +3)

At will—*ghost sound* (DC 11), *silent image* (DC 12)

2/day—*obscuring mist*

### TACTICS

**Before Combat** The gøgelid uses its spell-like abilities to lure enemies into a disadvantageous position.

**During Combat** Gøgelid charge into combat, retreating with ethereal hop and waiting for fast healing to recover before moving to strike again.

**Morale** A gøgelid is fiercely loyal to its dødelig masters and only flees for good if reduced to 1 hp.

### STATISTICS

**Str** 14, **Dex** 16, **Con** —, **Int** 8, **Wis** 15, **Cha** 13

**Base Atk** +1; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Skill Focus (Survival)

**Skills** Perception +11, Stealth +8, Survival +7;

**Racial Modifiers** +4 Perception

**Languages** Undercommon

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or pack (3-8)

**Treasure** double

### SPECIAL ABILITIES

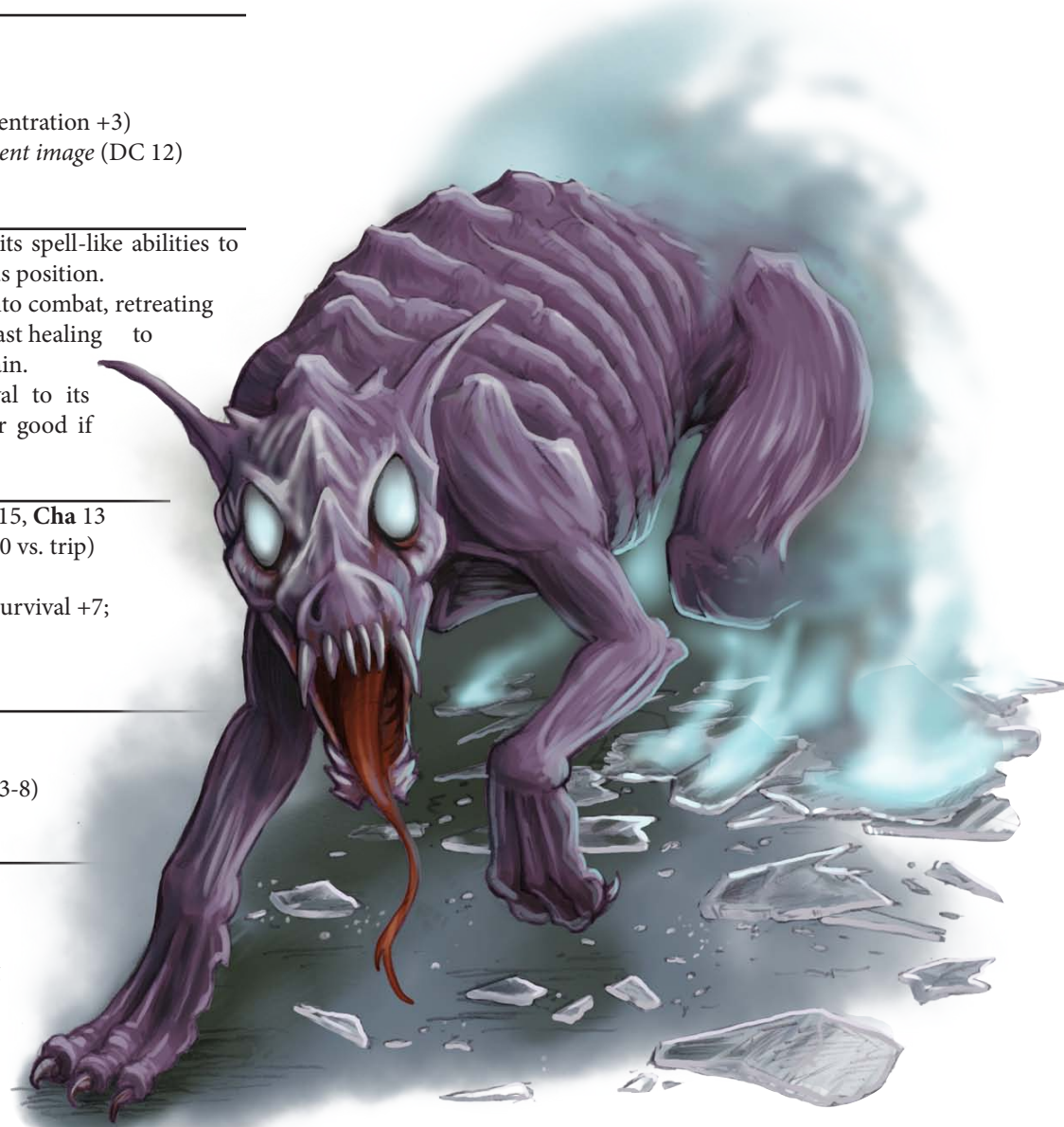
**Ethereal Hop (Su)** A gøgelid is able to turn incorporeal for a number of rounds equal to its hit dice as a swift action. After turning incorporeal, a gøgelid cannot use ethereal hop for 1d4+1 rounds. A gøgelid can end an ethereal hop as a free action.

**Ethereal Jaws (Su)** When corporeal, a gøgelid's bite attack gains the *ghost touch* weapon enchantment.

**Undead Scent (Su)** A gøgelid's otherworldly nose is particularly talented at picking out the scent of other undead creatures. A gøgelid's scent ability ignores the first 5 ft. of any non-magical barrier to detect the presence of undead creatures.

Gøgelid are typically found with or near dødelig, usually coexisting peacefully and helping the undead halflings find their buried kin in the Underworld of Aventyr. Where the gøgelid originally come from remains unknown and though intelligent and sometimes quite talkative, the animated canines never speak of more than the name of their home dimension: Preokret. This has never diminished their relationship with dødelig, who happily accept the four-legged creatures into their families. Once part of a home, gøgelid are fiercely territorial of both the building and its inhabitants, but otherwise they are generally quite friendly and curious.

A gøgelid is roughly the size of a very large dog, standing on its hind legs at a height of about 5 ft., and weighs as much as 110 pounds.





# BOOK GOLEM

Lumbering from out of the darkness is a strange collection of books and tomes stacked in the shape of a man.

## GOLEM, BOOK

CR 7



XP 3,200

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

**hp** 79 (9d10+30)

**Fort** +3, **Ref** +2, **Will** +3

**DR** 5/adamantine; **Immune** construct traits, magic

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +13 (2d8+5)

**Space** 10 ft.; **Reach** 10 ft.

### TACTICS

**During Combat** Book golems slam opponents into submission.

### STATISTICS

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Languages** none

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Immunity to Magic (Ex)** A book golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage slows a book golem (as the *slow* spell) for 2d6 rounds (no save).

A magical attack that deals fire damage does double damage to a book golem (as per a critical hit).

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A book golem gets no saving throw against attacks that deal electricity damage.

A book golem is a construct with no free will of its own, designed and made for a specific purpose, only able to follow the orders given to it at the time of its creation (outside of a few simple commands from the person it has been bonded to obey). It has no possessions and no weapons. Book golems cannot speak, although they can emit an unsettling whisper with their pages; they move stiffly, as if not in complete control of their bodies.



Although most book golems are mindless there are persistent rumors of some that gain the collected knowledge printed upon the many pages comprising their body. Certainly most who construct book golems prefer mindless slaves over free-willed creations, and as a result intelligent book golems are a barely explored concept, treated as fanciful stories from old wizards.

A book golem stands 8 feet tall and weighs 500 pounds.

### CONSTRUCTION

Comprised of various tomes stacked into the shape of a humanoid, the book golem requires no less than four tomes per limb (along with unguents and bindings worth 500 gp). Any book can be used, although several wizards have found that crafting tomes of knowledge and learning seems to grant the golem a sense of cunning and personality (and just as many have discredited that as wishful thinking). Several attempts to create a book golem with access to the spells contained within tomes bound into its body have thus far proved unsuccessful.

**Requirements** Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 8th; **Skill** Craft (leather) or Heal DC 18; **Cost** 10,500 gp



# LIBREUM GOLEM

As if sent askitter by an unseen gust of wind, the books in the library are thrown from their shelves. Some twirl about, airborne with pages fluttering back-and-forth, while others fall, bounce, and flip across the ground as if being pushed by an unseen force. Within moments the tomes pile, slam, and organize themselves into a haphazard stack that vaguely resembles a short humanoid form.

## GOLEM, LIBREUM

CR 4



XP 1,200

CN Medium construct

**Init** +8; **Senses** darkvision 60 ft.

low-light vision; Perception +0

### DEFENSE

**AC** 22, touch 14, flat-footed 18,  
(+4 Dex, +8 natural)

**hp** 47 (5d10+20)

**Fort** +1, **Ref** +5,

**Will** +1

**DR** 5/—; **Immune** construct traits, magic (except for fire damage)

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft

**Melee** 3 slams with bookbindings +5 (1d4 bludgeoning)

**Special Attacks** flurry of pages

### TACTICS

**During Combat** A golem libreum uses its flurry of pages on the nearest target and unleashes slams while distracting enemies with the special ability (moving it to the opponent dealing the most damage).

### STATISTICS

**Str** 10, **Dex** 18, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +5; **CMB** +5; **CMD** 19

**Feats** Improved Initiative<sup>B</sup>

**Languages** Common, polyglot (can understand 2d4 random languages); cannot speak

### ECOLOGY

**Environment** any (preferably a library)

**Organization** solitary, pair, troop (3-8)

**Treasure** standard + 1d6 random scrolls containing 1st- or 2nd-level arcane spells

### SPECIAL ABILITIES

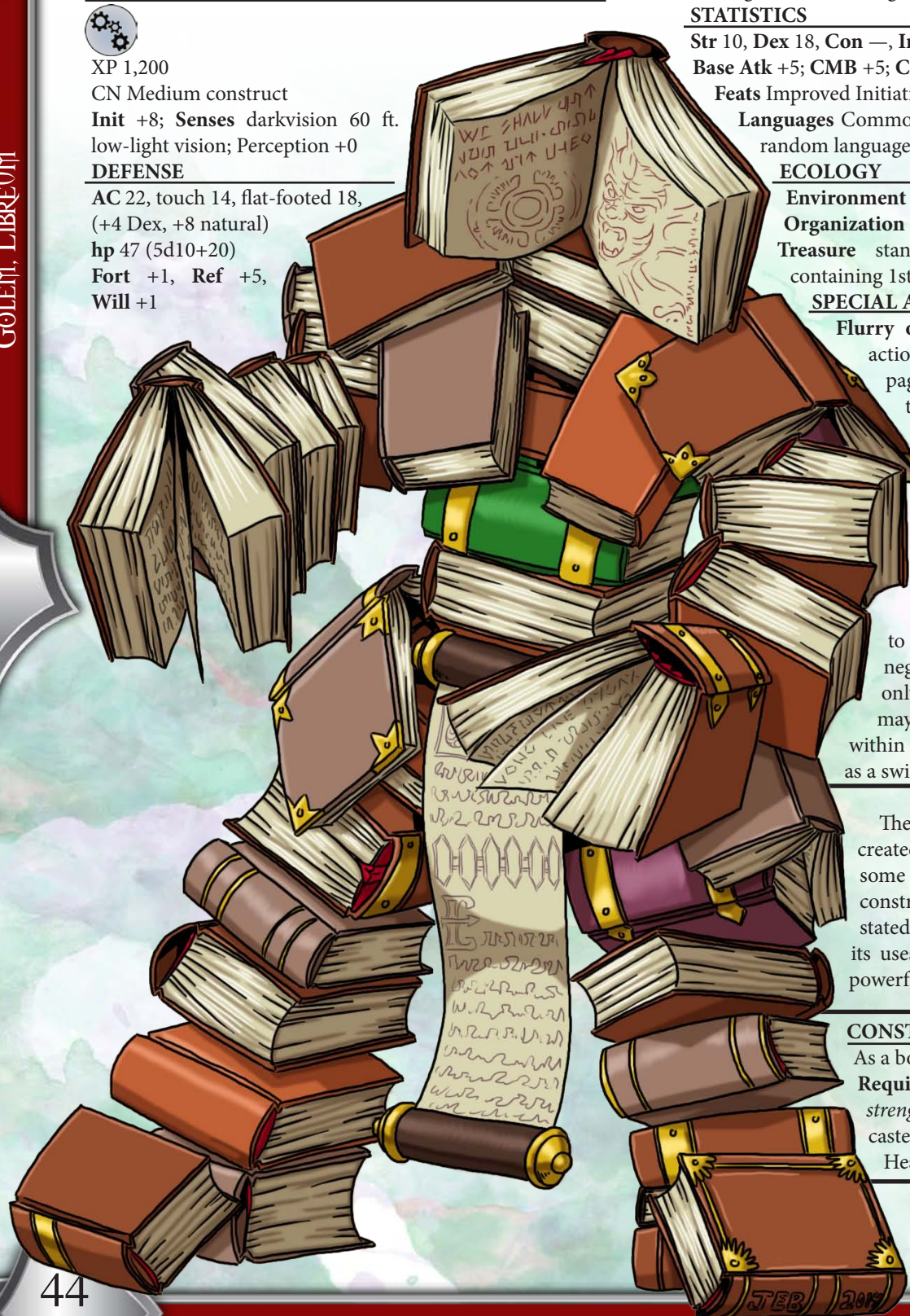
**Flurry of Pages (Su)** As a full round action, a golem libreum can cause pages to tear from the many tomes that comprise its body and send them in a fluttery flurry towards any target within 60 feet. The flurry of pages causes hundreds of tiny paper-cuts to its target dealing 1 point of bleed damage (DC 20 Reflex negates). The flurry of pages also obscures the targets vision causing them to react as if dazzled (DC 25 Will negates). A golem libreum can have only one active flurry at a time, but may move the effect to another target within 30 feet of the first affected target as a swift action.

These lesser versions of book golems are created by thrifter mages, the results of some experimentation to create intelligent constructs. Though they failed in their stated goal, the being wrought forth has its uses and is often paired with its more powerful counterpart.

### CONSTRUCTION

As a book golem.

**Requirements** Craft Construct, *bull's strength*, *geas/quest*, creator must be caster level 6th; **Skill** Craft (leather) or Heal DC 16; **Cost** 6,500 gp





# MAGEBANE GOLEM

This iron mechanical man is difficult to see—surrounded as it is by a hemispheric aura of flashing, prismatic colors—but is clearly covered in gold and silver runes and carrying a spear, with a crossbow mounted on each shoulder.

## GOLEM, MAGEBANE

CR 21



XP 409,600

N Large construct

**Init** +4; **Senses** see invisibility, see in darkness, extraplanar existence; Perception +0

### DEFENSE

**AC** 39, touch 13, flat-footed 35 (+4 Dex, +26 natural, –1 size)  
**hp** 195 (30d10+30); fast healing 5

**Fort** +10, **Ref** +14, **Will** +10

**DR** 10/adamantine and magic; **Immune** construct traits, critical hits, magic, precision-based damage

### OFFENSE

**Speed** 40 ft., fly 60 ft. (perfect)

**Melee** +1 keen spear +43 (2d10+20 plus disjunction, Crit 19–20/x3) and four +1 crossbow bolts +34 (3d10 plus anchoring bolt, Crit 19–20/x2, Range 120 ft.)

**Space** 10 ft.; **Reach** 10 ft. (spear 20 ft.)

**Special Attacks** anchoring bolts, suppressing fire

**Spell-Like Abilities** (CL 30th)

constant—*antimagic field*, *prismatic sphere* (centered on self)

### STATISTICS

**Str** 37, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +30; **CMB** +44 (+48 sunder); **CMD** 58 (62 vs. sunder)

**Feats** Greater Sunder<sup>B</sup>, Improved Sunder<sup>B</sup>, Sundering Strike<sup>B</sup>

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Anchoring Bolts (Sp)** Each time a creature is hit by the magebane golem's shoulder crossbows, it is also automatically hit by a *dimensional anchor* spell (even if the attack deals no damage; CL 30th), forcing the target to make a **DC 25 Reflex save** or be stapled to the ground or an adjacent upright object (if any). The creature cannot move from that location until the bolt is destroyed (hardness 15, 50 hp) or is freed with a **DC 25 Strength check**.

**Antimagic Field (Sp)** The magebane golem has a mobile *antimagic field* centered on it at all times. This field moves with the magebane golem, but it (and its *prismatic sphere*) are immune to the *antimagic field's* effects. If the magebane golem's *antimagic field* is dispelled or neutralized (through some effect able to bypass the protection of the *prismatic field*), it remains inactive for 1 hour before restoring itself naturally. Attempts to use the traditional suite of spells to neutralize the golem's *prismatic sphere* must somehow bypass the protection of this *antimagic field*.

**Disjunction (Su)** When the magebane golem hits a target with its spear, that target is affected as if it had entered the

area of a *mage's disjunction* (CL 30th). If the magebane golem strikes a new foe with its spear the duration of any earlier disjunction ends (spells dispelled by this disjunction remain dispelled).

**Extraplanar Existence (Su)** The magebane golem can see into any transient plane that overlaps the plane it is on (if on the Material plane, it can see into the Astral, Ethereal, and Shadow planes). It can also attack into these planes with its crossbow and spear attacks.

If a creature uses any form of dimensional travel in the presence of the magebane golem (including *teleportation* and *plane shift*), the golem automatically knows where the target traveled to and, if that location can be reached by *plane shift* or *teleportation*, can follow them there as an immediate action. The magebane golem's *antimagic field* and *prismatic sphere* do not function until the beginning of its next turn when it uses this ability.

Additionally using any form of dimensional travel within reach of the magebane golem provokes an attack of opportunity (even if the method used does not normally provoke); treat the magebane golem as having Combat Reflexes for these attacks of opportunity.

**Immunity to Magic (Ex)** A magebane golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below, though even these must penetrate the golem's *prismatic sphere* to have any effect.

A *dispel magic* or *mage's disjunction* slows a magebane golem (as the *slow* spell) for 3 rounds (no save).

A prismatic spell (any spell that deals damage as *prismatic wall*, including *prismatic spray* and other creature's *prismatic walls*) breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the magebane golem to exceed its full normal hit points, it gains any excess as temporary hit points.

A magebane golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell (assuming they can penetrate its *antimagic field* and *prismatic sphere*).

**Prismatic Sphere (Sp)** The magebane golem has a *prismatic sphere* centered on it at all times. This sphere moves with the magebane golem and it can force other creatures to pass through the sphere's layers by moving itself so the sphere overlaps a creature's square. No creature can be affected by each layer more than once per round in this way; if the magebane golem moves back and forth so a creature is in and out of the *prismatic sphere* multiple times in a round, each layer still only affects the creature once. However, a creature moved through the *prismatic sphere* multiple times through activities other than the golem's movement is affected by each layer every time it passes through the *prismatic sphere*. If a layer of the magebane golem's *prismatic sphere* is neutralized (through the normal means), it remains inactive for 24 hours before restoring itself naturally.

A magebane golem is immune to all effects of its own *prismatic sphere*.

**Suppressing Fire (Ex)** A magebane golem's shoulder-mounted crossbows can locate targets and make ranged attacks without any effort on the part of the golem itself. Once per round as a free action, the magebane golem can make





four ranged attacks, all at the crossbow's full attack bonus. Making these ranged attack does not provoke attacks of opportunity. A magebane's crossbows automatically reload with +1 *crossbow bolts* but are otherwise unremarkable. Each crossbow can be disabled with a successful **DC 50 Disable Device check**. Disable Device checks that cannot be made at range can only be attempted by adjacent characters if the magebane golem is entangled, grappled, or otherwise held immobile. Any creature attempting such a check (adjacent or at range) immediately becomes the primary target for crossbow attacks until it is pinned by anchoring bolts.

Legends claim the magebane golem was the prototype for inevitables, a creature of total order entrusted with ensuring spellcasters did not tear asunder the fabric of the multiverse. Many myths disagree on why the godlike powers that created the original magebane golems stopped producing the constructs, but the most common versions claim they turned on their creators, destroying them as dangerously untrustworthy spellcasters. Most magebane golems now guard places of vast eldritch power, preventing any creature from accessing the magic common to such locations, but a few simply wander the planes, killing any creature they witness using a spell of 5th-level or higher.

#### CONSTRUCTION

A magebane golem's body is sculpted from 5,000 pounds of iron smelted with rare tinctures costing at least 50,000 gp, and covered in runes made from 500,000 gp worth of gold, silver, and powered diamonds.

**CL** 21st; **Price** 750,000 gp

**Requirements** Craft Construct, Disruptive, Spellbreaker, *antimagic field*, *mage's disjunction*, *prismatic sphere*, *wish*, creator must be caster level 21st; **Skill** Craft (armor) or Craft (weapons) DC 40; **Cost** 375,000 gp



# MOSAIC TILE GOLEM

*The ground beneath you trembles slightly before erupting into a creature made from the very tiles you walk upon, its limbs suddenly bearing down upon you!*

## GOLEM, MOSAIC TILE

CR 7



XP 3,200

N Large construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

**hp** 74 (8d10+30)

**Fort** +2; **Ref** +3; **Will** +2

**Defensive Abilities** energy absorption, flatten; **DR** 10/adamantine; **Immune** construct traits, magic

### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams\* +13 (2d8+6 plus stun) \*equal to ¼ the total limbs the golem has

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** stunning blow

### TACTICS

**Before Combat** A mosaic tile golem tasked with guarding or securing a location flattens itself so as to go unnoticed to would-be trespassers.

**During Combat** When an interloper treads upon the golem, it unfurls itself into its full form and attacks, crushing and pounding its unsuspecting victim.

### STATISTICS

**Str** 20, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**SQ** camouflage

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Camouflage (Ex)** While flattened, a mosaic tile golem is nearly indistinguishable from the surrounding floor. It takes a DC 30 Perception check to notice a flattened mosaic tile golem for what it is. Creatures with stonecunning receive their bonus to notice a flattened mosaic tile golem.

**Energy Absorption (Su)** Any energy-based (acid, fire, cold, electricity, sonic) attack that directly targets a mosaic tile golem is absorbed into its body dealing no damage to the golem. A mosaic tile golem can either use the absorbed energy to repair itself, healing 1 hit point for every 3 points of damage the attack would have otherwise dealt, or it can release the energy in a 30-foot cone that deals the same amount of energy damage it absorbed, up to a limit of 24 hp to all creatures within the area (DC 14 Reflex halves). The mosaic tile golem can store the

energy for a number of rounds equal to half its Hit Dice (four rounds for the standard mosaic tile golem) before releasing it as a blast. The DC for this ability is Constitution-based.

**Flatten (Ex)** As a standard action, once per round a mosaic tile golem can flatten its form to become (or appear to become) a section of floor, road, or any other stone surface. While flattened it cannot move or attack and its damage reduction increases to 20/adamantine. A mosaic tile golem can reform into its chosen shape as a standard action.

**Immunity to Magic (Ex)** A mosaic tile golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below: A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw. A *transmute mud to rock* spell heals all its lost hit points; A *stone to flesh* spell does not actually change the golem's structure, but it negates the mosaic tile golem's damage reduction for 1 round.

**Stunning Blow (Ex)** Any creature hit by a mosaic tile golem's slam attack must succeed on a DC 16 Fortitude save or be stunned for 1 round. The DC for this ability is Constitution-based and receives a +2 racial bonus.

Mosaic tile golems are composed of various tile pieces, usually utilizing whatever tile is native to the region in which it is constructed, jointed and fitted together so as to allow the creature to fold itself flat. They are created to serve as guardians or servants by powerful spellcasters, the source of many an unsuspecting rogue's demise.

Though a mosaic tile golem cannot speak, when constructed, its creator can program up to 4 simple words or phrases (no more than 10 words in length) into it that cause it to behave in a certain fashion when certain conditions are met. These conditions are programmed into the golem when it is constructed. Conditions can be as general or specific as necessary, but must be fairly simple, such as "if anyone enters this room" or "if anyone touches this chest".

A mosaic tile golem stands 10 feet tall and weighs on average around 1,200 pounds. Many different forms have been seen in regards to bodily shapes, and the only limit to design is the artistic talent of the golem's creator. Regardless of its physical shape, the golem shares the same abilities as all other mosaic tile golems, with only the amount of limbs and number of attacks there of ever changing.

### CONSTRUCTION

**Requirements** Craft Construct, *bull's strength*, *geas/quest*, *polymorph any object*, *protection from energy*, various powders and exotic liquids totaling 2,500 gp, creator must be caster level 11th, Skill Craft (sculptures) or Craft (stonemasonry) DC 26; **Cost** 17,500 gp

This golem wouldn't have been possible without the inspiration of *Frog God Games' Tome of Horrors Complete* (and the Flagstone Golem)—cheers!



# MUSHROOM GOLEM

*This enormous creature stalks forward on huge fibrous legs, a purplish glow emanating from its eyes and face that illuminates the underside of the large mushroom forming out of the top of its head.*

## GOLEM, MUSHROOM

CR 10



XP 9,600

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0  
**DEFENSE**

**AC** 22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22  
**hp** 95 (12d10+30)

**Fort** +4, **Ref** +3, **Will** +4

**DR** 5/slashing; **Immune** construct traits

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +14 (2d8+6 plus poison)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon spores (10-ft.-cube, 1 round, 1d4 Con, 2d4 Cha, DC 19 Fort), flora wound

### TACTICS

**During Combat** A mushroom golem uses breath weapon spores as often as possible.

### STATISTICS

**Str** 23, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1 (16 to plants)

**Base Atk** +9; **CMB** +16; **CMD** 25

### ECOLOGY

**Environment** temperate forests, underground

**Organization** solitary or gang (2-4)

**Treasure** none

### SPECIAL ABILITIES

**Breath Weapon Spores (Su)** Once every 1d4+1 rounds a mushroom golem releases a 10-foot cube of spores as a free action. These spores remain in the air until the beginning of its next turn (*initial damage* 1d4 Con, *secondary damage* 2d4 Cha, DC 19 Fort negates). Anyone who fails the roll at either stage is covered with small mushrooms. The DC for this ability is Constitution-based.

**Flora Wound (Ex)** The damage a mushroom golem deals takes 4 times longer to heal naturally and resists healing spells. A PC attempting to cast a conjuration (healing) spell on a creature damaged by a mushroom golem must succeed on a DC 26 caster level check or the spell has no effect. Any natural healing looks and feels like mushroom fiber. For every 10 hit points which heal this way, a creature's Charisma reduces by 2 and increases its natural armor bonus by +1. Successful magical healing restores the PC to a normal state, including returning Charisma to normal and removing the natural armor.

**Green-Spored Parasol Mushroom Poison (Ex)** Spores—inhaled; *save* Fort DC 19; *onset* immediate; *frequency* 1/round for 6 rounds; *initial damage* 1d4 Con; *secondary damage* 2d4 Cha; *cure* 2 consecutive saves.

**Immunity to Magic (Ex)** A mushroom golem is immune to any spell or spell-like ability that allows spell resistance. Certain spells and effects function differently against it.

A *transport via plants* spell drives a mushroom golem back up to 120 feet and deals 3d8 points of damage to it; A *control plants* spell slows a mushroom golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage to it

A *finger of death* spell cast directly at a mushroom golem stops it from moving on its next turn and deals 5d8 points of damage to it. The golem gets no saving throw against any of these effects. Any magical attack against a mushroom golem that deals electrical damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a mushroom golem hit by the breath weapon of a behir heals 7 points of damage if the attack would have dealt 22 points of damage. A mushroom golem gets no saving throw against magical attacks that deal electrical damage.

Mushroom golems have vaguely humanoid bodies made from a single enormous green-spored parasol mushroom. They have no possessions, relying on their own abilities. A mushroom golem make any vocal noise, but can convey levels of danger to plants through a series of swaying gestures. It walks and moves with a flowing, steady gait, as if a breeze constantly blows about it. It does not utilize its full speed unless threatened.

Mushroom golems stand 15 ft. tall and are 12 ft. wide at the shoulders, with the rest of their bodies between 4 and 5 feet wide for most of the trunk, widening to 10 feet at the base. They have two 10 ft long arms and 2.75 ft legs. A mushroom golem weighs at least 2,000 pounds.

### CONSTRUCTION

A mushroom golem's body is carved from a single green-spored parasol mushroom treated with rare plant food along with nutrients of blood and bones from aquatic creatures, materials weighing at least 1,000 pounds (costing 2,000 gp). The mushroom must be of exceptional quality. Carving the body requires a DC 15 Craft (sculpting) check or a DC 15 Profession (fungiculturalist) check.

**Requirements** CL 14th; Craft Construct, *animate plants, gas/quest, limited wish, ironfibre*, caster must be at least 14th level; **Skill** Craft (sculpting) or Profession (fungiculturalist) DC 15; **Cost** 12,000 gp





# PUMPKIN GOLEM

A twisted mass of vines and pumpkin gourds formed into a mockery of a humanoid form, this golem moves with unnerving grace and agility.

## GOLEM, PUMPKIN

CR 8



XP 4,800

N Large construct (plant)

**Init** +3; **Senses** darkvision 60 ft, low-light vision; Perception +0

**Aura** frightful presence (60 ft., DC 21); fear aura (30 ft., DC 17)

### DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 76 (8d10+30)

**Fort** +2; **Ref** +5; **Will** +5

DR 5/adamantine; **Immune** construct traits, magic

**Special Defenses** permanent mage armor

### OFFENSE

**Speed** 30 ft.

**Melee** slam +12 (2d6+4) or scythe +12 (2d4+3, Crit x4)

### TACTICS

**Before Combat** When acting as a guardian, the pumpkin golem keeps to the ground, looking like nothing more than a small pumpkin patch.

**During Combat** It rises and uses its frightful presence and fear aura while attacking with its scythe. Once a target is prone, it uses its slam attack to pulverize the victim.

### STATISTICS

**Str** 16, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 1

**Base Atk** +8; **CMB** +12; **CMD** +25 (30 vs. trip)

**Skills** Perception +18, Stealth +10

### ECOLOGY

**Environment** any

**Organization** solitary or gang (2-4)

**Treasure** none

### SPECIAL ABILITIES

**Immunity to Magic (Ex)** A pumpkin golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature as noted below.

- *Warp wood* or *wood shape* slows a pumpkin golem (as the *slow* spell) for 1d6 rounds (no save).
- A *plant growth* spell heals the pumpkin golem for 1d6 points per caster level.

**Fear Aura (Sp)** A pumpkin golem may activate its fear aura three times per day. This aura manifests itself visually as an arcane flame erupting from within the golem's "head", shining a sickly, flickering light from its eyes and mouth. The flame is a

prestidigitation effect and causes no damage; in all other regards this acts as a *fear* (DC 17) spell.

A pumpkin golem is crafted from pumpkin gourds and the vines upon which they grow, assembled into a roughly humanoid body with articulated limbs. A favored golem amongst the arcane community lower on the financial scale for the ease of securing the raw material at an easy cost, the pumpkin golem is typically crafted within the patch that its raw components grew. A pumpkin golem stands 7-1/2 feet tall and weighs on average between 300 to 400 pounds.

### CONSTRUCTION

The pieces of a pumpkin golem are assembled from vines harvested fresh from a pumpkin patch, with their gourds still attached. The gourds are woven throughout the vines, with one each for the torso and head of the golem. The components are dusted with a mix of rare powders and herbs worth at least 500 gp.

**Requirements** Craft Construct, *plant growth*, creator must be caster level 12th; **Skill** Craft (horticulture) or Profession (gardener) DC 14; **Cost** 9,000 gp





# TOTEM GOLEM

*The creaking of wood catches your attention and you realize that all of this statue's many eyes are looking directly at you!*

## GOLEM, TOTEM

CR 6



XP 2,400

N Medium construct

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +4

### DEFENSE

**AC** 17, touch 13, flat-footed 16 (+6 natural, +1 Dex)

**hp** 53 (6d10+20)

**Fort** +2, **Ref** +2, **Will** +2

**Immune** construct traits, magic

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** varies; see text below

**Melee** one head is always the primary attacker that begins a full-round attack, and all following attacks from a totem pole golem are at a -5 penalty until the beginning of its next turn; see text below

**Special Attacks** bound spirits, splintering (20-ft.-radius, 6d6 piercing, DC 14 Reflex halves)

### TACTICS

**Before Combat** Totem pole golems use their unique ability to subtly target and attack fire wielding spellcasters before entering into combat.





**During Combat** Totem pole golems attack with a natural attack from at least one of its heads each round (see text below).

**Morale** Totem Pole Golems fight until their enemies are destroyed, or they're ordered to stop.

#### STATISTICS

**Str** 19, **Dex** 12, **Con** —, **Int** —, **Wis** 18, **Cha** 1

**Base Atk** +4; **CMB** +8; **CMD** 19

**Languages** none spoken (understands language of creator)  
**SQ** flight

#### ECOLOGY

**Environment** any

**Organization** solitary or gang (3-4)

**Treasure** none

#### SPECIAL ABILITIES

**Bound Spirits (Su)** Bound within each head of a totem pole golem's four heads is an animal spirit anchored to and fueling the creature. A winged animal nearest the top always controls the overall movement of the golem, allowing the other spirits to strike through various natural attacks that utilize the varied mouths and claws adorning the totem pole golem's body. For every additional head that grants this creature a fly speed, increase its highest fly speed by +25% and its maneuverability by one step.

Twice a day (for up to 6 rounds total) the spirits may leave the confines of the totem pole. They use this ability frequently to distract those who may harm it with fire, drawing attention away from the totem pole golem for better a chance to make a surprise attack. Winged spirits may not leave the golem while it is in flight.

Spirits bound within the golem must match up to the animals carved, and each bring with them different abilities to enhance the finished result:

- **Bear** 2 claws +8 (1d6+2 plus grab), bite +3 (1d6+2); +4 CMB to grapple
- **Bison** gore +8 (2d6+6)
- **Boar** gore +8 (1d8+6)
- **Fox** bite +8 (1d4+4)
- **Hawk** fly 60 ft. (average); 2 talons +8 (1d4+2), bite +3 (1d4+2)
- **Owl** fly 60 ft. (average); 2 talons +8 (1d4+2)
- **Raccoon** bite +8 (1d3+1); +4 to Stealth
- **Raven** fly 40 ft. (average); bite +8 (1d3+6)
- **Snake** bite +8 (1d4+6 plus poison); Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save
- **Stag** gore +8 (1d6+6)
- **Wolf** bite +8 (1d6+1); Spell-Like Ability (CL 6th; concentration +10) 1/day—summon (howl for 1d4 wolves, 30%)
- **Wolverine** 2 claws +8 (1d6+2), bite +3 (1d4+2); rage 6 rounds/day; Toughness<sup>B</sup> (+6 hp)

Several variations of totem pole golems exist including those crafted with legs (Speed 20 ft., trample [2d6+4, DC 17]) and arms (2 slams +12 [2d6+4]). Adding either sets of limbs increases the cost of the totem pole golem by 2,000 gp, and raises the CR +1.

More exotic totem pole golems may contain the following:

- **Linnorm, Ice** bite +8 (2d8+4 plus poison, Crit 19–20/x2), 2 claws +3 (2d6+2), tail +3 (1d4+2); breath weapon (30-ft.-cone, 12d8 cold, DC 28 Reflex,

once every 1d6 rounds); poisonous bite—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *initial and secondary damage* 4d6 cold damage and 1d6 Con drain; *cure* 3 consecutive saves.

The addition of an ice linnorm head to a totem pole golem increases the overall CR +2, the requisite CL by +3, and the cost by 6,000 gp.

**Immunity to Magic (Ex)** A totem pole golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- *Warp wood* or *wood shape slows* a totem pole golem (as the *slow* spell) for 2d6 rounds (no save).
- *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A totem pole golem gets no saving throw against attacks that deal cold damage.

**Splintering (Su)** As a free action once every 1d4+1 rounds, a totem pole golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within the area take 6d6 points of slashing damage (DC Reflex 14 halves). The DC for this ability is Constitution-based.

Utterly enigmatic, these strange constructs are often worshipped as gods by savages in the Disputed Territories. They are truly the creation of shamanic spellcasters and commonly found throughout the natural world.

A totem golem is 7 feet tall but weighs over 1,200 pounds.

#### CONSTRUCTION

Constructing a totem golem requires four animals identical to those sculpted from the wood the creature is created from. These are ritually sacrificed during the construction process, used to stain the totem golem's timber.

**Requirements** Craft Construct, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, *soul bind*, creator must be caster level 14th; **Skill** Craft (wood carving) DC 17; **Cost** 8,200 gp



# TREASURE GOLEM

## GOLEM, TREASURE

CR 6



XP 2,400

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision, treasure sense; Perception +2

### DEFENSE

**AC** 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)  
**hp** 74 (8d10+30)

**Fort** +2, **Ref** +1, **Will** +4

**DR** 5/bludgeoning; **Immune** construct traits, fire, cold;  
**Resist** acid 10

**Weaknesses** animating core, reducing size

### OFFENSE

**Speed** 20 ft.

**Melee** slam +13 (2d6+9 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** swallow whole (2d6 bludgeoning damage, AC 15, 7 hp)

### TACTICS

**Before Combat** The treasure golem is dormant, using freeze to make a Stealth check at +15.

**During Combat** Treasure golems spring into action as soon as a creature with 500 gp or more of goods on their person wanders within range of its treasure sense. They swallow the wealthiest target nearby, bludgeoning any other attackers (or creatures carrying gold or magic items) to death.

**Morale** Treasure golems lack any sense of self-preservation and fight to the death.

**Modified Statistics** When reduced to 35 hit points or less, the treasure golem's statistics make the following changes: **Size** Medium; **Initiative** +0; **AC** 20, touch 10, flat-footed 20; **Ref** +2; **Melee** 2 slams +13 (1d8+5); **Space** 5 ft.; **Special Attacks** swallow whole (1d8 bludgeoning damage, AC 15, 7 hp); **Str** 20, **Dex** 10; **CMB** +13 (+17 grapple); **CMD** 23.

## STATISTICS

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 15, **Cha** 1

**Base Atk** +8; **CMB** +15 (+19 grapple); **CMD** 24 (can't be tripped)

**SQ** freeze (while dormant)

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Animating Core (Ex)** Inside a treasure golem is a glowing magical core, crystalline in form and about 1 foot in diameter. If this core is destroyed the animation of the treasure golem ceases to function, effectively destroying the monster regardless of its remaining hit points. Because this core is at the center of the treasure golem, it can normally only be attacked by creatures who have been swallowed whole (instead of attempting to free themselves). The core has AC 15, hardness 10, 25 hp.

**Reducing Size (Ex)** As the treasure golem takes damage, bits of treasure break loose from it, reducing its size. When the Golem has less than 35 hit points remaining, its ability scores change (see Modified Statistics under Tactics). While the treasure golem is in this state its core becomes exposed, allowing the creature to be attacked directly. The exposed core has total concealment (50% miss chance) and any targeted attack that misses because of this concealment instead hits the treasure golem. When the treasure golem's hit points are reduced below 20, the concealment provided to the core reduces to normal concealment (20% miss chance).

**Treasure Sense (Ex)** A treasure golem can sense bits of gold, silver, or copper within 50 ft. as though it had blindsight (this is blocked by an inch-thick sheet of lead or 1 ft. or more of stone). Any creature carrying 500 gp or more of wealth wakes a dormant treasure golem as soon as they are within 10 feet of it.

Sometimes these beasts are the creation of an avaricious, hoarding spellcaster and at others the result of a treasure pile becoming suffused with the magical energies of items within. Either way they are incredibly single-minded and have an intense focus on killing adversaries to acquire more wealth. Some say there are treasure golems the size of a small settlement, the creation of dragons intent on killing unwary thieves.

## CONSTRUCTION

Creating a treasure golem is a trying task best left to the initiated mage, as unprepared creators are often destroyed by the resulting creature as soon as it animates (instinctively seeking out the spellcaster's magic items).

**Requirements** Craft Construct, *animate objects*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 10th; **Skill** Appraise DC 22 or Craft (metalworking) DC 17; **Cost** 10,200 gp









# GRIZZLY BEAR RUG

*The voluptuous bear rug in front of you suddenly springs upwards, its claws reaching out to enwrap you!*

## GRIZZLY BEAR RUG

CR 4



XP 1,200

N Large animal

Init +1; Senses low-light vision, scent; Perception +6

### DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, Ref +5, Will +2

### OFFENSE

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

Space 10 ft.; Reach 5 ft.

### TACTICS

**Before Combat** Grizzly bear rugs remain motionless, using freeze to catch opponents unawares.

**During Combat** Quite focused, these creatures relentlessly assault one enemy before engaging the next foe.

### STATISTICS

Str 21, Dex 13, Con 19,

Int 2, Wis 12, Cha 6

Base Atk +3; CMB +8

(+12 grapple);

CMD 19 (23 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Stealth +1

SQ compression, freeze

### ECOLOGY

Environment any

Organization solitary, pair, or carpet (3-8)

Treasure none

There are no shortage of rumors for how these truly strange animals came to be, but most scholars figure it was a druid with a particular hatred for ursine creatures that bred the unlikely beasts. The earliest and most popular story of the grizzly bear rug involves a cunning Klavekian noble said to have heavily sedated one, gifting it to a rival that fell prey to it that very night. Since then it has become customary in the Klavek Kingdom to stomp upon the head of rugs made out of animals, just in case one of these beasts has slipped inside unnoticed.

A grizzly bear rug is only a foot or so wide but 10 feet tall and across, weighing a light 200 pounds.



TYLER 15



# GYEONGSA WARP STORM

*The shifting winds of a violent tempest rustle above as a tan swirl appears in the sky. It quickly grows in size, from only a few inches across into a massive sphere. Gusts carrying fine grits of sand whip against you as the howl of the winds reaches a fevered pitch and the thing in the sky begins to drift towards you.*

## GYEONGSA WARP STORM CR 10



XP 9,600

CN Colossal

construct

**Init** -2; **Senses**

darkvision

120 ft., low-

light vision;

Perception +2

### DEFENSE

**AC** 12, touch

0, flat-footed 0

(-2 Dex, +12

natural, -8 size)

**hp** 151

(13d10+80) fast

healing 2

**Fort** +4, **Ref**

+2, **Will** +6

**DR** 5/magic,

**DR** 10/magic

and ranged;

### Immune

construct traits,

fire; **SR** 12

### OFFENSE

**Speed** fly 60 ft.

(perfect)

**Melee** two

tentacles +13

(2d8+8 and grab)

**Space** 30 ft.; **Reach**

30 ft.

**Special Attacks** pull

(tentacle 30 ft.), whirlwind

(3/day, 10–30 ft. high, 2d8+8

damage, DC 24)

**Spell-Like Abilities** (CL 13th;

concentration +15)

Constant—*gust of wind*

At will—*control winds*

2/week—*greater teleport* (DC 21)

### TACTICS

**Before Combat** A gyeongsa warp storm appears from out of nowhere with its greater teleport spell-like ability, approaching the closest creatures it can find and changing into its whirlwind form.

**During Combat** The gyeongsa warp storm attempts to suck every opponent in view into its body. Once captured, it uses greater teleport again to bring whatever it's caught to the Disputed Lands.

**Morale** Gyeongsa warp storms have no intellect and their motivations are a mystery to all; they do not relent until they've captured more creatures to carry away with them.

### STATISTICS

**Str** 26, **Dex** 6, **Con** —, **Int** —, **Wis** 14, **Cha** 1

**Base Atk** +13; **CMB** +29; **CMD** 37 (cannot be tripped)

**Skills** Fly +0, **Stealth** -18;

**Size Modifiers** -8 Fly,

-16 Stealth

**SQ** amorphous,

flight

### ECOLOGY

#### Environment

any (normally the Disputed Territories)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

#### Punishing Winds

**(Su)** Gyeongsa warp storms are constantly

enshrouded and

surrounded by

severe winds that

automatically

extinguish

unprotected flames,

have a 50% chance

of extinguishing

protected flames,

and incur a -4

penalty to ranged

weapon attacks and

Perception checks.

#### Unwilling Teleport

**(Su)** Gyeongsa warp

storms are able to use

their greater teleport

ability on unwilling

targets so long as they

are caught in its whirlwind

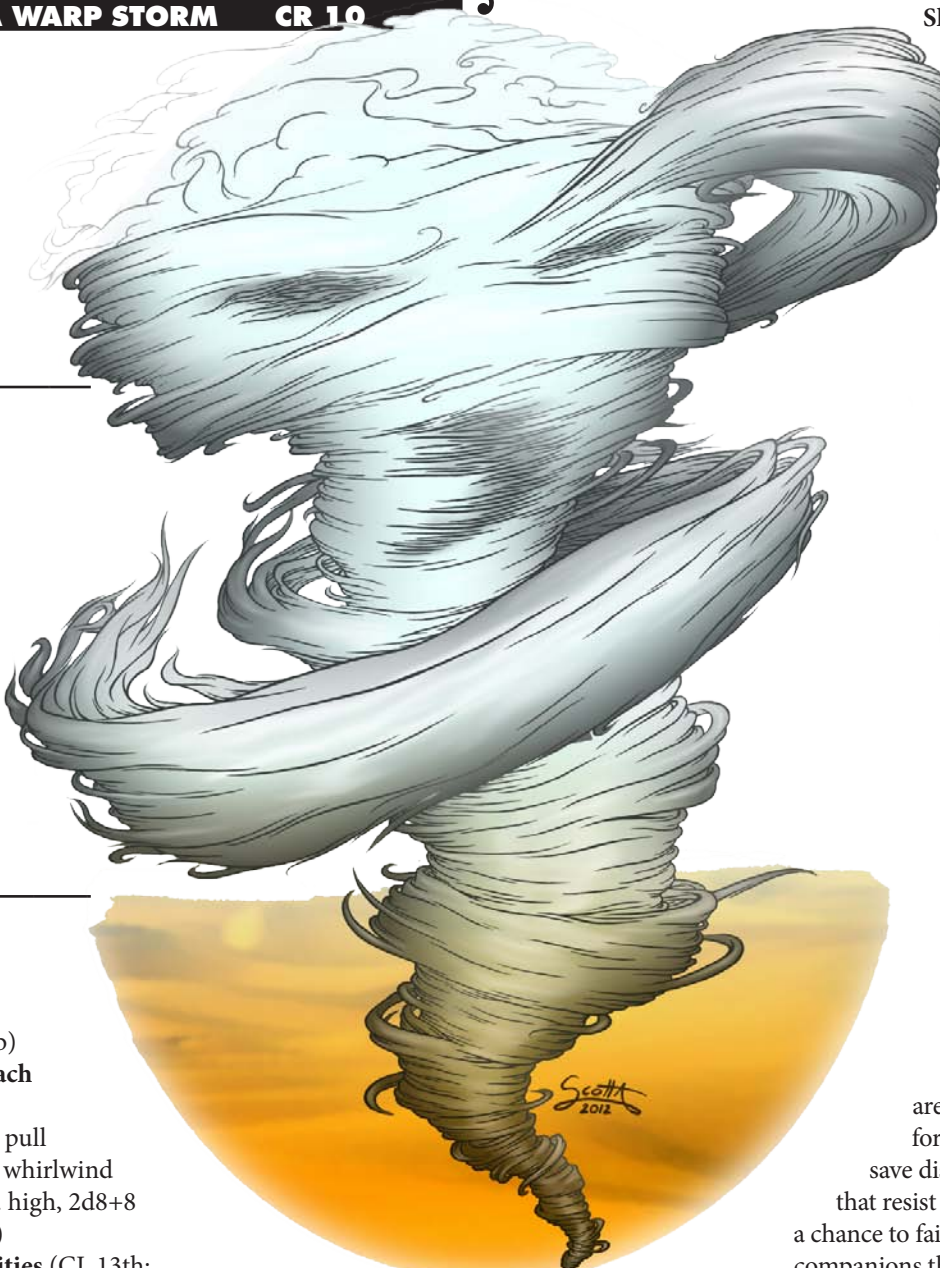
form. Targets that fail their

save disappear before creatures

that resist this ability (giving them

a chance to fail the save instead to join

companions that are teleported away).



Many believe the anomalies to be no more than a myth, but those that survive a trip back from the heart of the Disputed Lands know otherwise. Of them, none can claim to have felled a gyeongsa warp storm; it persistently brings new creatures and travelers to the forsaken reaches of Aventyr. Those strong enough to survive the trip find that their new locale a demanding one—the Tribal Lands.

A gyeongsa warp storm is essentially weightless, but is 30 feet tall and as far across at its widest.



# HALF-FIEND DRYAD

You can immediately sense something wrong about this wooden humanoid, unnerved by the glowing green veins traced across its body.

## HALF-FIEND DRYAD

CR 5



XP 1,600

CE Medium outsider (augmented fey, native)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +12

### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

**hp** 39 (6d6+18)

**Fort** +7, **Ref** +11, **Will** +8

**Immune** poison; **Resist** acid, cold, electricity, fire 10

**DR** 5/cold iron and magic; **SR** 17

**Weaknesses** tree dependent

### OFFENSE

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

**Melee** bite +9 (1d6+2), two claws +4 (1d4+1)

**Ranged** mwk composite (+1) longbow +10 (1d8+1, Crit x3, Range 110 ft.)

**Special Attacks** smite good 1/day (+6 atk, +6 damage)

**Spell-Like Abilities** (CL 6th; concentration +12)

Constant—*speaking with plants*

At will—*entangle* (DC 17), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 17), *darkness*, *deep slumber* (DC 19), *tree stride*

1/day—*desecrate*, *suggestion* (DC 19), *unholy blight* (DC 20)

### TACTICS

**Before Combat** Half-fiend dryads begin combat by using their enchantment spell-like abilities (*charm person*, *suggestion*) from afar, attempting to split enemy forces.

**During Combat** Half-fiend dryads use *entangle* to muddle opponents, unleashing *unholy blight* when they are grouped together. The first enemy that engages it in melee combat is targeted by the half-fiend dryad's smite good special attack.

**Morale** Half-fiend dryads defend their tree with their lives, but otherwise flee when reduced to 10 hp or less.

### STATISTICS

**Str** 14, **Dex** 23, **Con** 17, **Int** 16, **Wis** 17, **Cha** 22

**Base Atk** +3; **CMB** +5; **CMD** 21

**Feats** Great Fortitude, Power Attack, Weapon Finesse

**Skills** Climb +10, Craft (sculpture) +12, Escape Artist +15, Fly +16, Handle Animal +12, Knowledge (nature) +12, Perception +12, Stealth +15, Survival +10; **Racial Modifiers** +6 Craft (wood)

**Languages** Common, Elven, Sylvan; *speaking with plants*

**SQ** tree meld, wild empathy, woodcraft

### ECOLOGY

**Environment** forest (Vast Swamp)

**Organization** solitary or pair

**Treasure** double

Half-fiend dryads are cursed guardians of nature that take to their duties with a gruesome zeal that often inspires lumberjacks and the like to stay far from their territory. It is quite easy to recognize an area frequented by a half-fiend dryad, as corpses of trespassers are creatively displayed throughout the branches above to ward away any other curious travelers. Druids, rangers, and other friends of nature receive a single warning to leave the realm of one of these infernal creatures, and all others are immediately attacked when detected.

A half-fiend dryad nears 7 ft. in height and weighs 720 pounds.





# HEL BEHIR

*This enormous creature dashes forward in a flash of speed, the heat emanating from every pore of its body briefly flaring before a gout of explosive fire erupts from its maw!*

## HEL BEHIR

CR 10



XP 9,600

N Huge magical beast (HEL, augmented, evil)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

### DEFENSE

**AC** 26, touch 11, flat-footed 23 (+3 Dex, +15 natural, -2 size)

**hp** 135 (10d10+80) fast healing 2

**Fort** +15, **Ref** +10, **Will** +7

**Defensive Abilities** ferocity; **DR** 5/evil; **Immune** fire, critical hits, electricity, precision damage; **Resist** acid 5, cold 5, sonic 5; **SR** 18

### OFFENSE

**Speed** 55 ft., climb 35 ft.

**Melee** bite +18 (2d6+13 plus 1d6 fire and grab)

**Ranged** HEL spit +11 touch (2d6+9 bludgeoning and fire)

**Space** 15 ft.; **Reach** 20 ft.

**Special Attacks** breath weapon (20-ft.-line, 7d6 electricity damage, Reflex DC 23 for half, usable every 1d4 rounds), constrict (2d6+13 plus 1d6 fire), rake (6 claws +17, 1d4+9 plus 1d6 fire), HEL breath 2/day (40-ft.-cone, 10d8 fire and force, Reflex DC 23 for half), HEL gaze (Will DC 18 or paralysis 1 round, usable every round), HEL spit, swallow whole (2d8+13 bludgeoning plus 1d6 fire damage, AC 17, 13 hp)

### TACTICS

**During Combat** A HEL behir uses its HEL gaze to immobilize foes outside of its reach, but otherwise uses its bite along with Great Cleave to attack all the targets it can, in between unleashing its powerful breath weapons.

### STATISTICS

**Str** 29, **Dex** 16, **Con** 27, **Int** 9, **Wis** 18, **Cha** 16

**Base Atk** +10; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)

**Feats** Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

**Skills** Climb +17, Perception +10, Stealth +7

**Languages** Common

**SQ** amorphous

### ECOLOGY

**Environment** any (usually underground)

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Grab (Ex)** A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

HEL BEHIR





## HELLION REVENANT

*This featureless humanoid form stands about five feet in height, its form wreathed in ethereally translucent shadowlike veils. When it moves, though the apparition's legs seem to be walking, its feet never touch the ground beneath it and it exhibits an odd grace.*

### HELLION REVENANT

**CR 2**


XP 600

CE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft., greater lifesense; Perception +10

**Aura** unnatural aura (30 ft.)

#### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 18 (4d8)

**Fort** +4, **Ref** +4, **Will** +4

**Defensive Abilities** channel resistance +2, incorporeal;

**Immune** undead traits

#### OFFENSE

**Speed** fly 60 ft. (good)

**Melee** incorporeal touch (1d4 negative energy & 1 Con drain; DC 16)

**Special Attack** inanimate possession

#### TACTICS

**Before Combat** When released from the ireful hellion's lair where it was imprisoned, the hellion revenant immediately attempts to flee to the largest concentration of nearby living creatures by utilizing its greater lifesense ability.

**During Combat** To cause the most havoc among the living it encounters, the hellion revenant attempts to possess frequently used everyday objects using its inanimate possession special ability.

#### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 12, **Wis** 12, **Cha** 18

**Base Atk** +2; **CMB** +5; **CMD** 18

**Feats** Blind Fight, Combat Reflexes, Improved Initiative

**Skills** Fly +5, Perception +5, Sense Motive +8, Stealth +10

**Languages** Common, Infernal

#### ECOLOGY

**Environment** any (lair of an ireful hellion)

**Organization** pack 6-72

**Treasure** none

#### SPECIAL ABILITIES

**Constitution Drain (Su)** Creatures hit by a hellion revenant's touch attack must succeed on a DC 16 Fortitude save or take 1 point of Constitution drain. For every successfully drained point of Constitution the hellion revenant gains 5 temporary hit points. The DC for this ability is Charisma-based.

**Inanimate Possession (Su)** Once per day a hellion revenant can possess an inanimate object within 10 ft. as a full-round action. Once an item is possessed it becomes a cursed item and radiates a 10 ft.-wide unnatural aura. An item remains cursed until the revenant chooses to leave it (requiring a full-round action), the item is completely destroyed, or the effect is removed with remove curse (DC 15). When the curse effect is removed, the hellion revenant assumes its incorporeal form, stunned for 1d4 rounds before trying to flee until it can find another item to possess.

#### 1d100 Curse Results

1–5: Functions normally; 10% chance of breaking each time used

6–10: Functions normally; 25% break chance each time

11–15: Functions normally; 50% break chance each time

16–20: Functions normally; 75% break chance each time

21–25: 10% chance it bursts into flame (1d6 fire; item unharmed)

26–30: 25% chance it bursts into flame (1d6 fire; item unharmed)

31–35: 50% chance it burst into flames (1d6 fire; item unharmed)

36–40: Malfunctions 10% of the time (malfunction depends on item type)

41–45: Malfunction 25% (malfunction depends on item type)

46–50: Malfunction 50% (malfunction depends on item type)

51–55: Malfunction 75% (malfunction depends on item type)

56–60: Malfunction 90% (malfunction depends on item type)

61–65: Catastrophic malfunction on next use. 25% break chance

66–70: Catastrophic Malfunction on next use. 50% break chance

71–75: Catastrophic Malfunction on next use. 75% break chance

76–80: Catastrophic Malfunction on next use. 90% break chance

81–85: 25% chance of exploding on next use (1d4 force; item destroyed)

86–90: 50% chance of exploding on next use (1d4 force; item destroyed)

91–95: 75% chance of exploding on next use (1d4 force; item destroyed)

96–100: Item explodes on next use (3d4 force; item destroyed)

**Lifesense, Greater (Su)** A hellion revenant notices and locates living creatures within a 5-mile radius, just as if it possessed the blindsight ability.

Ireful hellions have a supernatural ability to attract any recently departed soul unlucky enough to wander near its lair, luring them to their bound home. The hellion consumes and subsists off any remaining energies of these souls (increasing its own power) leaving behind only mindless wraiths called hellion revenants that join their master in a rage-filled existence.





## IREFUL HELLION

*This large humanoid figure has enormous hulking muscles, its skin dark, cracked, and stone-like. Several large crystalline shards extend outward from various parts of its form, seeming to have naturally formed upon the looming creature. Its gnarled and twisted face stares outward with fiery eyes in an expression of contempt and hatred.*

### IREFUL HELLION

CR 9



XP 6,400

CE Large outsider (devil, evil, extraplanar, chaotic)

**Init** +4; **Senses** darkvision 60 ft., see in darkness, Perception +18

#### DEFENSE

**AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

**hp** 85 (10d10+30)

**Fort** +6; **Ref** +11; **Will** +10

**DR** 10/good; **Immune** poison; **Resist** fire 10; **SR** 20

#### OFFENSE

**Speed** 40 ft.

**Melee** +2 jagged crystal fang +14/+9 (1d8+4, Crit 19–20/x2) and +2 jagged crystal fang +14/+9 (1d8+4, Crit 19–20/x2)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** aura of wrath

**Spell-Like Abilities** (CL 10th; concentration +15)

At will—*charm person*, *command*, *polymorph* (self only)

1/day—*greater invisibility*, *nightmare* (DC 22)

#### TACTICS

**During Combat** The ireful hellion breaks off two razor sharp, jagged crystal fangs that jut out from its large body

and wields them as melee weapons (dealing slashing damage).

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 17, **Int** 12, **Wis** 17, **Cha** 20

**Base Atk** +10; **CMB** +14; **CMD** 28

**Feats** Double Slice, Improved Critical (jagged crystal fang), Improved Two-Weapon Fighting, Two Weapon Fighting, Weapon Focus (jagged crystal fang)

**Skills** Acrobatics +15, Climb +15, Escape Artist +15, Knowledge (planes) +15, Perception +18, Sense Motive +15, Stealth +10

**Languages** telepathy 100 ft. (only Common and Infernal)

#### ECOLOGY

**Environment** any (small locales, magically bound to the Material Plane)

**Organization** solitary with 6d12 hellion revenants

**Treasure** +2 jagged crystal fang (2; as +2 longswords)

#### SPECIAL ABILITIES

**Aura of Wrath (Su)** As a full round action, an ireful hellion can radiate an aura of wrath in a 50-ft.-radius. All creatures within the area of effect must succeed on a DC 19 Will save or become enraged for 1d4 rounds. Creatures enraged by this effect lose all sense of themselves and become overwhelmed with rage and violence. The affected creature gains a +3 to all melee attacks and the effects of haste, but cannot tell friend from foe and expend actions attacking any target within their reach (randomly determined at the beginning of that creature's turn). A creature who is already enraged in this manner and is again affected by the aura of wrath extends the enraged effect for another 1d4 rounds.

It is unknown what stature an ireful hellion may have once held in the infernal hierarchy, but eons of being bound and trapped on this plane have caused it to evolve into what is surely a viler abomination than its original form. The reason for its dimensional anchor to this plane has been long forgotten and lost to history, and an ireful hellion's lair (where it is bound) is often ancient, ruined, and with geological traces which hint that the devil has been trapped there for many millennia.

A sentience whittled down by time to an unadulterated anger and vengeful wrath, an ireful hellion's only purpose is to break its bonds and destroy anyone and anything that it happens to cross paths with—it has no allies, only servants. Throughout countless centuries, an ireful hellion may have trapped and consumed dozens (or even hundreds) of damned souls effectively building a small army of ethereal undead (hellion revenants), which if ever released, wreak havoc upon the world.





# HONDRA

*Plated blue scales and bright purple spines extend off of this ursine creature as it lopes toward you on powerful hind legs and forelimbs that resemble that of a bear, though its massive, open-faced jaw is certainly not like its forest dwelling cousin.*

## HONDRA

CR 5



XP 1,600

N Large magical beast

**Init** +2; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, scent; Perception +10

### DEFENSE

**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)  
**hp** 63 (6d10+30)

**Fort** +10, **Ref** +7, **Will** +4; +2 vs. mind-affecting effects

**Immune** paralysis, sleep

### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +10 (1d6+5 plus grab), bite +10 (1d6+5)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (20-ft. cone, 6d4 force damage, Reflex DC 18 for half, usable every 1d6 rounds)

### TACTICS

**During Combat** Hondra are very instinctive, opening up combat with a breath weapon attack before focusing on the physically weakest target.

**Morale** Hondra are practically maddened when

reduced below 30 hp (incurring a -10 penalty to Handle Animal checks made to calm them) and fight to the death.

### STATISTICS

**Str** 21, **Dex** 15, **Con** 20, **Int** 2, **Wis** 14, **Cha** 9

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 24 (28 vs. trip)

**Feats** Diehard, Endurance, Run

**Skills** Acrobatics +6, Climb +9, Perception +10, Stealth +2, Survival +3, Swim +13; **Racial Modifiers** +4 Perception, +4 Swim  
**SQ** draconic stride

### ECOLOGY

**Environment** underground (Underworld)

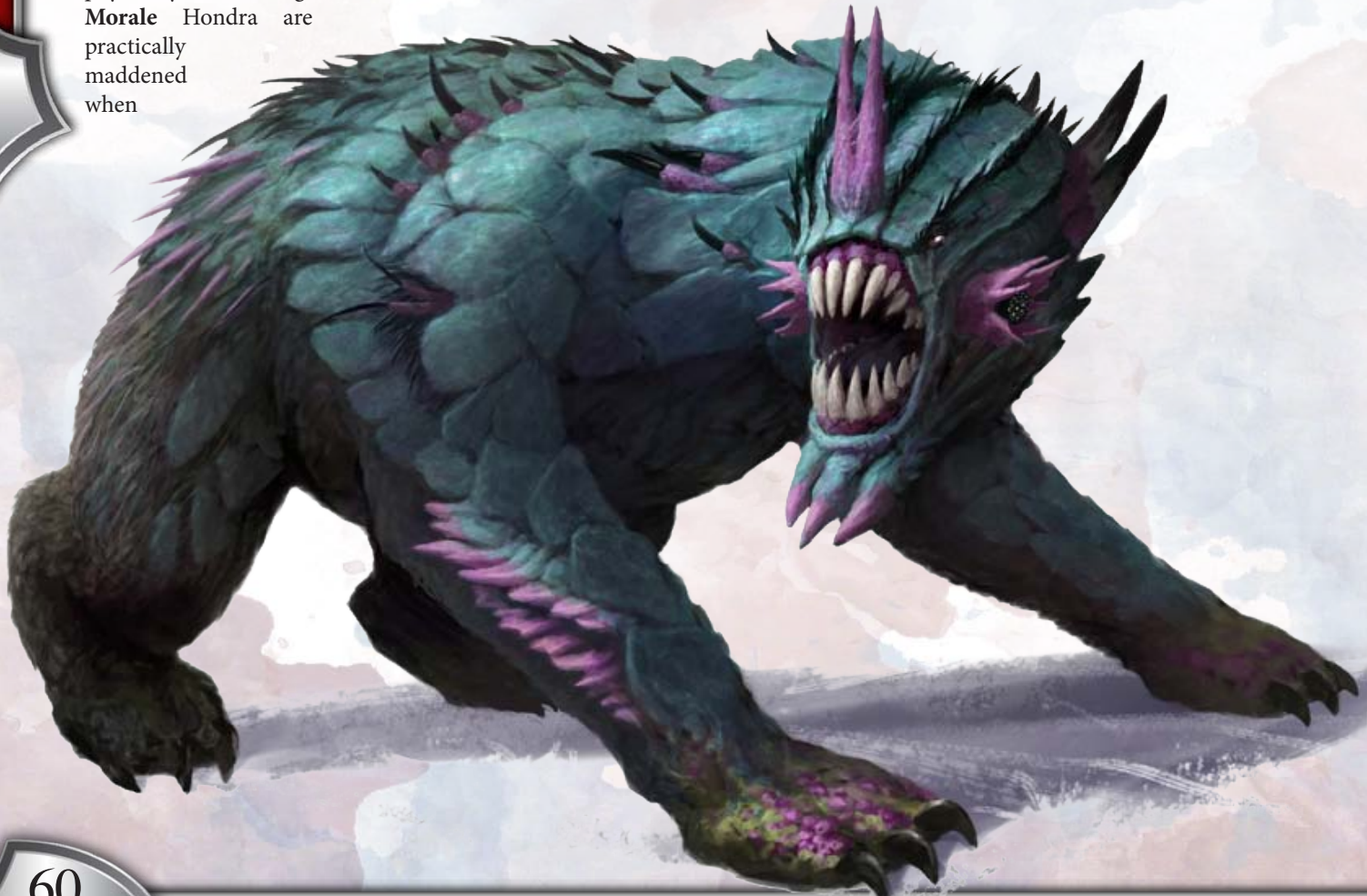
**Organization** solitary or pair

**Treasure** standard

### SPECIAL ABILITIES

**Draconic Stride (Ex)** Hondra ignore all non-magical difficult terrain.

One of the draaki's few keepsakes from the distant past, these strange beasts are a reminder of the time long ago when they ruled over the Underworld with unmatched arcane power. Impressed with the physical prowess and durability Aventyr's bears in the cold northern tundra, they used magic to breed draconic traits into the beasts from the surface. The resulting creation has all the rage of an ursine and many of the defenses of a dragon, but remains quite stupid and easy for the draaki to control. Domesticated not to attack their minders, the scavengers of the Underworld generally encourage these creatures to wander near their settlements as an impromptu and low-maintenance natural defense.





# HORDENHEIM RIOT

*Tightly packed together and mad as HEL, these monstrous humanoid charge forward with murder in their eyes, clawed or calloused hands reaching out to bash you unconscious!*

## HORDENHEIM RIOT

CR 8



XP 4,800

CN Medium monstrous humanoid (swarm)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +13

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 135 hp (10d10+80)

**Fort** +12, **Ref** +7, **Will** +7

### Defensive Abilities

swarm traits

### OFFENSE

**Speed** 20 ft.

**Melee** swarm (4d6+9)

**Space** 20 ft. (four contiguous 5 ft. squares); **Reach** 0 ft.

**Special Attacks** mass grapple, riot charge (2d6 bludgeoning, Reflex DC 21 halves)

**TACTICS**

### Before Combat

Hordenheim riots can be spontaneously spawned, triggered by public spectacle; otherwise they are extremely easy to see and hear from afar and rarely make any attempt at Stealth.

### During Combat

Hordenheim riots are simple-minded in their tactics, slamming into opponents and grappling them into submission (and either unconsciousness or—if they're really riled up—dismemberment and death).

Hordenheim riots are extremely tenacious, following enemies on top of buildings or across streams and rivers.

**Morale** Hordenheim riots continue fighting until they reach 0 hp, at which point the remaining members of the swarm disperse into 1d10+3 monstrous humanoids of 6 HD or less (all at half hp).

### STATISTICS

**Str** 22, **Dex** 11, **Con** 24, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +10; **CMB** +16 (+18 bull rush/overrun); **CMD** 26 (30 vs. bull rush/overrun)

**Feats** Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun, Toughness

**Skills** Acrobatics +10, Climb +14, Perception +13, Survival +13, Swim +14

**SQ** anatomy of a riot

## ECOLOGY

**Environment** urban (Hordenheim, Disputed Territories)

**Organization** solitary or pair

**Treasure** unique (50 studded leather armor)

## SPECIAL ABILITIES

**Anatomy of a Riot (Ex)** Unlike swarms, Hordenheim riots are made up of a comparatively small number of individual creatures. Melee attacks affect Hordenheim riots normally and they lose the distraction special ability, but their swarm damage is increased to 4d6 and they add +1 1/2 Strength modifier to swarm damage.

Effects that target specific numbers of creatures can have an effect on a Hordenheim riot. For every individual creature that is incapacitated by spells or effects that target specific creatures, the Hordenheim riot gains two negative levels.

A Hordenheim riot that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points.

Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*) but never result in permanent level loss.

### Mass Grapple (Ex)

A Hordenheim riot is able to make a combat maneuver check as a standard action to give creatures

within squares it occupies the grappled condition. A creature so affected by a Hordenheim riot needs to make a successful combat maneuver check or Escape Artist check against the swarm's CMD to remove the condition (a standard action).

**Riot Charge (Ex)** When a Hordenheim riot moves over a creature but does not end the turn in its space, the creature takes 2d6 points of bludgeoning damage. A creature may choose to take an attack of opportunity against the Hordenheim riot or attempt a DC 21 Reflex save for half damage.

Mobs of monsters aren't unheard of and didn't originate in the peculiar town for which the Hordenheim riot is named, but the frequency with which they gather and appear there is unquestionable.





# HOYRALL

*Chitinous pale ridges and plates cover this insectile, four-armed creature. Twitching antennae sprout from its skull just behind red jewels that sit above a split maw filled with wavering tongues.*

## HOYRALL

CR 1/2



XP 200

Hoyrall warrior 1

CE Small aberration humanoid (hoyrall)

**Init** +2; **Senses** darkvision 60 ft., carrion sense; Perception +2

### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)



**hp** 5 (1d10)

**Fort** +1, **Ref** +2, **Will** +2; +2 vs. mind-affecting effects, poisons

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** dagger +0 or -2/-2 or -2/-2/-2<sup>1</sup> or -2/-2/-2/-2<sup>2</sup> (1d3-1, Crit 19-20/x2)

**Ranged** dagger +2 or +0/+0 or +0/+0/+0<sup>1</sup> or +0/+0/+0/+0<sup>2</sup> (1d3-1, Crit 19-20/x2, Range 10 ft.)

<sup>1</sup>at -3 to AC, CMB, CMD, and Reflex saves

<sup>2</sup>at -6 to AC, CMB, CMD, and Reflex saves

**Special Attacks** toxic blood 1/day

### TACTICS

**Before Combat** Hoyrall hide in wait, sometimes climbing above their targets to wait on crags and outcroppings that grant them advantageous defensive positions.

**During Combat** Hoyrall begin by throwing a slew of daggers, doing so a second time before engaging (having only 4 daggers remaining).

**Morale** Hoyrall fight to the death.

### STATISTICS

**Str** 9, **Dex** 15, **Con** 9, **Int** 8, **Wis** 14, **Cha** 6

**Base Atk** +1; **CMB** -1; **CMD** 11

**Feats** Two-Weapon Fighting

**Skills** Stealth +7

**Languages** Hoyr

**SQ** stonecunning

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, hive party (4-16), war party (20-50)

**Treasure** standard (daggers [12], hide)

### SPECIAL ABILITIES

**Multi-Armed (Ex)** Hoyrall have four arms and can wield multiple weapons. Only one hand is their primary hand, and all others are off hands. They can also use these hands for other purposes that require free hands (such as casting spells or wielding more than two weapons). When using more than two arms during combat, the hoyrall take a -3 penalty to AC, CMB, CMD, and Reflex saves for every additional arm they use (up to a maximum of -6) until the beginning of their next turn as they focus more on offense rather than defense. Hoyrall still cannot cast two spells with somatic components at one time.

**Toxic Blood (Ex)** A number of times per day equal to their Constitution modifier (minimum 1), a Hoyrall can envenom one of their weapons as a swift action.

**Paralytic Venom**—Injury; *save*—Fort DC 10 + the 1/2 user's Hit Dice + the user's Constitution modifier; *frequency*—1/round for 6 rounds; *effect*—1d2 Dex; *cure*—1 save.

Originally from far across the cosmos, hoyrall came to Aventyr during the calamitous fall of the Dracoprime in the distant past. They once posed a great threat to the world, but their militaries mysteriously fell apart and they long ago turned in on themselves, resorting to savagery (and even cannibalism) that has dominated their culture to this day.

Hoyrall are typically 2 and 1/2 ft. tall and weigh about 60 pounds.



# JINN WIZARD

The townsfolk had warned you to watch for its eyes in the dark—pity they failed to mention the gem stones.

## JINN WIZARD

CR 10



XP 9,600

NE Large outsider

**Init** +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +26

### DEFENSE

**AC** 27, **touch** 12, **flat-footed** 24 (+3 Dex, +15 natural, -1 size)  
**hp** 136 (13d10+65)

**Fort** +9, **Ref** +11, **Will** +11

**DR** 5/magic and good; **Immune** fire, magic immunities, mind-affecting spells, sleep

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 5 ft., fly 20 ft. (perfect)

**Melee** bite +9 (1d6)

**Special Attacks** psionics, djinn magics, wyrdmagic gem (90-ft. cone, antimagic field; see text)

**Space** 10 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 13th, concentration +15)

constant—*detect magic*, *tongues*

at will—*invisibility*, *plane shift* (willing targets to elemental plane, Astral Plane or Material Plane), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*banishment*, *heat metal* (DC 15), *fireball* (DC 16), *quicken scorching ray*, *wall of fire* (DC 16)

1/day—*gaseous form*, *greater invisibility*, *permanent image* (DC 18), *pyroclastic storm* (as ice storm, but fire damage)

**Psi-like Abilities** (ML 13th, concentration +15)

at will—*energy stun* (electricity, 2d6, DC 15), *false sensory input* (DC 15), *id insinuation* (two targets, DC15), *mind thrust* (4d10, DC 14), *telekinetic force* (275 lb., DC 15), *thought shield* (power resistance 16)

### TACTICS

**Before Combat** Jinn wizards typically allows enemies to exhaust themselves against its allies before revealing itself, using invisibility to stay on undetected on the edges of the battlefield and utilizing its wyrdmagic aura to cripple spell casters.

**During Combat** Jinn wizards are spell casting powerhouses and can unleash a vast array of higher level powerful spells and psi-like abilities to keep foes off-balance once it is forced into the fray. **Morale** If lowered to less than 34 hp, it barter a service for its life (though the jinn wizard attempt to twist the wording of any deal made to its own benefit).

### STATISTICS

**Str** 10, **Dex** 16, **Con** 20, **Int** 17, **Wis** 16, **Cha** 18

**Base Atk** +10; **CMB** +11; **CMD** 22 (can't be tripped)

**Feats** Alertness, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Fly +20, Intimidate +20, Knowledge (arcana) +16, Knowledge (dungeoneering) +19, Perception +26, Sense

**Motive** +12, **Spellcraft** +18, **Stealth** +13, **Survival** +11

**Languages** telepathy 100 ft., *tongues*

**SQ** flight

### ECOLOGY

**Environment** any

(Plane of Air/Fire)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Immunity to**

**Psionics (Ex)** A

jinn wizard is immune to any psionic powers or psi-like abilities that are subject to power resistance.

**Magic Immunities (Ex)** A jinn wizard

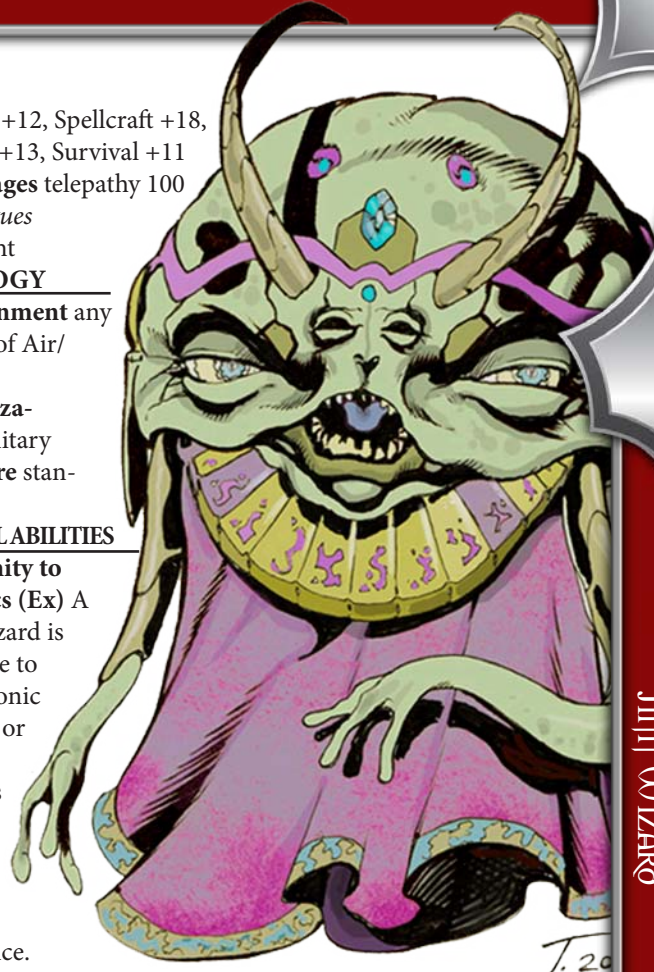
is so infused with the magical energies of the planes that many spells simply have no affect upon them, and spells cast against them of the following schools have no effect unless casted at CL 15th or above: divination, enchantment, illusion.

**Wyrdmagic Gem (Su)** A jinn wizard's central gemstone (AC 30, hardness 13, 13 hp) continually produces a 90 ft. cone of wyrdmagic. This functions as an *antimagic field* (CL 13th). This cone only suppresses spells of 3rd-level or lower cast into or inside of its area of effect. A jinn wizard can activate or deactivate their wyrdmagic gem as a free action.

Amongst the various races of genie there is one common rule: *wish* is not to be cast upon those of genie blood. This edict has been followed and accepted as law for centuries—until the jinn wizards. A small sect of djinni and efreet, convinced by ancient tomes (delivered into their finding by certain demonic princes) that they, as a race, had been tricked into an existence of slavery by giving up their greatest magics to lesser races. Doing the unthinkable, they granted each other a *wish*, casting as one, and the resulting wyrdmagic left many dead, others fused into new beings, and some...changed.

Combining the best that a genie has to offer with the worst aspects of the planes of Chaos, jinn wizards are twisted, vile reflections of what they once were, having traded their glory for expansive mental powers. A typical jinn wizard appears as a bulbous body with two large eyes framing the stretched remains of the original djinn's face. Two pseudopod like arms dangle from its upper torso, clearly more for show than anything else. Several jinn wizards decorate themselves with gemstones (both enchanted and mundane) as a means of distracting their foes from knowing which jewel emits its wyrdmagic.

A jinn wizard is 8 feet tall and 5 feet wide, though it only weighs 400 pounds.



JINN WIZARD

T. 20



# KARZ SLUG

A gelatinous slug umber in hue and covered in amber slime, this creature is patterned with a symmetrical array of hardened nodules. Several dangerous-looking calcified horns protrude outward from both of its tapered ends, making it nearly impossible to tell which end is which. A series of bulbous suckers cover the slug's underside and surround a wide, fleshy maw that twitches and extrudes more of the viscous mucus that envelops this weird gastropod.

## KARZ SLUG

CR 9



XP 5,200

N Medium vermin

**Init** +4; **Senses** blindsight 60 ft.; Perception +10

### DEFENSE

**AC** 30, touch 14, flat-footed 26 (+4 Dex, +16 natural)

**hp** 35 (5d8+10)

**Fort** +5, **Ref** +5, **Will** +2

**DR** 10/—; **Immune** acid, mind-affecting effects

**Weakness** susceptible to heat and salt

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** lunge +8 (2d4+6 plus karz slime)

**Ranged** spit +7 touch (karz slime)

**Special Attacks** karz slime ( )

**Space** 5 ft.; **Reach** 5 ft. (lunge 15 ft.)

### TACTICS

**Before Combat** Karz slugs hide and use their collective memories with psionic camouflage and psionic lure to draw prey close.

**During Combat** Karz slugs work together to kill off their prey, usually attacking any opponents that carry fire first, followed by enemies they perceive to be weakest.

**Morale** Karz slugs fight to the death when within their breeding pen, but otherwise flee when they no longer outnumber their enemies.

## STATISTICS

**Str** 18, **Dex** 18, **Con** 12, **Int** 20, **Wis** 12, **Cha** 16

**Base Atk** +3, **CMB** +12; **CMD** 16 (can't be tripped)

**Feats** Power Attack, Toughness, Weapon Focus (lunge)

**Skills** Acrobatics +9, Climb +17, Perception +10, Stealth +9, Survival +6; **Racial Modifiers** Perception +4

**Languages** none (telepathy 250 ft., other karz slugs only)

## ECOLOGY

**Environment** underground (Underworld, Vast Swamp [Dar'spelun Slugmarsh])

**Organization** brood (6-18), breeding den (18-54)

**Treasure** unique (karz slug gland)

## SPECIAL ABILITIES

**Den Haste (Ex)** When encountered within a karz slug breeding den, a karz slugs gains the benefits of a constant extraordinary effect identical to the *haste* spell.

**Karz Slime (Ex)** Karz slugs are covered in a thick layer of translucent amber slime. A karz slug can spit slime as a ranged attack at a target up to 60 ft. way, or slather slime with a successful melee attack (as a free action). Karz slime is a fast acting poison and is immediately absorbed into a creature's skin upon contact. The slime remains poisonous for four rounds after a creature comes into contact with it and at the start of its turn a creature affected by it must make a Fortitude saving throw to negate its effects. After four rounds the poison is neutralized and the karz slime is annoying but harmless.

For the initial two rounds of exposure the slime causes amnesia (Will DC 20), for the last two effective rounds exposure to the slime causes paranoia (Will DC 17). If a target fails any of these saving throws it remains affected by the relevant slime effects until the poison is cured by magical means such as the *neutralize poison* spell. If a target is affected by any of these effects for longer than 24 hours





they also suffer from psychosis (no saving throw; insanity DC 20) until the poison is cured by magical means. If a target is affected by any of these effects for longer than a week, the effects become permanent.

**Lunge (Ex)** A karz slug's lunge attack has a reach of 15 feet. After a lunge attack the karz slug moves from its previous square to the square nearest its intended target. This movement is considered a part of its attack and not factored into its movement rate.

**Malleable (Ex)** A karz slug's body is very malleable, allowing it to fit into narrow areas with ease. A karz slug takes no penalties to its speed or checks when squeezing in an area that is one size category smaller than its actual size.

**Psionic Camouflage (Su)** A karz slug has the ability to project itself (illusion) as an environmental element. This is a psionic mind-altering effect (Will DC 25). Karz slugs most commonly use this ability to hide themselves when they flee from combat.

**Psionic Lure (Su)** A karz slug has the ability to project itself (illusion) as any other Medium-sized creature it has encountered. This is a psionic mind-altering effect (Will DC 25). As an intelligent creature a karz slug can tell the difference between various creatures, and may choose to work together with other karz slugs to manifest a projected scenario that is more likely to attract prey. While karz slugs do not understand language, their projections can repeat phrases in any language that have been overheard.

**Susceptible to Heat (Ex)** A karz slug takes double damage from fire. Its slime is semi-flammable and has a 15% chance of combustion if exposed to an open flame. If a karz slug's slime ignites, it kills that slug immediately.

If exposed to excessive heat or fire there is a 10% chance that a karz slug instinctively flees for 2d4 rounds.

**Susceptible to Salt (Ex)** A handful of salt burns a karz slug as if it were a flask of acid, causing 1d6 points of damage per handful.

Karz slugs are rarely found alone; when separated from their kin they become withdrawn and docile, fleeing at the first opportune moment. However in groups they are quite vicious and committed to killing and consuming other creatures en masse. Extremely little is known of karz slugs and none have ever endured capture for very long.

A karz slug is almost 7 feet long and weighs between 150 and 200 pounds.



## Karz Slug Glands

A karz slug has a gland located near its core that enables its natural psionic abilities. If removed from the dead slug, dried, and properly prepared (DC 15 Craft [magic items] check that takes 48 hours) it becomes an enchanted consumable. Once properly prepared and eaten, karz slug glands provides immunity to all mind-altering effects and a +3 bonus to Will saving throws for 24 hours. This includes any mind-altering status effects that the user may have been affected by before consumption. The taste of a prepared karz slug gland is eye-wateringly sour and bitter.

# KARZ SLUG QUEEN

*This orange, horned slug is similar to the others but far larger, easily double or triple the size of the lesser gastropods that crawl and undulate around it.*

## KARZ SLUG QUEEN

CR 12



XP 7,500

N Large vermin

**Init** +1; **Senses** blindsight 60 ft.; **Perception** +15

### DEFENSE

**AC** 30, touch 10, flat-footed 29 (+1 Dex, +20 natural, -1 size)

**hp** 95 (10d8+50)

**Fort** +11, **Ref** +4, **Will** +5

**DR** 15/—; **Immune** acid, mind-affecting effects

**Weakness** susceptible to heat and salt

### OFFENSE

**Speed** 20 ft., climb 10 ft.

**Melee** lunge +14 (3d4+12 plus karz slime)

**Ranged** spit +7 touch (karz slime)

**Space** 10 ft.; **Reach** 5 ft. (lunge 20 ft.)

**Special Attacks** karz slime, psionic force

### TACTICS

**Before Combat** Karz slug queens rarely engage enemies without reinforcements nearby.

**During Combat** A karz slug queen uses Power Attack (taking no penalty to its first attack on its turn) after unleashing its psionic force ability. Otherwise it coordinates its thralls with tactical precision.

**Morale** Karz slug queens retreat when reduced to 20 hp or less. When a karz slug queen is killed, any remaining karz slugs that were offspring of it immediately die as a result of their psionic connection.

### STATISTICS

**Str** 26, **Dex** 13, **Con** 18, **Int** 20, **Wis** 15, **Cha** 17

**Base Attack** +7, **CMB** +16 (+18 bull rush); **CMD** 29 (31 vs. bull rush, can't be tripped)

**Feats** Awesome Blow, Furious Focus, Improved Bull Rush, Power Attack, Toughness

**Skills:** Acrobatics +11, Bluff +13, Climb +26, Perception +16, Sense Motive +12, Stealth +7, Survival +12; **Racial Modifiers** Perception +4; **Racial Modifiers** +4 Perception

**Languages** none (telepathy 250 ft., other karz slugs only)

### ECOLOGY

**Environment** underground (Underworld, Vast Swamp [Dar'spelun Slugmarsh])

**Organization** solitary (in the company of 18–54 karz slugs)

**Treasure** unique (karz slug queen gland)

### SPECIAL ABILITIES

**Den Haste (Ex)** When encountered within a karz slug breeding den, a karz slug queen gains the benefits of a constant extraordinary effect identical to the *haste* spell.

**Karz Slime (Ex)** Karz slug queens are covered in a thick layer of translucent amber slime. A karz slug queen can spit slime as a ranged attack at a target up to 60 ft. away, or slather



slime with a successful melee attack (as a free action). Karz slime is a fast acting poison and is immediately absorbed into a creature's skin upon contact. The slime remains poisonous for four rounds after a creature comes into contact with it and at the start of its turn a creature affected by it must make a Fortitude saving throw to negate its effects. After four rounds the poison is neutralized and the karz slime is annoying but harmless.

For the initial two rounds of exposure the slime causes amnesia (Will DC 25), for the last two effective rounds

exposure to the slime causes paranoia (Will DC 22). If a target fails any of these saving throws it remains affected by the relevant slime effects until the poison is cured by magical means such as the *neutralize poison* spell. If a target is affected by any of these effects for longer than 24 hours they also suffer from psychosis (no saving throw; insanity DC 20) until the poison is cured by magical means. If a target is affected by any of these effects for longer than a week, the effects become permanent.

**Lunge (Ex)** A karz slug queen's lunge attack has a reach of 20 feet. After a lunge attack the karz slug queen moves from its previous square to the square nearest its intended target. This movement is considered a part of its attack and not factored into its movement rate.

**Malleable (Ex)** A karz slug queen's body is very malleable, allowing it to fit into narrow areas with ease. A karz slug takes no penalties to its speed or checks when squeezing in an area that is one size category smaller than its actual size.

**Psionic Camouflage (Su)** A karz slug queen has the ability to project itself (illusion) as an environmental element. This is a psionic mind-altering effect (Will DC 30). Karz slug queens most commonly use this ability to hide themselves when they flee from combat.

**Psionic Force (Su)** A karz slug queen can emit a psionic force that functions exactly as the





spell *crushing hand* (CL 20th). To initiate this effect the karz slug queen spends one full-round action and sacrifices 2d12 hit points. This effect cannot be used when the karz slug queen is at half hit points or less.

**Psionic Lure (Su)** A karz slug queen has the ability to project itself (illusion) as any other Medium-sized creature it has encountered. This is a psionic mind-altering effect (Will DC 30). As an intelligent creature a karz slug can tell the difference between various creatures, and may choose to work together with other karz slugs to manifest a projected scenario that is more likely to attract prey. While karz slug queens do not understand language, their projections can repeat phrases in any language that it has overheard.

**Susceptible to Heat (Ex)** A karz slug queen takes double damage fire. Its slime is semi-flammable and has a 5% chance of combustion when exposed to an open flame. If a karz slug queen's slime combusts, it kills that slug immediately.

If exposed to excessive heat or fire there is a 5% chance that a karz slug queen instinctively flees for 1d4 rounds, though she does not flee from within the breeding den.

**Susceptible to Salt (Ex)** A handful of salt burns a karz slug queen as if it were a flask of acid, causing 1d4 points of damage per handful.

Karz slug queens never voluntarily leave their breeding dens once they have established them. A breeding den consists of 1–4 broods of karz slugs in addition to the queen, three quarters of which always remain in the den to protect the queen at any given time. When encountered within a breeding den, the karz slugs protecting the queen become hostile. Half surround her, attacking anything that comes within reach, and the other half engage and pursue the intruders.

Karz slug queens are as mysterious as karz slugs, but larger; they can stand up to 10 ft. in height and weigh between 1,500 and 1,800 pounds.



### Karz Slug Queen Gland

A karz slug queen has a gland located near its core that enable its natural psionic abilities. If removed from the dead queen, dried, and properly prepared (48 hours and a DC 25 Craft [magic items] check) it becomes consumable. When properly prepared and eaten it provides the user with immunity to all mind-altering effects and a grants +3 alchemical bonus to Will saving throws for 2d4 days. A prepared karz slug queen gland is eye-wateringly sour with a sickeningly sweet aftertaste.

A karz slug queen gland permanently removes any mind-altering status effects that the user may have been affected by before consumption, making it a viable cure for the rhyming madness of King Jerrod described in "[\*Journey to the Dar'Spelun Slugmarsh\*](#)" (as well as all types of insanity).





# KOARKCITURA

Hardened purple plates cover the body of this strange creature and it seems to gather itself as it flexes its backward bent limbs, whipping its long tail and wicked stinger through the air

## KORKCITURA

CR 3



XP 800

NE Large magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

### DEFENSE

**AC** 15, touch 15, flat-footed 9 (+6 Dex, -1 size)

**hp** 26 (4d10+4)

**Fort** +5, **Ref** +10, **Will** +2

### OFFENSE

**Speed** 40 ft.

**Melee** gore +5 (1d8+2), sting +5 (1d6+2 plus poison)

**Space** 10 ft.; **Reach** 5 ft. (sting 10 ft.)

**Special Attacks** korkcitura poison, pounce

### TACTICS

**Before Combat** Korkcitura remain hidden while enemies fight other creatures (usually kraidyl) and move in to attack once one side retreats.

**During Combat** Using its pounce, a korkcitura charges into battle to unleash stings then darts away behind cover, moving to another angle of attack before charging again.

**Morale** Korkcitura flee when reduced to 6 hp or less.

## STATISTICS

**Str** 14, **Dex** 23, **Con** 13, **Int** 3, **Wis** 13, **Cha** 5

**Base Atk** +4; **CMB** +7; **CMD** 23 (27 vs. trip)

**Feats** Ability Focus (korkcitura poison), Run

**Skills** Acrobatics +11, **Perception** +9, **Stealth** +10; **Racial**

**Modifiers** +4 **Perception**, +4 **Stealth**

**SQ** swampstrider

## ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or pack (3-6)

**Treasure** none

## SPECIAL ABILITIES

**Korkcitura Poison (Ex)** Sting—injury; *save* Fort 15, *frequency* 1/round for 6 rounds, *initial effect* 1d6 Dex, *secondary effect* 1d4 Con, *cure* 1 save

**Swampstrider (Ex)** Korkcitura can move through bogs, quicksands, and all non-magical difficult terrain in swamps without penalty at its normal speed.

The origins of korkcitura are quite simple—they were once next in line to be the apex predator among the Underworld beasts, second only to the *kraidyl*. When kraidyl rose from the muck empowered with profane energies, they started to wipe out these creatures but quickly found them to be utterly indigestible; rather than kill all of the korkcitura, they subjugated and ultimately domesticated the strange magical animals. Now korkcitura are reduced to scavengers that follow kraidyl around the Underworld, feeding off the scant bits of meat left behind after a successful hunt or if particularly lucky, made into a mount.

Korkcitura stand at about 5 to 6 feet in height and weigh between 1,400 and 1,600 pounds.





# KRAIDYL

*A hulking creature surges out of the darkness, the immense bulk of its shoulders leading to massive arms that end in taloned hands, or down to the creature's powerful legs. Worst of all is its elongated jaw, filled with sharp fangs that glisten with the same predatory lethality that its red eyes bear.*

## KRAIDYL

CR 1/2



XP 200

Kraidyl warrior 1

NE Medium humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.;

**Perception** +4

### DEFENSE

**AC** 16, touch 11, flat-footed 15(+4 armor, +1 Dex, +1 natural)

**hp** 8 (1d10+3)

**Fort** +2, **Ref** +1, **Will** +0

**Defensive Abilities** negative energy affinity

**Weaknesses** light blindness, vulnerability to positive energy

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** falchion +3 (2d4+3, Crit 18–20/x2) and bite +2 (1d6+1)

**Ranged** javelin +2 (1d6+2, Range 30 ft.)

**Spell-Like Abilities** (CL 1st; concentration +1)

1/day—*hypnotism* (DC 11)

### TACTICS

**Before Combat** Kraidyl use Stealth to hide in their surroundings and catch enemies unaware.

**During Combat** Kraidyl charge at their enemies and savagely attack with instinctual fury.

**Morale** Kraidyl only retreat when reduced to 2 hp or less.

### STATISTICS

**Str** 15, **Dex** 12, **Con** 10, **Int** 6, **Wis** 11, **Cha** 11

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

**Feats** Toughness

**Skills** Perception +4, Stealth +5

**Languages** Undercommon

**SQ** hold breath, stalker

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or hunting pack (4–16)

**Treasure** standard (falchion, hide armor, javelin [3])

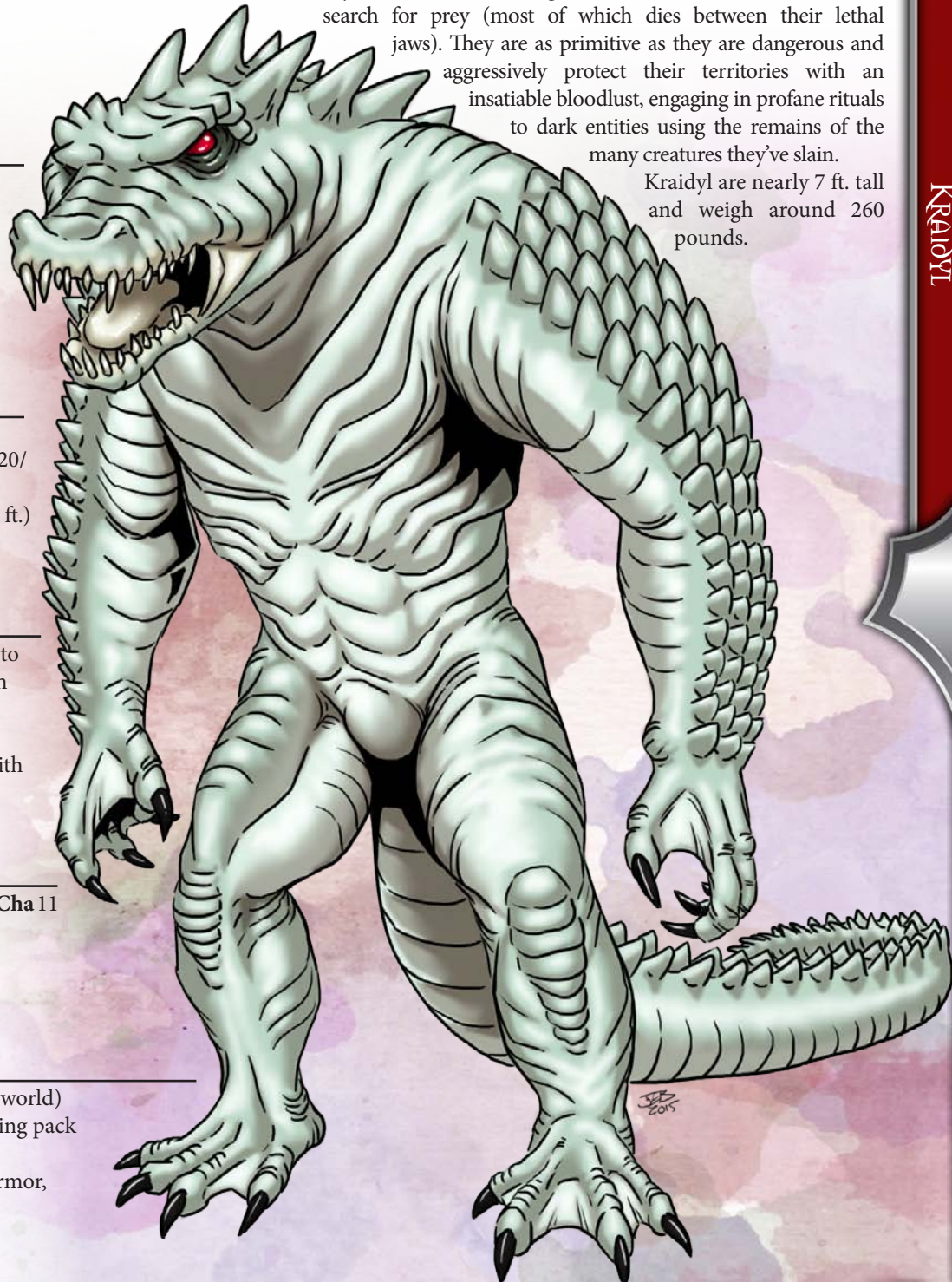
## SPECIAL ABILITIES

**Positive Energy Vulnerability (Ex)** Kraidyl have vulnerability to positive energy. When subjected to an attack that deals positive energy damage, a kraidyl takes half again as much damage (+50%) and if a save against the spell or effect is allowed, the kraidyl suffers a –4 penalty to the save.

**Negative Energy Affinity:** Kraidyl are alive but the profane energies coursing through their bodies make them react differently to negative and positive energy. Positive energy harms a kraidyl, while negative energy heals it.

The most primordial of the Underworld races are deadly hunters naturally inclined to lurk through the endless caves in a near constant search for prey (most of which dies between their lethal jaws). They are as primitive as they are dangerous and aggressively protect their territories with an insatiable bloodlust, engaging in profane rituals to dark entities using the remains of the many creatures they've slain.

Kraidyl are nearly 7 ft. tall and weigh around 260 pounds.



KRAIDYL





## KRA'TAH

*Skittering into the light is a terrifying creature, its crimson red carapace and long crab-like legs lined with barbs that resemble a hundred sharpened daggers. It hisses and opens a gaping maw filled with razor sharp black teeth as it moves towards you.*

### KRA'TAH

**CR 4**


XP 1,200

CE Large aberration (aquatic)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +19

#### DEFENSE

**AC** 19, **touch** 14, **flat-footed** 14 (+4 Dex, +5 natural, -1 size)

**hp** 33 (6d8+6)

**Fort** +4, **Ref** +7, **Will** +9

**Immune** poison; **Resist** cold 10

#### OFFENSE

**Speed** 30 ft., **swim** 20 ft.

**Melee** 2 claws +5 (1d6+1 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+1), paralytic tentacles (paralyzed 3 rounds, Fort DC 16)

#### STATISTICS

**Str** 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 5

**Base Atk** +4; **CMB** +6 (+10 grapple); **CMD** 20

**Feats** Alertness<sup>B</sup>, Blind-Fight, Combat Reflexes, Improved Initiative<sup>B</sup>, Weapon Focus (claw)

**Skills** Knowledge (nature) +8, **Perception** +19, **Sense Motive** +5, **Stealth** +15, **Swim** +18; **Racial Modifiers** **Perception** +6, **Stealth** +6

**SQ** amphibious

**Language** Common

#### ECOLOGY

**Environment** arctic lakes/temperate caves (Klavek Kingdom, Pradjna)

**Organization** solitary, pair, or pack (3–6)

**Treasure** standard

#### SPECIAL ABILITIES

**Paralytic Tentacles (Ex)** Kra'tah can transfer grappled victims from their claws to their tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Creatures grappled by a kra'tah's tentacles succeed on a DC 16 Fortitude save each round at the start of the kra'tah's turn or are paralyzed for 3 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d6+1 points of damage each round from the kra'tah's snapping mandibles.

Kra'tah are notorious hunters in the coldest waters of Aventyr, able to stealthily swim up to their prey and paralyze it before cutting it to death with power claws and sharp mandibles. Given their typical fondness for cold environments there's not many researchers keen to study kra'tah and little is known about them, save that they are deadly and incredibly smart for such a lowly creature. There are scribes that believe they may be related to the gogelid and hail from Preokret, but kra'tah are even less likely to reveal anything about themselves than the undead dogs.

A kra'tah is longer than it is tall (15 to 18 ft. from head to tail) but stands at roughly 9 feet in height, weighing between 1,700 and 2,100 pounds.



# ICE KRA'TAH

Bursting from the snowbank, its bright blue carapace reflecting sunlight, is a large creature with six crab-like legs lined by hundreds of sharp, gleaming icicles. It hisses and opens a gaping maw filled with razor sharp black teeth as it moves toward you.

## KRA'TAH, ICE

CR 5



XP 1600

CE Large aberration (cold)

**Init** +6; **Senses** darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 19, touch 16, flat-footed 16 (+2 Dex, +7 natural, -1 size)

**hp** 51 (6d8+24)

**Fort** +8, **Ref** +6, **Will** +9;

**DR** 5/magic; **Immune** cold

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** 2 claws +6 (1d6+3 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** freezing froth 3/day (5d4 cold)

### TACTICS

**Before Combat** Ice kra'tah burrow into the ice to conceal themselves and burst forth when they sense prey nearby.

**During Combat** Ice kra'tah scurry toward the closest opponent, lashing out with its claws and subduing them with its freezing fog ability.

**Morale** Ice kra'tah fight to the death.

## STATISTICS

**Str** 15, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

**Base Atk** +4; **CMB** +7 (+11 grapple); **CMD** 19

**Feats** Alertness<sup>B</sup>, Blind-Fight, Combat Reflexes, Improved Initiative<sup>B</sup>, Weapon Focus (claw)

**Skills** Knowledge (nature) +6, Perception +19, Sense Motive +4, Stealth +9 (+21 in ice or snow), Swim +11;

**Racial Modifiers** Perception +6, Stealth +12 in ice or snow  
**SQ** icewalking (as spider climb but ice only)

**Language** Common

## ECOLOGY

**Environment** any cold (arctic lakes in northern Pradjal/Klavek Kingdom)

**Organization** solitary, pair, or pack (3-6)

**Treasure** standard

## SPECIAL ABILITIES

**Freezing Froth (Ex)** Three times per day, an ice kra'tah can project icy mist from its mouth onto any creature that it is grappling as a free action. This is identical in effect to the *corrosive touch* spell (CL 5th), but it deals cold damage instead of acid damage.

Only the chilliest locales and climes are home to ice kra'tah, and these strange creatures are normally at the top of their local food chain whether it be an arctic lake or arctic lake or mountainside pond. Known to violently hate fire, the cold monsters are constantly on the look out for plumes of smoke or any other signs of fire, taking umbrage to any such instances that taken place in their territory.

Many northern explorers entirely forego making fires for food or warmth—it's better to die a cold death to Adventyr's ferocity than to suffer a freezing end at claws of an ice kra'tah.





# SONIC KRA'TAH

A faint clicking echoes through the cave and the source of the repetitive sound quickly reveals itself—large claws opening and closing rapidly, mimicking your racing heartbeat. The creature attached to them suddenly appears from around the tunnel wall, leveling an open claw at you and releasing a cacophonous blast!

## KRA'TAH, SONIC

CR 6



XP 1600

CE Large aberration (cold)

Init +6; Senses darkvision 60 ft.; Perception +19

### DEFENSE

AC 19, touch 16, flat-footed 16 (+2 Dex, +7 natural, -1 size)  
hp 51 (6d8+24)

Fort +8, Ref +6, Will +9;

DR 5/magic; Immune cold

Weaknesses vulnerability to fire

### OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 2 claws +8 (1d6+3 plus grab)

Space 10 ft. Reach 10 ft.

Special Attacks reverberating froth 3/day (5d4 sonic),  
sonic boom (1d8+3 sonic plus bull rush, DC 16 Fort halves  
damage)

### TACTICS

Before Combat Sonic kra'tah quietly move in close to their  
prey, waiting until they can ambush enemies and make the  
use from the element of surprise.

**During Combat** Sonic kra'tah open combat with sonic boom attacks, identifying the most dangerous adversary quickly thereafter and pursuing them to make claw attacks (using grab and reverberating fog).

**Morale** Sonic kra'tah retreats when reduced to 10 hp or less.

### STATISTICS

Str 15, Dex 14, Con 18, Int 10, Wis 14, Cha 5;

Base Atk +4; CMB +7 (+11 grapple); CMD 19

Feats Alertness<sup>B</sup>, Blind-Fight, Combat Reflexes, Improved Initiative<sup>B</sup>, Weapon Focus (claw)

Skills Knowledge (nature) +6, Perception +19, Sense Motive +3, Stealth +13, Swim +11;

Racial Modifiers +6 Perception, Stealth +6

SQ icewalking (as *spider climb* but ice only)

Language Common

### ECOLOGY

Environment arctic lakes/temperate caves

Organization solitary, pair, or pack (3-6)

Treasure double

### SPECIAL ABILITIES

**Reverberating Fog (Ex)** Three times per day, a sonic kra'tah can project an icy mist from its mouth onto any creature that it has grappled as a free action. This effect is identical to the *corrosive touch* spell (CL 5th), but it deals cold and sonic damage instead of acid damage.

**Sonic Boom (Ex)** As a full-round action a sonic kra'tah can forgo the use of one of its claws (dropping anything that it held in that claw) in order to rapidly and loudly clap the claw, creating a loud bang and accompanying sonic boom. The sonic boom is focused within a 30 ft. cone and any creature within the affected area takes 1d8+3 sonic damage and becomes deafened for 1d4 rounds (a successful DC 16 Fortitude save halves the damage but does not negate the deafen). The save DC for this effect is Wisdom-based.

These unique kra'tah often take leadership roles when their kin group together, using the mastery of sound to quickly establish their dominance. Unlike their peers, however, sonic kra'tah keep larger treasure hordes and rumors claim they are willing to conduct trades when the circumstances are right.



# MANNSTIRGE

*This strange man-like creature is held aloft by small, leathery red wings and though it wears the tattered remains of clothing, it has lost any semblance of humanity—pincers are where hands should be and a long proboscis extrudes from the front of its face, framed by lanky gray hair.*

## MANNSTIRGE

CR 3



XP 800

CN Medium aberration  
(chaotic)

**Init** +5; **Senses**  
darkvision 60 ft.;  
Perception +10

### DEFENSE

**AC** 20, touch  
16, flat-footed  
14 (+5 Dex, +1  
dodge, +4 natural)

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +6,  
**Will** +6

**Defensive**  
**Abilities**

ferocity;

**Immune**

disease, poison

### OFFENSE

**Speed** 30 ft.; fly  
30 ft. (poor)

**Melee** 2 claws +7  
(1d4-1 plus grab)

**Special Attacks** blood  
drain (1 Constitution),  
claw probosci, double  
drain

### TACTICS

#### Before Combat

Mannstirges have been known to track prey for weeks, sometimes even months, waiting to attack enemies at night when they are most vulnerable.

**During Combat** These creatures are cunning but single-minded, seeking to isolate targets before beginning the slaughter. A mannstirge releases a creature after it has dealt 6 or more points of Constitution damage.

**Morale** Mannstirges wing off into the night when reduced to 10 hit points or less.

### STATISTICS

**Str** 8, **Dex** 20, **Con** 13, **Int** 13, **Wis** 15, **Cha** 9

**Base Atk** +3; **CMB** +2 (+14 grapple); **CMD** 18 (26 vs. grapple)

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +13, Fly +9, Perception +10, Stealth +13, Survival +10

**Languages** Common, Undercommon

**SQ** diseased (as a stirge), lycanthropic empathy (stirges)

### ECOLOGY

**Environment** any (temperate and warm swamps)

**Organization** solitary

**Treasure** double

### SPECIAL ABILITIES

**Claw Probosces (Ex)** When a mannstirge hits with one of its claw attacks, proboscis protrude from within its arms and bite into the target. The mannstirge loses its Dexterity bonus to AC and has an AC of 14, but gains a +8 racial bonus to maintain its grapple on a foe. A mannstirge that takes half its remaining hit points in damage automatically releases a grapple caused this way.

#### Double Drain (Ex)

A mannstirge that hits a creature with both claw attacks in the same turn deals double damage with its blood drain ability.

#### Sanguine Feast (Ex)

Mannstirges gain a +1 enhancement bonus to Constitution for every 2 Constitution damage dealt to creatures through its blood drain ability. This enhancement bonuses for 10 minutes.

Few scholars have been brave enough to study mannstirges very closely, and those that do rarely survive. Fell predators of the night, the rumors and legends of their creation are myriad—some say that mannstirges are transformed stirges so fattened they cannot fly, while others claim that werewolves beset upon by swarms of the lesser creatures are transformed into flying monstrosities. Once a mannstirge finds a suitable territory in which to feed, it continues to attack prey there until killed or driven off from its lair.



# MORTDRAVVA THE FERAL TITAN LORD

*Towering into the sky, just the fingers of this enormous man dwarf your body in size. It looks down at you, its eyes dozens of feet above, and you instantly recognize a madness there as it moves toward you with terrifying quickness and uncanny grace*

## MORTDRAVVA the FERAL TITAN LORD CR 22



XP 614,400

CN Colossal outsider (chaotic, extraplanar)

**Init** +5; **Senses** darkvision 120 ft., true seeing; Perception +31

### DEFENSE

**AC** 35, touch 8, flat-footed 29 (+5 Dex, +1 dodge, +27 natural, -8 size)

**hp** 517 (23d10+391)

**Fort** +24, **Ref** +20, **Will** +20; +8 vs. mind-affecting effects

### Defensive Abilities

evasion, ferocity;

**DR** 15/—;

**Immune** aging,

death effects,

disease,

poison; **Resist**

acid 15, cold

15, electricity

15, fire 15, sonic

15; **SR** 33

### OFFENSE

**Speed** 70 ft.

**Melee** +3 *unholy battleaxe*

+37/+32/+27/+22 (6d6+22, Crit 19–20/×3), claw +29 (2d8+19) or 2 claws +34 (2d8+19)

**Ranged** rock +21/+16/+11/+6 (4d6+28)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** godslayer, rock throwing (100 ft.), trample (2d8+28, DC 40)

**Spell-Like Abilities** (CL 20th; concentration +27)

Constant—*air walk*, *mind blank*, *spell turning*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*, *divination*, *greater dispel magic*

3/day—*disintegrate* (DC 23), *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*greater planar ally*, *imprisonment* (DC 26), *meteor swarm* (DC 26), *true resurrection*

### TACTICS

**Before Combat** Mortdravva grabs a few large rocks.

**During Combat** Mortdravva opens combat with *meteor swarm* then physically engages the nearest foe in physical combat.

**Morale** Mortdravva flees when reduced to 40 hp or less.

### STATISTICS

**Str** 49, **Dex** 20, **Con** 46, **Int** 9, **Wis** 20, **Cha** 24

**Base Atk** +23; **CMB** +50; **CMD** 66

**Feats** Awesome Blow, Bleeding Critical, Critical Focus, Dodge, Greater Vital Strike, Improved Bull Rush, Improved Critical (battleaxe), Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Acrobatics +31 (+51 jump), Intimidate +33, Perception +31, Stealth +15, Survival +31; **Racial Modifiers** +20 Acrobatics to jump

**Languages** Common; telepathy 300 ft.

**SQ** change shape (any humanoid; *alter self*)

### ECOLOGY

**Environment** any (Disputed Territories)

**Organization** solitary

**Treasure** quadruple (+3 *unholy battleaxe*)



Mortdravva once walked the dimensions with other titans, but something in his planar travels went awry and sent the colossal creature plummeting down into Aventyr. Whatever anomaly stranded him in the Disputed Territories also deprived him of his memories and intellect, and he has since wandered the uncontrolled realms, living off the land and reduced to little more than an animal. There are rumors that Mortdravva sometimes hides among the populace, masquerading as a simpleton laborer for reasons unknown, but these tales always end in the bloody slaughter of a settlement (usually prompted by an errant insult directed at the disguised titan, some say).





## MUTAH

CR 15

XP 51,200

N Huge magical beast (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, Perception +8

### DEFENSE

**AC** 30 (+6 deflection, +2 Dex, +12 natural)

**hp** 190 (20d10+80)

**Fort** +16, **Ref** +14, **Will** +9

**DR** 10/magic; **SR** 25

### OFFENSE

**Speed** 20 ft., fly 60 ft. (average), swim 40 ft.

**Melee** 4 stings +28 (2d6+12 plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** poison mist (DC 24)

**Spell-Like Abilities** (CL 20th, concentration +26)

1/day—maximized *color spray* (DC 17), maximized *hypnotic pattern* (DC 18), maximized *prismatic sphere* (DC 25), maximized *prismatic spray* (DC 23), maximized *prismatic wall* (DC 24), maximized *rainbow pattern* (DC 20)

### TACTICS

**During Combat** Against a single foe the mutah uses Flyby Attack to sting the opponent, paralyzing them. When facing a large group it uses poison mist on as many enemies as possible, usually beginning with the green mist.

**Morale** If the green poison mist does not seem effective or if there are too many enemies, the mutah begins using its breath weapon and poison sting liberally, seeking escape.

### STATISTICS

**Str** 26, **Dex** 15, **Con** 18, **Int** 7, **Wis** 13, **Cha** 22

**Base Atk** +20; **CMB** +30; **CMD** 42

**Feats** Ability Focus (poison), Alertness, Cleave, Flyby Attack, Hover, Improved Natural Armor, Improved Natural Attack (sting), Iron Will, Power Attack, Wingover

**Skills** Fly +17, Perception +8, Stealth +13, Swim +19;

**Racial Bonuses** Fly +8, Stealth +4, Swim +4

**Special Qualities** scintillating skin

### ECOLOGY

**Environment** any warm water

**Organization** solitary or pair

**Treasure** incidental

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 23; *frequency* 1/round for 4 rounds; *initial damage* 1d6 Con; *secondary damage* paralysis for 1 minute; *cure* 2 consecutive saves.

**Poison Mist (Ex)** Mutah use a number of breath weapons, each of which produces a different colored cloud of poison mist that fills a 15-ft.-cube around a single target within 30 feet. Each breath weapon remains in place for two rounds and individually can be used once every four rounds. This mist is unaffected by light or moderate winds, though strong winds disperse the cloud within one round, and severe or stronger winds make using this mist impossible. Each breath weapon's saving throw (regardless of type) is DC 24 (and is Constitution-based). For each color of breath weapon the mutah uses, its face and head turn that particular color. The most common colors of mist and their effects are: **Black:** Once per day the mutah can use a black mist that causes permanent blindness in an opponent that fails a Fortitude save. **Blue:** This color of mist can put an enemy to sleep, functioning as the spell of the same name but affecting one creature of up to 15 HD. Creatures within a 10-ft.-radius of the target must make a Will save or be staggered for 1d4 rounds.

**Green:** This color is the most commonly used and deals 2d6 points of acid damage to the target, causing their eyes to burn and temporarily blinding a creature for 2d4 rounds or until washed out with water (a full round action that provokes attacks of opportunity). A successful Fortitude save halves the damage and reduces the blindness to 1 round. Everyone within a 10-ft.-radius of the target takes 2d6 points of acid damage (Reflex save for half damage).

**Red:** The mutah selects one target and makes a ranged touch attack. On a hit the target takes 2d6 worth of fire damage and everyone within a 10-ft.-radius of the initial target takes 1d6 worth of fire damage. This otherwise functions as a splash weapon (Reflex save for half damage).

**Yellow:** This mist paralyzes a target that fails a Fortitude save. Those within the a 10-ft.-radius of the target must make a Fortitude save or become shaken for 1d4 rounds.

**Scintillating Skin (Sp)** Due to the rapidly changing colors of its skin, the mutah gains a deflection bonus to AC equal to its Charisma modifier.

Mutah look like a large eel with large crests on its head and two fins that function like small wings. The tail is tipped with a poison stinger. The body of the mutah is narrow but muscular, with linear organs running through the first half of the body. Mutah breathe air so they come up to breathe frequently. An average mutah can stay underwater for about five minutes. A mutah's skin changes color at random, with the exception of its head, face, and largest crest, which change to match the color of poison mist that the creature is about to use. The changing of skin color, the poison sting, and the variety of breath weapons are the result of beneficial organisms that live inside the mutah.

Mutah are omnivorous, eating mostly fish and other seafood but occasionally preying on a small land animal, such as a pig or a sheep; it uses its sting to paralyze prey and then carries the food to a safe place to eat. A mutah has no teeth; instead it crushes food against bony jaw ridges before muscle action forces the swallowed material down the throat. An average adult mutah is about 20 feet long and weighs about 500 pounds.



# NAGHITH, MANY-WINGED FATHER

This enormous humanoid stands nearly fifty feet tall, bearing three enormous sets of insect-like wings and a verminous face that resembles a nightmare. Several long tentacles protrude from the side of its head, its mouth augmented by sharp pincers that gleam with spittle as it lets forth an ear-splitting roar while rising from its slumber within the temple, followed by the deafening buzz of its wings as they rev into a blur behind the monstrous thing's back.

## NAGHITH, MANY-WINGED FATHER CR 8



XP 4,800

CE Colossal outsider (insect, devil, extraplanar)

Init +8; Senses darkvision 60 ft., see in darkness; Perception +17

### DEFENSE

AC 19, touch 11, flat-footed 10 (+8 Dex, +1 dodge, +8 natural, -8 size)

hp 105 (10d10+50)

Fort +7, Ref +14, Will +10

DR 8/good; Immune acid, poison; SR 20

### OFFENSE

Speed 40 ft.,  
fly 60 ft.  
(good)

Melee bite +10 (4d6+5) and 2 claws +8 (1d10+2)

Ranged 3 acid spit +10 (2d8 acid, Range 100 ft.) or temple rubble +10 (5d8+5 bludgeoning, Range 100 ft.)

Space 30 ft.; Reach 30 ft. (grasping protrusions 15 ft.)

Spell-Like Abilities (CL 12th; concentration +16)

at will—fear (DC 15)

1/day—*summon nature's ally VIII* (3d4 gigantic locusts)

### TACTICS

**Before Combat** Before engaging in direct combat Naghith uses its *fear* spell-like ability on the target that awoke it by completing the temple lock puzzle. As its first action the creature takes flight, hovering 50 feet above its enemies before summoning a swarm of (3d4) gigantic locusts.

**During Combat** Naghith attacks with its acid spit while mid-air and if that seems less than effective it lands, resorting to melee attacks with its claws. When enemies wander into range of its tentacles, Naghith tries to grapple and then use its bite attack. When Naghith is reduced to 50 or fewer hit points, it rips chunks of rubble from the ruined temple and hurls them at its opponents.

**After Combat** When reduced to fewer than 1/3 of its total hit points, if there's no immediate aggression towards it, Naghith retreats back into the temple where it slumbers to recover from its wounds. If awakened from this slumber, the enormous creature fights to the death.

### STATISTICS

Str 20, Dex 27, Con 21, Int 14, Wis 18, Cha 21

Base Attack +10; CMB +23; CMD 42 (can't be tripped)

Feats Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Mobility<sup>B</sup>, Multiattack<sup>B</sup>, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Finesse<sup>B</sup>, Weapon Focus (claw)<sup>B</sup>

Skills Acrobatics +21, Bluff +18, Escape Artist +21, Fly +17, Intimidate +18, Perception +17, Sense Motive +17, Stealth +5

Languages Infernal; telepathy 100 ft.

### ECOLOGY

Environment desert (Disputed Territories)

Organization solitary

Treasure triple, unique (Dogovor, Falchion of Accord)

### SPECIAL ABILITIES

**Grasping Protrusions (Su)** The many tendrils protruding from the side of Naghith's head can be used with a swift action to grapple Medium-sized or smaller creatures that are within 15 ft. of Naghith. This grapple maneuver provokes attacks of opportunity.

The Many-Winged Father is both feared and revered by the peoples that live near its temple home (somewhere near the Alimpulosa Badlands and K'naghi Savannah). Legends claim that a single blade can control Naghith, giving its bearer control over a preternaturally swift titan of colossal destruction, though the origins of both the sword and the creature remain a mystery to all.

Naghith the Many-Winged Father is 50 ft. tall (with a wingspan of 70 ft.) but only weighs about 6,000 pounds.



# NECRO-PEDE

Half of this abnormal creature is still buried beneath the dirt but what you can see defies belief. Its segmented purple body is covered in sets of knobby limbs and tentacles, and its countless orange eyes—of varying sizes and not at all symmetrical in any fashion—gaze at you with an unmistakable brilliance.

## NECRO-PEDE

CR7



XP 3,200

CN Huge magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +16

### DEFENSE

**AC** 21, touch 10, flat-footed 19 (+2 Dex, -2 size, +11 natural)

**hp** 76 (9d10+27)

**Fort** +9, **Ref** +8, **Will** +5

**Immune** illusions

**Defensive Abilities** illusory self

### OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +11 (2d8+6) and 2 tentacles +11 (1d8+4)

**Special Attacks** swallow whole (2d6+9, AC 15, 7 hp)

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

### TACTICS

**Before Combat** A necro-pede lures foes into an area where it can use its size to its advantage before engaging in combat or allowing them to touch it.

**During Combat** The necro-pede relies heavily upon the shock factor of its appearance to panic and scatter its foes, allowing it to use its bulk to smash them to death.

**Morale** Surviving only through deceit and guile, necro-pedes are willing to negotiate to save their lives and offer more powerful foes items or knowledge if it means continuing to do so. However, necro-pedes are not known for being trustworthy and leaving one alive is a good way to inspire its vengeance at the first chance it gets.

### STATISTICS

**Str** 19, **Dex** 14, **Con** 17, **Int** 20, **Wis** 14, **Cha** 10

**Base Atk** +9; **CMB** +15 (+17 bull rush, +19 grapple); **CMD** 27 (29 vs. bull rush; can't be tripped)

**Feats** Cleave, Improved Bull Rush, Improved Natural Attack (bite), Power Attack

**Skills** Bluff +9, Disguise +9, Intimidate +4, Knowledge (History) +9, Knowledge (Local) +9, Knowledge (Planes) +10, Knowledge (Religion) +12, Linguistics +10, Perception +17, Perform (Act) +7, Stealth -6; **Racial Modifiers** +4 Perception

**Languages** see below

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Illusory Self (Su)** Necro-pedes appear to weaker minded sentient creatures as they believe their Gods would appear. This ability can be overcome with a successful Will save based on a creature's intelligence. Once a Will save has succeeded against any necro-pede, that particular necro-pede always appears in its natural form to that creature.

Any successful Will save within a group of companions allows the successful character to bolster his comrades with a +5 for each successfully saved target. Physical contact with the necro-pede instantly destroys the illusion, causing the viewer to make a DC 22 Will save or be panicked for 1d4 rounds.

**DC 45** Int 12 and below

**DC 35** Int 13-15

**DC 25** Int 16-18

**DC 20** Int 19-20

**DC 15** Int 21+

**Linguistics (Su)** Speaking entirely through telepathy, the necro-pede can force its victims (DC 12 Will) to hear their own language when they engage in conversation, henceforth allowing the necro-pede to forgo learning any Terran languages. This ability does not work against outsiders or dragons.

**Psychic Vampire (Su)** Necro-pedes feed off of the fear of their victims and typically establish the practice of sacrifice amongst their worshipers to guarantee a steady supply of food.

In its natural form the necro-pede has the appearance of a monstrous myriapod, with skin tones taking on hues of a translucent yellowed creme that allow one to see the inner purple circulatory system. Although they are very secretive as to their origins, it is believed necro-pedes are in fact not terrestrial, but arrive upon worlds burrowed inside meteors.

A necro-pede is 15 feet long and weighs around 4,000 pounds.





# NITNAM

Two large bone pillars frame another organic staircase leading up to a blood red flesh throne upon which sits a wild looking man.

He sits scrunched up like a child on the throne, cackling madly, his dark hair tousled and his face disheveled, dirty, and unshaven.

He points in your general direction and yells out, "You! You are the first to make it here! But....you....you will not take NITNAM from me—she is my soul and I am hers, and together we are gods...we are the gods of the world...of space...of time! Now, your essences will be sacrificed to the demon lords as gifts to attain everlasting life!"

## NITNAM

CR 11



XP 12,800

CE Huge aberration

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +21

### DEFENSE

**AC** 21 (external), 14 (internal), touch 8, flat-footed 21 (–1 Dex, +14 natural, –2 size)

**hp** 142 (15d8+75); regeneration 5 (cold or fire)

**Fort** +11, **Ref** +4, **Will** +12

**Defensive Abilities** amorphous, hearts; **Resist** acid 10; **SR** 21

### OFFENSE

**Speed** 5 ft.

**Melee** 5 tentacles +16 (1d8+7 plus grab, Crit 19–20/x2), pull (tentacle, 20 ft.)

**Space** 15 ft.;

**Reach** 15 ft.

### Special Attacks

constrict (1d8+7), pull (tentacle, 20 ft.)

## TACTICS

**Before Combat** The host, most often a spellcaster of a hit dice greater than Nitnam, casts defensive spells to protect the hearts.

**During Combat** Nitnam attacks foes outside of it while the host deals with enemies within.

**Morale** Nitnam and its host are mortally tied together and both fight to the death (or if powerful enough magic is available, escape).

## STATISTICS

**Str** 25, **Dex** 9, **Con** 23, **Int** 18, **Wis** 13, **Cha** 18

**Base Atk** +11; **CMB** +20 (+27 grapple); **CMD** 30 (can't be tripped)

**Feats** Improved Initiative, Blind-Fight, Cleave, Critical Focus, Improved Critical (tentacle), Iron Will, Lightning Reflexes, Power Attack

**Skills** Bluff +19, Intimidate +22, Knowledge (arcana) +28, Knowledge (dungeoneering) +12, Perception +21, Sense Motive +18

**Languages** Draconic, Common, Alko, Abyssal; telepathy 100 ft.

## ECOLOGY

**Environment** any

**Organization** solitary (but always with a host)

**Treasure** double

## SPECIAL ABILITIES

**Acidic Pustules (Ex)** Nitnam has a multitude of pustules on its tentacles that spew corrosive substances on a successful grapple, dealing 1d8 acid damage (DC 20 Reflex halves).

**Hearts (Su)** The source of Nitnam's power is located in its hearts. If a Nitnam's heart is destroyed, it loses its regeneration ability and suffers a –2 penalty to Strength and Constitution for each heart removed (for a total penalty of –6 to both) until the hearts are reattached using a restoration spell. The Nitnam's hearts cannot be removed unless taken from the inside of the creature. It takes a successful DC 40 Strength check from inside the creature to remove the hearts—otherwise the hearts have hit points according to this chart:

### (3) NITNAM HEARTS

**AC** 12 (exterior hardness)

**hp** 46 & **DR** 5/silver

**hp** 50 & **DR** 5/cold iron

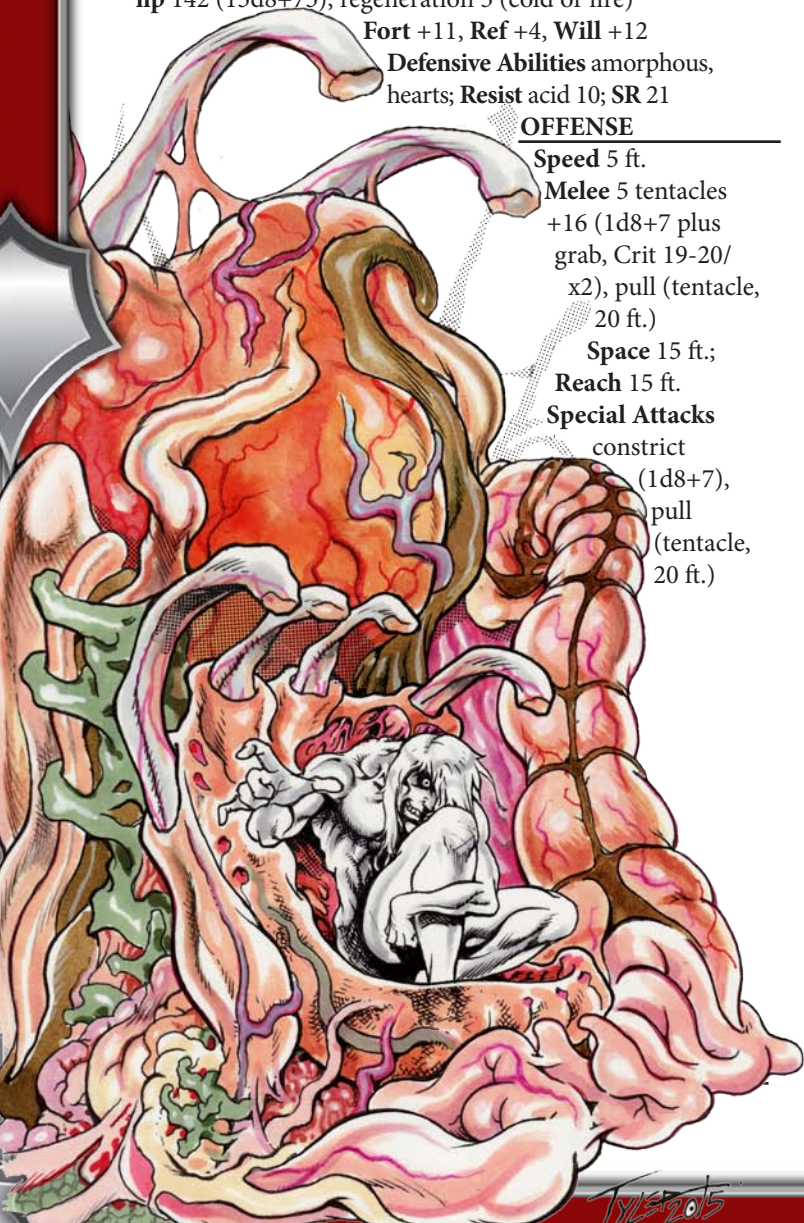
**hp** 59 & **DR** 5/magic

When all the hearts are destroyed NITNAM perishes, quickly followed by its host.

**Host Creature (Ex)** Nitnam is bound to a host creature; if one is killed, they both die. Attacking and destroying all three of Nitnam's hearts kills both it and the host. Only the host is able to attack creatures within Nitnam, which itself is limited to attacking exterior foes with its tentacles.

The first tales of this strange beast are of a maniacal mage (from *A09: Rogue Wizard*) named Setzer that made a grand sacrifice to demonic forces and received Nitnam in return. The creature can be granted to other adherents of chaotic and evil entities, however, and somewhere in the dimensions is the maddening universe from which this twisted thing first appeared.

Nitnam is 15 feet tall and across, weighing well over 4,000 pounds.







# Nogth Ma'klurl'uth the Madness Slug

*An enormous writhing mass of tentacles and teeth bursts from the ground! Whipping limbs surround its wide, tooth-filled maw, and its entire body is marked randomly with eyes—every time you look at the them they appear to be in a new place. Reality swirls in waves around the monster as the world tries to push it back to whatever nightmare spawned it.*

## NOGTH MA'KLURL'UTH the MADNESS SLUG CR 13



XP 25,600

CE Gargantuan outsider (chaotic, evil, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +23

### DEFENSE

**AC** 29, touch 4, flat-footed 29 (+25 natural, -2 Dex, -4 size)

**hp** 184 (16d10+96) regeneration 5

**Fort** +16, **Ref** +9, **Will** +16

**DR** 15/magic; **Immune** acid, cold, mind affecting effects, paralysis, sleep; **SR** 21

**Defensive Abilities** acidic blood

### OFFENSE

**Speed** 20 ft., burrow 40 ft., swim 20 ft.

**Melee** bite +22 (4d8+10), 4 tentacles +20 (2d6+5 plus grab)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (60 ft. cone, Will DC 22, 1d6 wisdom drain), swallow whole (4d8+10 bludgeoning damage, AC 22, hp 18), feeding tentacles

### TACTICS

**Before Combat** Nogth Ma'klurl'uth burrows or swims while attempting to hide.

**During Combat** Nogth Ma'klurl'uth uses its breath weapon as often as possible, ideally while attacking an opponent or two with swallow whole.

**Morale** Nogth Ma'klurl'uth fights until destroyed.

### STATISTICS

**Str** 30, **Dex** 6, **Con** 22, **Int** 12, **Wis** 18, **Cha** 9

**Base Atk** +16; **CMB** +30 (+34 grapple); **CMD** 38 (cannot be tripped)

**Feats** Blind Fight, Bloody Assault, Great Fortitude, Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack



**Skills** Knowledge (arcana) +20, Knowledge (planes) +20, Perception +23, Sense Motive +23, Spellcraft +20, Stealth +17, Swim +31

**Languages** telepathy 120 ft.

**SQ** alternate form (drow witch)

#### ECOLOGY

**Environment** underground (Underworld, Dar'Spelun Slugmarsh)

**Organization** solitary

**Treasure** quadruple

#### SPECIAL ABILITIES

**Acidic Blood (Ex)** Nogth Ma'klurl'uth's blood can corrode metal on contact. If a creature damages Nogth Ma'klurl'uth with a piercing or slashing weapon made of metal, Nogth Ma'klurl'uth's blood deals 5d6 points of acid damage to the metal weapon (unlike most forms of energy damage, this damage is not halved when applied to a metal object, although it does still have to penetrate the metal's hardness). The weapon's wielder can halve the damage the weapon takes by making a successful DC 24 Reflex save.

Creatures made of metal that deal slashing or piercing damage to Nogth Ma'klurl'uth with a natural attack take 5d6 points of acid damage (a DC 24 Reflex save halves this damage). The corrosive elements of the blood fade 1 round after it leaves Nogth Ma'klurl'uth's body or it dies. The save DC is Constitution-based.

**Alternate Form (Su)** Nogth Ma'klurl'uth can assume the form (in both body and mind) of any creatures it has completely driven insane, taking the bonuses and abilities it likes best. Nogth Ma'klurl'uth prefers that of a drow witch (enabling it to cast spells and use hexes). Changing forms is a full-round action that provokes attacks of opportunity.

**Aura of Madness (Su)** Any creature within 15 ft. of Nogth Ma'klurl'uth must take a DC 22 Will save or fall under the effects of a *confusion* spell (CL 16th) for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by Nogth Ma'klurl'uth's aura of madness for 24 hours. This is a mind-affecting effect.

**Breath Weapon (Su)** Nogth Ma'klurl'uth can spew forth a swirling mass of solidified madness in a 60 ft. cone, dealing 1d6 Wisdom drain to creatures hit by it (DC 24 Will save negates). Nogth Ma'klurl'uth can use its breath weapon once every 1d4 rounds. An opponent reduced to zero or below in Wisdom by Nogth Ma'klurl'uth's breath weapon gains a severe insanity from the list below (curable DC 24).

- 1–3 paranoia
- 4–6 schizophrenia
- 7–9 psychosis
- 10–12 multiple personality disorder

See the “Sanity and Madness” section in Chapter 8 of *Pathfinder Roleplaying Game: Gamemastery Guide* for the specific rules of each one of these types of insanity.

**Feeding Tentacles (Ex)** Nogth Ma'klurl'uth can transfer one creature with the grappled condition from a tentacle to its mouth as a free action at the beginning of its turn. The creature does not lose the grappled condition during the transfer and starts in Nogth Ma'klurl'uth's mouth with the grappled condition to be either swallowed whole or bitten.

**Ferocity (Ex)** Nogth Ma'klurl'uth continues to fight even when reduced to negative hit points.

**Horrific Death (Ex)** When Nogth Ma'klurl'uth is first reduced to negative hit points, creatures within its reach take 1d6+16 acid damage. While at negative hit points, Nogth Ma'klurl'uth adds a bonus to all damage equal to its hit dice (+16). When it finally dies, Nogth Ma'klurl'uth dissolves into a pool of unidentifiable goo and reforms on the Plane of Madness after 101 years.

**Madness Without, Madness Within (Ex)** Nogth Ma'klurl'uth is madness given form and as such its insides consists of swirling fragmented visions of a variety of insanities. Any creature that has been swallowed whole must make a DC 22 Will save before attempting to cut their way out of Nogth Ma'klurl'uth. Failure results in the creature using its turn trying to maintain their precious grasp on reality; a new save may be attempted next round. Success means the creature can attempt to cut its way out and it is immune to madness without, madness within for 24 hours. This is a mind-affecting effect.

**Voidborn (Ex)** Nogth Ma'klurl'uth can exist safely in the void of space or similar hostile conditions.

The demiplane of madness is a maelstrom of insanities. The ground is a deluge of mud made of damaged psychoses that have lost their potency—now they lie dormant and make up the ground of the plane. From this mire structures rise, but not in any conventional sense: floating towers, inverted houses, and impossible buildings that are there one moment and gone the next are common. The inhabitants of this place are no less weird than the dimension itself—hordes of madmen roam the everchanging landscape and nightmarish creatures prowl the skies.

This is the realm of Nogth Ma'klurl'uth. For centuries he roamed the plane, growing ever bigger by feeding on the different madnesses encountered there. When a rift appeared in the sky, Nogth Ma'klurl'uth entered it to find new avenues of destruction—what it found was the Dar'Spelun Slugmarsh, bridging the Vast Swamp with the Underworld of Aventyr. The unique properties of the Slugmarsh and the madness seeping in through the rift from his home plane made it an ideal hunting ground for the madness slug, which has since spent centuries hunting in the subterranean swamps (going back to the demiplane of madness when prey is scarce in the Underworld bogs).



## MADNESS SLUG ALTERNATE FORM CR 11

CE Female drow witch 7

XP 12,800

**Init** +8; **Senses** darkvision 120 ft.; **Perception** +16

### DEFENSE

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

**hp** 80 (12d6+36) regeneration 5

**Fort** +7, **Ref** +10, **Will** +11

**DR** 15/magic; **Immune** acid, cold, mind affecting effects, paralysis, sleep; **SR** 18

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +7 (1d4+1, Crit 19-20/x2)

**Special Attacks** hexes (cackle, coven, evil eye, misfortune)

**Spell-Like Abilities** (CL 12th, concentration +16)

at will—*glibness*

**Witch Spells Prepared** (CL 7th; concentration +11)

4th—*black tentacles*, *fear*

3rd—*deep slumber*, *dispel magic*, *seek thoughts*

2nd—*blindness/deafness*, *detect thoughts*, *hold person*,  
*touch of idiocy*

1st—*burning hands*, *chill touch*, *command*, *mage armor*,  
*ray of enfeeblement*

0th—*bleed*, *detect magic*, *spark*, *touch of fatigue*

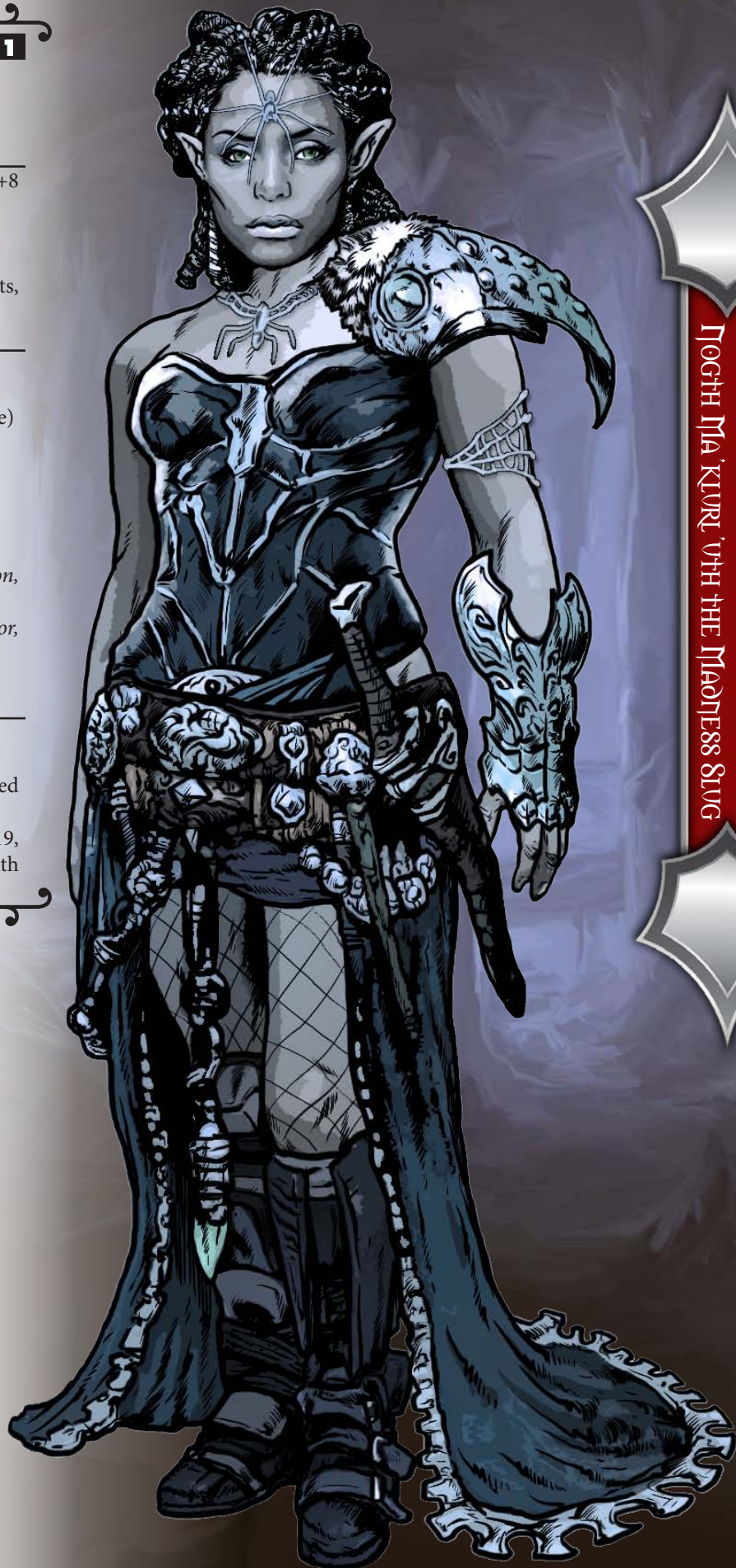
### STATISTICS

**Str** 12, **Dex** 18, **Con** 16, **Int** 18, **Wis** 12 **Cha** 18

**Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Combat Casting, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Knowledge (arcana) +19, Knowledge (planes) +19, Perception +16, Sense Motive +16, Spellcraft +19, Stealth +19, Swim +16



Pochi Ma Kuru, 7th the Madness Slug



# OLLPHÉIST

Swirling pools of quicksand recede as whipping tentacles rise from the earth, dragging up a monstrous and terrifying sight. Easily twenty feet or longer, it's chitinous, pocked hide gleams in the harsh sunlight as it surges out of the ground, huge legs carrying forward a gnashing maw with surprising nimbleness.

## OLLPHÉIST

CR 7



XP 3,200

N Gargantuan animal

**Init** +5; **Senses** scent, tremorsense 120 ft.; **Perception** +6

### DEFENSE

**AC** 18, touch 8, flat-footed 12 (+1 Dex, +1 dodge, +6 natural, -4 size)

**hp** 128 (10d8+83) fast healing 2

**Fort** +13, **Ref** +8, **Will** +5

**DR** 5/—; **Resist** fire 15

### OFFENSE

**Speed** 50 ft., burrow 40 ft.

**Melee** bite +11 (2d8+8 plus grab), three tentacles +9 (2d6+4 plus grab)

**Space** 20 ft.; **Reach** 15 ft. (tentacles 30 ft.)

**Special Attacks** sand funnel

### TACTICS

**Before Combat** The ollphéist uses sand funnel to entrap creatures in patches of quicksand, hiding beneath the earth using its freeze ability (DC 30 Perception check to notice the tentacles writhing about in the bottom of the quicksand).

**During Combat** An ollphéist isn't mindless, but it's not overly intelligent either. Once it has sprung upon some prey it attempts to grab and kill as many creatures as it can, all at once.

**Morale** Reluctant to leave a meal unfinished, an ollphéist doesn't retreat until reduced to 10 hit points or less, at which point it disappears beneath the ground and tunnels away at top speed.

### STATISTICS

**Str** 26, **Dex** 13, **Con** 22, **Int** 5,

**Wis** 14, **Cha** 5

**Base Atk** +7; **CMB** +19 (+23 grapple); **CMD** 30 (34 grapple, cannot be tripped)

**Feats** Dodge, Improved Initiative, Multiattack, Skill Focus (Stealth), Toughness (2)

**Skills** Climb +12, Perception +6, Stealth

+0 (+10 submerged); **Racial Modifiers** +10 Stealth while submerged; **Size Modifiers** -12 Stealth

**SQ** freeze (underground only), no breath

### ECOLOGY

**Environment** badlands, desert, savannas (Disputed Territories)

**Organization** solitary

**Treasure** double

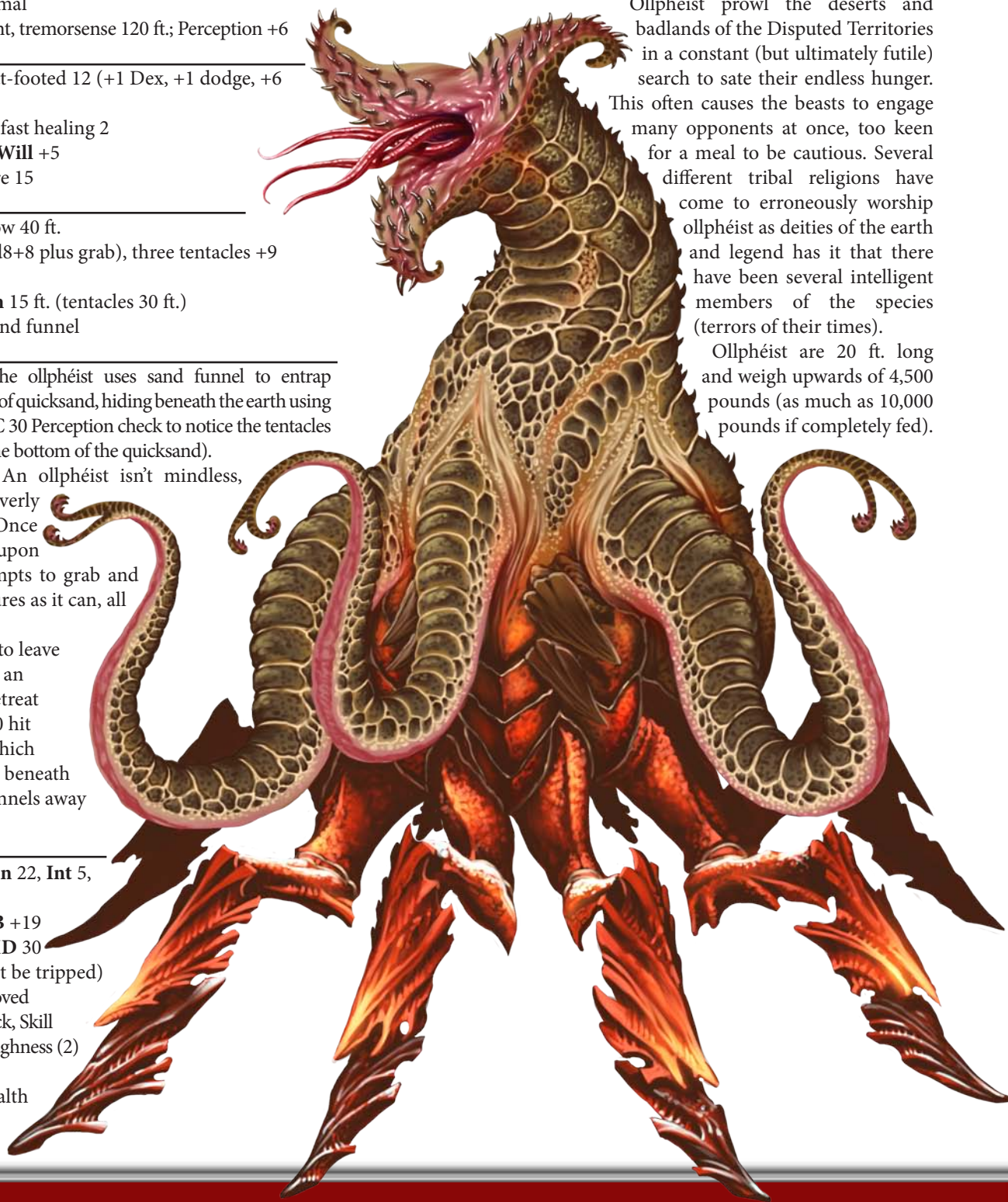
### SPECIAL ABILITIES

**Sand Funnel (Ex)** An ollphéist can spend a full-round action to transform an area of sand within reach of its tentacles into quicksand. Once it has started a patch of quicksand, the ollphéist can maintain it as a swift action.

Ollphéist prowl the deserts and badlands of the Disputed Territories in a constant (but ultimately futile) search to sate their endless hunger.

This often causes the beasts to engage many opponents at once, too keen for a meal to be cautious. Several different tribal religions have come to erroneously worship ollphéist as deities of the earth and legend has it that there have been several intelligent members of the species (terrors of their times).

Ollphéist are 20 ft. long and weigh upwards of 4,500 pounds (as much as 10,000 pounds if completely fed).





# PEPFRALCON

*This flaming bird is the size of a man and resembles the fabled phoenix, though far smaller. It flaps its wings and its burning feathers flutter all around, it surrounding the creature in a haze of heat.*

## PEPFRALCON

CR 9



XP 6,400

N Medium magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

### DEFENSE

**AC** 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural armor)

**hp** 110 (13d10+39) fast healing 1

**Fort** +9, **Ref** +13, **Will** +6

**Immune** fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 10 ft., fly 70 ft. (perfect); hovering inferno

**Melee** 3 beaks +19 (1d8+3 plus 1d6 fire, Crit 19-20/x2+1d10 fire)

**Ranged** 3 flaming feathers +19 touch (1d8+2 fire, Range 20 ft.)

**Special Attacks** flaming feathers (ranged touch, 1d8 fire; DC 18 Reflex or catch on fire), hovering firestorm (30-ft.-radius, 6d6+12 fire, DC 18 Reflex halves)

### TACTICS

**During Combat** It uses its powerful flames to scorch opponents, attempting to scatter enemies with a hovering firestorm before attacking any individual that it thinks to be a threat. While not particularly smart, they are well trained and can memorize a certain number of commands (generally three or four) to follow in a battle, specifying up to three targets explained to them beforehand by their minders.

**Morale** Pepfralcons are not keen to a quick death and escape quickly when reduced to 20 hit points or less.

### STATISTICS

**Str** 15, **Dex** 23, **Con** 15, **Int** 5, **Wis** 14, **Cha** 11

**Base Atk** +12; **CMB** +14; **CMD** 31 (cannot be tripped)

**Feats** Dodge, Flyby Attack, Hover, Improved Critical (bite), Improved Natural Weapon (bite), Toughness, Weapon Finesse

**Skills** Fly +19, Perception +8 (+14 visual), Stealth +13, Survival +8; Racial Modifiers +6 Perception (visual only)

### ECOLOGY

**Environment** any non-cold

**Organization** solitary but always paired with a P.R.A.N.K.S.T.E.R.S. Agent

**Treasure** double

### SPECIAL ABILITIES

**Fiery Flurry (Ex)** Any natural attacks made by a pepfralcon deal +1d6 fire damage as its plumage scatters with each

violent movement. Any creature that strikes a pepfralcon with a natural weapon or without a melee weapon that grants reach takes 1d6 fire damage as the shed feathers whip at their limbs in response. These feathers never ignite flammable materials.

**Flaming Feathers (Ex)** The pepfralcon can fling its fiery plumage at enemies within 20 feet (any farther and the quills are consumed in the flames). On a successful ranged touch attack, targets take 1d8+2 fire damage and make a DC 18 Reflex save or catch on fire.

**Hovering Firestorm (Ex)** As a full-round action a pepfralcon can create a miniature tempest centered around the square it occupies. This maneuver provokes attacks of opportunity. The pepfralcon spins wildly and swiftly whips out feathers that turn a 30-ft.-radius into a tempest of flames that deal 6d6+12 fire damage (DC 18 Reflex halves). Any flammable objects in the area catch fire (attended objects receive a DC 15 Reflex save).

**Hovering Inferno (Ex)** Any round in which a pepfralcon does not take a full movement, any squares adjacent to their path of movement (including squares they briefly occupy) are filled with its scorching plumage as the bird sheds fiery feathers everywhere it goes. Creatures in any of these squares make a DC 18 Reflex save or take 1d6+2 fire damage (success negates). Normally these feathers burn out before igniting materials, but as a swift action the pepfralcon can intensify its feathers' heat to ignite flammable materials.

The pepfralcon is a swift, dangerous, and powerful predator of the skies. These unlikely avians are fastidiously bred and raised by P.R.A.N.K.S.T.E.R.S. as a means to control rampant biddlywink populations (their natural prey). Only the enigmatic members of that mysterious group understand the complex mating and birthing habits of the scorching predators or where they are indigenous to, secrets they protect with their lives. Pepfralcons instinctively recognize the organization's symbol after centuries of incessant imprinting and are rarely found without one of the perplexing agents nearby.



# PETROUS

*Your hands quiver as you notice the cave wall that you have been relaxing on is stirring. A hefty and hulking monstrosity with gigantic claws has taken the place of your former backrest. The beast's gaping maw seizes hold of your arm, piercing your armor. You strain to resist and pull free! It is then that you realize your body has become paralyzed from head to toe. Bon appetit—it's dinner time!*

## PETROUS

CR 12



XP 19,200

CE Large aberration (elemental)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 300 ft.; **Perception** +24

### DEFENSE

**AC** 23, **touch** 10, **flat-footed** 22 (+1 Dex, +13 natural, -1 size)  
**hp** 229 (17d8+153)

**Fort** +14, **Ref** +6, **Will** +13

**DR** 10/magic

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 40 ft

**Melee** bite +20 (4d8+12 plus paralysis, Crit 19–20/x2), 2 claws +15 (1d8+12)

**Special Attacks** constrict (2d8+18), paralysis (1d4+4 rounds, DC 27 Fort), rocky grab

**Space** 10 ft.; **Reach** 10 ft.

### TACTICS

**Before Combat** Petrous are incredibly patient and use their freeze special quality to hide for days or weeks at a time.

**During Combat** Petrous use their bites to paralyze troublesome opponents (such as spellcasters) while they claw the life from enemies that pose a martial threat.

**Morale** Petrous are intelligent but reticent to back down from a fight with prey, only fleeing when vastly outnumbered or when reduced to 12 hp or less.

### STATISTICS

**Str** 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +22; **CMD** 33

**Feats** Improved Critical (bite), Improved Initiative, Improved Natural Attack (claw), Iron Will, Skill Focus (Perception, Stealth)

**Skills** Climb +27, **Knowledge** (dungeoneering) +16, **Knowledge** (Geography) +13, **Perception** +24, **Stealth** +18 (+26 in stony areas); **Racial Modifiers** +8 Stealth in stony areas

**Languages** Aklo, Undercommon

**SQ** freeze

### ECOLOGY

**Environment** underground

**Organization** solitary

**Treasure** double

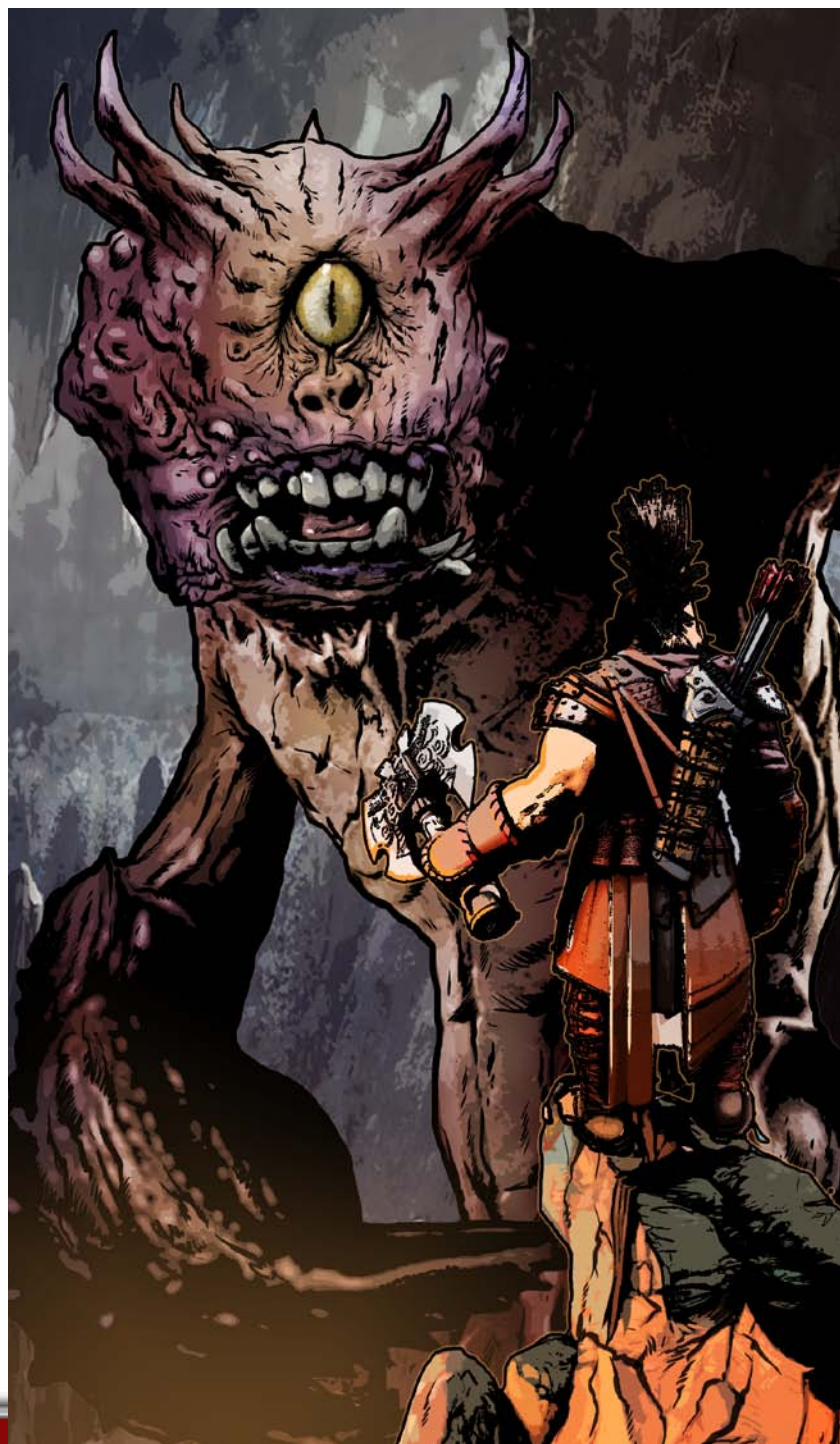
### SPECIAL ABILITIES

**Rocky Grab (Ex)** When a petrous successfully hits with both claws (or rolls a natural 20 on an attack roll) it grabs its prey tightly with its claws. This initial attack deals damage normally and starts a grapple as a free action that does not provoke

attacks of opportunity. The petrous has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition. It then begins to crush prey using constrict. If the petrous does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the grapple.

In some of the most magically infused areas of the Underworld the souls of the dead bond with the rock itself, creating a gruesome creature that has felled countless explorers of Aventyr's endless caves: the petrous. Its voracious appetites never seem to cease, and whole caravans are said to have been lost to its cavernous hunger.

Petrous are 10 feet tall and nearly 7 feet across. Their incredibly dense bodies are quite heavy and some weigh in excess of 2,400 pounds.





# PHOSO

A giant skitters toward you on six clumping hooves, the four arms jutting out of the top of its torso menacingly gripping and unclenching as its beady yellow eyes fix on your arms.

## PHOSO

CR 6



XP 2,400

N Large aberration

**Init** +1; **Senses** darkvision 120 ft., *detect magic*, scent; Perception +11

### DEFENSE

**AC** 17, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +2 natural, -1 size)

**hp** 73 (7d8+42)

**Fort** +7, **Ref** +3, **Will** +7

**DR** 5/magic; **Immune** exhaustion, fatigue, *magic missile*; **SR** 12

### OFFENSE

**Speed** 40 ft.

**Melee** 4 slams +10 (1d6+3 plus grab)

**Ranged** 2 negative rays +5 touch (3d4+3 negative energy damage, Crit 18-20/x2, Range 20 ft.)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** negative ray, detach limb

**Spell-Like Abilities** (CL 7th, concentration +9)

Constant—*detect magic*, *mage armor*

2/day—*dispel magic*

### TACTICS

**During Combat** Phoso love detaching limbs. A phoso stops considering a creature a threat once it has removed one of its limbs, moving onto the next target until there's

no longer any opponent to rip an arm or leg from. Any remaining de-limbed foes that have not fled are chased by the phoso and the process repeats.

**Morale** Phoso are highly territorial and fight to the death.

### STATISTICS

**Str** 22, **Dex** 13, **Con** 21, **Int** 4, **Wis** 15, **Cha** 10

**Base Atk** +5; **CMB** +12 (+16 grapple); **CMD** 24 (29 vs. trip)

**Feats** Deflect Arrows<sup>B</sup>, Dodge, Mobility, Run, Spring Attack, Toughness<sup>B</sup>

**Skills** Acrobatics +5, Climb +10, Perception +11, Stealth +10, Survival +6; **Racial Modifiers** +4 Perception, +8 Stealth

**Languages** Undercommon

**SQ** material prisoner

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary or pair

**Treasure** double (always boots, bracelets, bracers, or rings)

### SPECIAL ABILITIES

**Detach Limb (Ex)** A phoso that has pinned an opponent can use three of its strong arms to grip onto and rip off a victim's limb (usually one with a magic item on it). After successfully pinning a target, a phoso gradually pulls on the limb for 1d4 rounds dealing damage each round as if it hit its victim with three slam attacks (3d6+9). When a limb is detached from a creature it immediately takes 1d4+1 Constitution damage and 5 points of bleed damage that continues each round. If a detached limb can be retrieved and held in place before this bleed damage is stopped (a DC 15 Heal check or *cure* spell), a detached limb re-attaches without incident. While attempting to detach a limb, a phoso takes a -5 penalty to CMD.

**Material Prisoner (Su)** A phoso can never become ethereal or incorporeal and is immune to any spell or effect that teleports creatures.

**Negative Ray (Su)** The profane shadow energies infused into a phoso by its drow creators warped the creature's natural affinity for magic, allowing it to fire bolts of negative energy from its hands. A phoso can fire two negative ray touch attacks each round, dealing 3d4+3 negative energy damage on a successful hit; negative energy rays have a critical threat range of 18-20/x2.

The drow of the Underworld are keen to enslave every sentient (or nonsentient) that wanders into their lands, regardless of whether or not it is native to Aventyr. A sizable band of witchwyrd made the critical mistake of trusting the drow, failing to realize that the dark elves' hospitality was a dangerous ruse before it was far too late. Vastly outnumbered and grounded to the spot by mages, the otherworldly creatures entered the custody of the Endless Cave's enslavers, never to leave this Material Plane again. Once the drow garnered every bit of information they could from their captives, they began to explore other avenues of use. Dark elven alchemists quickly took to the task, using the witchwyrd prisoners for horrifying magical experimentation and forcing them to produce offspring broken by what was being done to their bodies. The resulting children were birthed as phoso, made into personal bodyguards and watch dogs that prowl the underkeeps of their oppressive, powerful Underworld mage masters.





# GREATER PUBO

*This gigantic bird rushes forward quickly, some of its large brownish-grey feathers floating away in its wake. Blue energy illuminates its cranium, and its beady eyes stare at you with rage as the thing's deadly beak darts toward you!*

## PUBO, GREATER

CR 4



XP 1,200

N Huge animal (psionic)

**Init** +0; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+13

natural, -2 size)

**hp** 50 (4d8+27)

**Fort** +8, **Ref** +4, **Will** +4

### OFFENSE

**Speed** 55 ft.

**Melee** bite +10 (1d10+14)

**Ranged** energy ray +1 touch (1d6, Range 30 ft.)

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

**Psi-Like Abilities** (ML 4th, concentration +7, 10 pp)

continuous—*detect psionics*

at will—*far hand*, *missive\**,

*energy ray* (sonic), *chameleon*,

*cloud mind* (DC 15)

3/day—*psionic blast* (DC 16),

*thought shield* (PR 14)

\*the range for this power is 500 feet

and it only functions with another

pubo related to the manifester

### TACTICS

#### During Combat

Greater pubo are intent only on defending their offspring (using Reckless Offense for +2 to attack and -4 to AC). Once a target is immobilized (or acts like it is) it moves on to another until enemies flee without any of offspring.

**Morale** Greater pubo defend their children and territory until enemies flee.

### STATISTICS

**Str** 28, **Dex** 10, **Con** 24,

**Int** 2, **Wis** 16, **Cha** 9

**Base Atk** +3; **CMB** +14; **CMD** 24

**Feats** Combat

Manifestation, Reckless

Offense, Speed of Thought,

Wild Talent

**Skills** Perception +5

**SQ** naturally psionic

### ECOLOGY

**Environment** jungle, warm coastline (Varakt Island)

**Organization** solitary, pair or huddle (3-6)

**Treasure** pubo stone

### SPECIAL ABILITIES

**Explosive Excrement (Ex)** The droppings of a pubo are highly volatile and after one minute partially solidify. Should anything break the thin outer crust of the droppings, the insides explode dealing 2d6 force damage (Reflex DC 14 for half damage) to any creatures in the 5 foot square it is within. To make matters worse, pubo typically leave their droppings on top of leaves before scratching dirt and grasses over their waste, concealing it (requiring a DC 10 Perception check for a creature to notice).

Pubo are native to the island within Varakt's Halo, an archipelago in the vast oceans of Aventyr. They enjoy a sizable territory of the jungles and coastline there, but recently the volcanoes that have made the idyllic locale inaccessible have become inactive once more—the threat of their spreading beyond its waters has become quite real.

A greater pubo is 15 feet tall but weighs only around 400 pounds.





# LESSER PUBO

*This stupid looking bird moves without much grace at all, looking around itself curiously and pecking at the ground in search of food. An odd sheen of energy envelops its head.*

## PUBO, LESSER

CR 1/2



XP 200

N Small animal (psionic)

Init +2; Senses low-light vision; Perception +5

### DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 8 (1d8)

Fort +0, Ref +3, Will +1

### OFFENSE

Speed 15 ft.

Melee bite -2 (1d4-3)

Ranged energy ray +2 touch (1d3, Range 30 ft.)

Space 2.5 ft.; Reach 5 ft.

Psi-Like Abilities (ML 1st, concentration +2, 3pp)

continuous—detect psionics

at will—far hand, missive\*, energy ray (sonic)

\*the range for this power is 500 feet and it only functions with another pubo related to the manifester

## TACTICS

**During Combat** Pubo instinctively know the dangers their excrement present and stay near their droppings, using them as improvised weapons with their far hand psi-like ability when attacked. If no waste is available they flee, using energy ray (sonic) if forced to engage.

**Morale** Once captured they squawk loudly while manifesting missive to contact their parents, if any.

## STATISTICS

Str 4, Dex 12, Con 10, Int 2, Wis 12, Cha 5

Base Atk +0; CMB -4; CMD 7

Feats Combat Manifestation, Wild Talent

Skills Perception +5

SQ naturally psionic

## ECOLOGY

**Environment** jungle, warm coastline (Varakt Island)

**Organization** solitary, pair or huddle (3-6)

**Treasure** pubo stones

## SPECIAL ABILITIES

**Explosive Excrement (Ex)** The droppings of a pubo are highly volatile and after one minute partially solidify. Should anything break the thin outer crust of the droppings, the insides explode dealing 1d6 force damage (Reflex DC 12 for half damage) to any creatures in the 5 foot square it is within. To make matters worse, pubo typically leave their droppings on top of leaves before scratching dirt and grasses over their waste, concealing it (requiring a DC 12 Perception check for a creature to notice).

Lesser pubo are quite simple offspring, and there is no consensus on how exactly one of them grows to maturity (increasing its size exponentially). They wander aimlessly and do little of consequence unless bothered by another creature (at which point it starts throwing around excrement).

A lesser pubo is about 3 feet tall and weighs between 23 and 47 pounds.



## Pubo Stone

**Aura** moderate metacreativity; ML 5th

**Slot** none; **Price** 10,000 gp; **Weight** 1 lb.

## DESCRIPTION

A *pubo stone* acts as a cognizant crystal that can store up to 4 power points and allows the use of the feat associated with it when it is used to fuel or augment a psionic power (so long as no less than 2PP are spent this way), temporarily raising the character's manifester level by a maximum of +2 for that use of their psionic power.

**d%:** 1-25 (Delay Power), 26-50 (Empower Power), 51-75 (Extend Power), 76-100 (Split Psionic Ray\*)

\*Make sure to roll ahead of time to know what kind of mutation the Pubo has. In this case, it would be able to split its ray attacks but otherwise it receives no benefit from its mutated kidney stone.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, Delay Power, Empower Power, Extend Power or Split Psionic Ray; **Cost** 5,000 gp



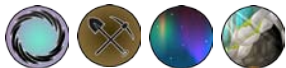


# RAKASA BATU

Though at first this creature seems to be an earth elemental, you notice part of its body phase out of existence and back in again, as if it were made of interdimensional sand.

## RAKASA BATU

CR 8



XP 4,800

N Huge outsider (earth)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +12

### DEFENSE

**AC** 15, touch 8, flat-footed 15 (+3 deflection, -3 Dex, +7 natural, -2 size)

**hp** 105 (10d10+50) fast healing 5

**Fort** +12, **Ref** +6, **Will** +4

### Defensive Qualities

batu solidity; **DR** 5/magic; **Immune** acid, critical hits, precision damage

### OFFENSE

**Speed** 20 ft., burrow 40 ft., earth glide

**Melee** 2 slams +17 (1d8+13)

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

### Spell-Like

**Abilities** (CL 10th, concentration +12)

Constant—

stone tell

At will—meld into

stone, soften earth

and stone, stone

shape

3/day—granite

crush, stone call

1/day—flesh to

stone (DC 18),

stone to flesh

### TACTICS

**Before Combat** A rakasa batu evaluates its opponents and sets up an ambush, cutting off alphas and leaders to make their enemies easier to deal with.

**During Combat** Rakasa batu identify mages and use *flesh to stone*, then deal with fighters and the like, using *soften earth and stone* and *stone call* to further separate groups.

**Morale** Rakasa batu leave enemies alone once they've exited the Amber Roads, but otherwise fight to the death.

### STATISTICS

**Str** 28, **Dex** 4, **Con** 20, **Int** 11, **Wis** 9, **Cha** 15

**Base Atk** +10; **CMB** +21 (cannot grapple); **CMD** 31 (cannot be grappled)

**Feats** Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes

**Skills** Bluff +15, Knowledge (geography) +13, Knowledge (planes) +13, Perception +12, Sense Motive +12, Stealth +2 (+10 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain; **Size Modifiers** -8 Stealth

**Languages** Terran

**SQ** hide in plain sight (Amber Roads, mountains, underground)

### ECOLOGY

**Environment** Elemental Plane of Earth, underground (Amber Roads)

**Organization** solitary

**Treasure** double

### SPECIAL ABILITIES

**Batu Solidity (Su)** A rakasa

batu's body is in a constant state of flux, constantly traversing the dimensions even as the creature stalks the Material Plane.

Whenever a rakasa batu is damaged by an attack (or a combat maneuver is successfully performed against it) there is a 30% chance the attack strikes a part of its body that is incorporeal. Weapons with the *ghost touch* enchantment and area effects effect and damage a rakasa batu normally.

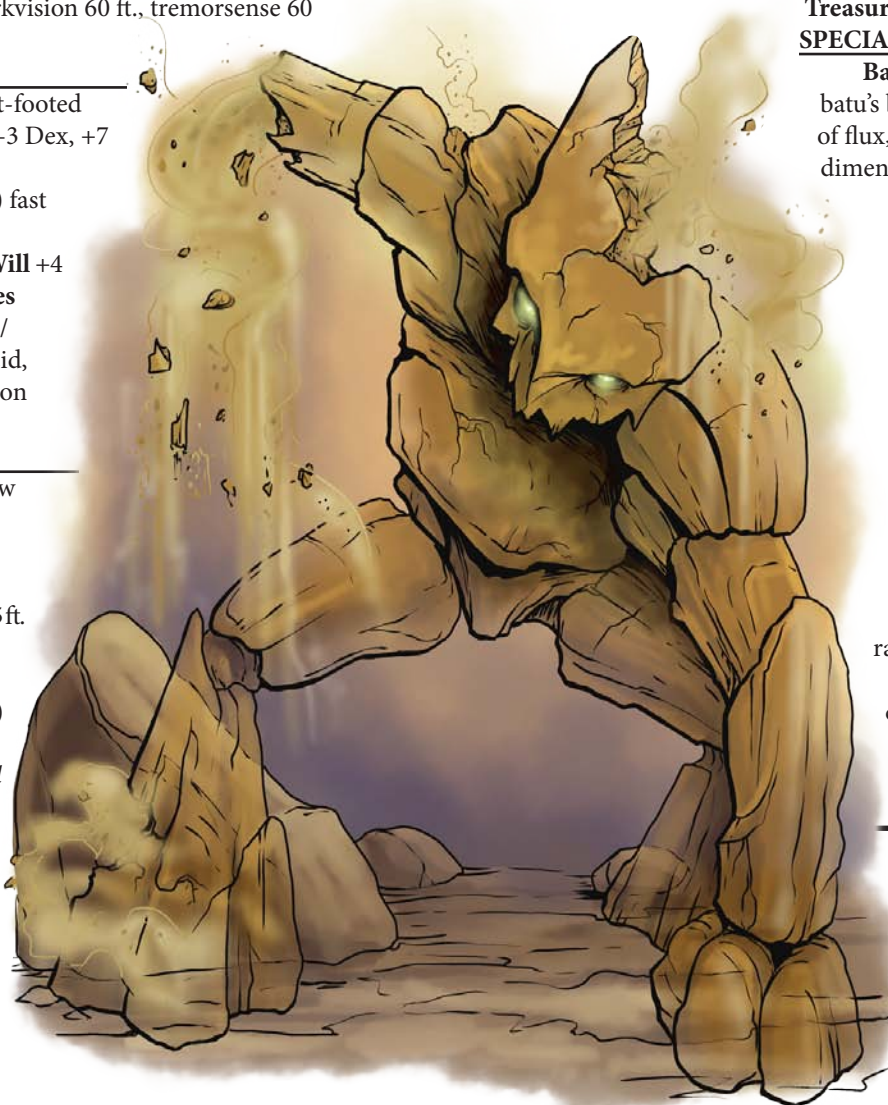
Due to its fluxing form, a rakasa batu cannot grapple or be grappled (though creatures with *ghost touch* natural weapons may grapple a rakasa batu as normal).

These mysterious entities first appeared along the Amber Roads shortly before *the Confluence*, blocking certain passages in an attempt to curb the destruction soon to wreck havoc across the interplanar

transitway.

Their efforts were for naught, but the creatures found spiritual kinship with dwarves, in particular the *zwerc*—rakasa batu emissaries can now be found in virtually every one of their pocket demiplanes and as time passes, more and more frequently in the endless caves of Aventyr. Encountering one of these creatures in the Underworld can be a dangerous proposition; they know much about the world around them and the veils between planes, but those who raise its ire can quickly find themselves buried underneath stone.

Rakasa batu are generally 13 feet tall or larger, but can weigh between 300 and 6,000 pounds.





# RELLUMM

*Crawling from a scintillating portal is a massive creature made of red tentacles, some of which have grotesque eyes the size of a man sprouting from the mass of exposed, bleeding muscles—one of them looks directly at you and for a moment you can see true entropy reflected within it.*

## RELLUMM

CR 24



XP 1,228,800

CN Gargantuan ooze (outsider)

**Init** +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +33

**Aura** chaos aura (DC 30 Will, 30 ft.)

### DEFENSE

**AC** 37, touch 16, flat-footed 30 (+7 Dex, +1 dodge, +23 natural, -4 size)

**hp** 525 (30d10+360) fast healing 10

**Fort** +26, **Ref** +26, **Will** +25

**Defensive Abilities** amorphous, reflective eye; **DR** 15/epic and lawful; **Immune** blindness, charm effects, cold, deafness, sonic; **Resist** acid 20, electricity 20, fire 20; **SR** 30

### OFFENSE

**Speed** 50 ft., climb 30 ft., swim 50 ft.

**Melee** 4 tentacles +47 (4d6+21 plus grab, Crit 19–20/x2)

**Space** 20 ft.; **Reach** 60 ft. with tentacles

**Special Attacks** constrict (3d6+21), consume, engulf (DC 35 Reflex), horrible constriction

### STATISTICS

**Str** 53, **Dex** 24, **Con** 35, **Int** 25, **Wis** 22, **Cha** 23

**Base Atk** +30; **CMB** +50 (+54 grapple, +52 overrun/sunder); **CMD** 57 (59 vs. overrun, cannot be tripped)

**Feats** Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (tentacles), Improved Greater Fortitude, Improved Initiative, Improved Iron Will, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical

**Skills** Bluff +39, Climb +70, Intimidate +39, Knowledge (arcana) +37, Knowledge (history) +37, Knowledge (nature) +37, Knowledge (planes) +40, Linguistics +37, Perception +43, Sense Motive +39, Spellcraft +40, Survival +36, Swim +62; Racial Modifiers +4 Perception

**Languages** telepathy 500 ft.

**SQ** chaos aura, compression, plane shift, ring sense, torturous telepathy

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Chaos Aura (Ex)** Rellumm is constantly surrounded by an aura of chaos that spreads out in a 30-ft.-radius. Every creature that enters this aura must make a DC 30 Will save. Lawful creatures that fail the Will save take 2d6 points of damage and are pushed back to the edge of the aura. Neutral creatures take 1d6 points of damage and are stunned for





1d4 rounds. Chaotic creatures do not take any damage, but are staggered for 1 round by the strength of the aura. This aura does not effect the wear of *Rellumm's Ring*.

**Consume (Su)** Rellumm consumes the souls of those who die from being engulfed (see below) or from his constrict attack (but not horrible constriction, see below). These souls are used to power Rellumm's plane shift ability (see below) and are unable to respond to spells such as speak with dead or to reanimate their bodies for spells such as raise dead. Once used for the plane shift ability, these souls are completely destroyed and nothing can restore them except a deity's direct intervention.

**Horrible Constriction (Ex)** Instead of dealing damage with constriction, Rellumm may instead decide to use one of two effects on a grappled opponent, either inflicting the target with madness (permanently effecting them with insanity, as per the spell; DC 35 Will) or blasting the target with extra-dimensional energy (as the disintegrate spell; 40d6 damage, DC 35 Fort reduces to 5d6 points of damage). Rellumm can only use this second option 12 times a day.

**Plane Shift (Sp)** Once Rellumm has absorbed ten souls through the consume ability, it can use the plane shift ability to travel to the location of *Rellumm's Ring*. This functions as the plane shift spell, except that Rellumm appear 1d10 yards away from the ring's wearer.

**Reflective Eye (Ex)** When a spell targets Rellumm (specifically; area effects do not qualify) and does not overcome its spell resistance, Rellumm can choose a different target for that spell.

**Ring Dependency (Ex)** Rellumm is bonded to the ring and must have possession of it in order to travel the planes at will. If it travels to a plane in search of *Rellumm's Ring*, the creature has 10+1d20 rounds to retrieve the ring before being forced back to its plane of origin.

**Ring Sense (Su)** Rellumm can sense the location of its ring regardless of distance, even across planar boundaries. By concentrating for one round, Rellumm can gain information about the wearer of *Rellumm's Ring* (name, race, class, level, location) and by concentrating for another two rounds, Rellumm can gain information about the area surrounding the ring (in a 150-ft.-radius).

**Tortuous Telepathy (Su)** Rellumm can communicate telepathically with any creature within 500 feet that has a language. However, contact with Rellumm's alien mind is extremely disturbing; for every minute after the first minute Rellumm is in telepathic contract with a mortal creature, that creature is takes 1 point of Intelligence and Wisdom damage. Reaching a value of 0 in either attribute causes the contacted creature to fall unconscious.

Rellumm is a legend of horror in Aventyr, thought by many to be a myth. The terrifying reality is that the otherworldly beast hungers for the vastness of this world, obsessed with consuming all life on and within it in the grips of chaos itself.

Rellumm is thought to be (a mere) 20 feet across, but its tentacles can stretch much further and its weight is immense (estimated in the hundreds of tons).



## Ring of Sight (Rellumm's Ring)

**Aura** strong transmutation; CL 20th

**Slot** ring; **Weight** —

### DESCRIPTION

This mithral ring was clearly forged in ages past. A dark ruby cut to resemble an eye surrounds what appears to be red skin. No mortal tool can score it, but the impervious metal is tarnished and if one looks upon the patina long enough, its pattern subtly shifts.

This ring appears on a random plane and rests there for one month before vanishing and reappearing on another plane (disappearing even if worn). The *ring of sight* grants the wearer a +6 luck bonus to Wisdom and darkvision 60 ft. (if the wearer already has darkvision, the range is doubled). The wearer gains all-around vision (a +4 bonus to Perception checks and immunity to flanking) but this is extremely disorienting for the first three days the ring is worn, requiring a Will save (DC 24 - 2 per previous check). Failure on any of these saves resets the cycle and while the *ring of sight* is worn, the wearer takes a -4 penalty to attack rolls and any Skill checks requiring sight (Blind-Fight does not effect this penalty, but blindsense and tremorsense negate it).

While worn, the *ring of sight* slightly changes the wearer's physiology, shifting its organs around haphazardly. The first day the ring is worn, the wearer makes a DC 12 Fortitude save or is sickened until it is removed (waiting a full day before it can be attempted again). On a successful save, the wearer gains a 10% chance to ignore critical hits and precision damage. If the ring is removed or disappears this benefit immediately ends and the wearer must make a DC 12 Fortitude save as their organs realign; on a failure they are sick for 2d4 hours.

Once per day, the *ring of sight* allows the wearer to see an arcane spellcaster's connection with magic. The wearer makes a Wisdom check equal to the most difficult DC a spellcaster can wrought; on a success, the spellcaster loses a number of spell levels equal to the wearer's hit dice (spells lost are determined randomly, but the most powerful disappear first). On a failed Wisdom check the wearer is stunned for a number of rounds equal to the arcane spellcaster's spellcasting modifier. Either way a spellcaster is aware of the use of this ability.

Once per day the wearer gains the ability to see six seconds into the future by tapping into the chaos that surrounds Rellumm's flesh. When using this ability, the wearer may reroll any attack roll, saving throw, or Skill check but must do so before the result has been given by the DM. The wearer can choose which result to take.

### DESTRUCTION

The *ring of sight* must be taken to the Plane of Law and willingly placed onto the finger of the most powerful celestial creature in a 10,000-mile radius, instantly killing it and destroying the ring.



# RIFT FLUMPH

A cascade of colors flash your way as this creature floats toward you, bobbing through the air like a freakish skyborne jellyfish with eye stalks.

## RIFT FLUMPH

CR 2



XP 400

CG Small aberration

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

**hp** 9 (2d8)

**Fort** +0, **Ref** +3, **Will** +7

### OFFENSE

**Speed** 5 ft., fly 20 ft. (perfect)

**Melee** sting +5 (1d4 plus acid injection)

**Ranged** stench spray +5 touch (nauseated 5 rounds, Fort DC 10 reduces to sickened, Range 5 ft.)

**Space** 2.5 ft.; **Reach** 5 ft.

**Special Attacks** stench spray (20-ft.-line, sickened 5 rounds, DC 10 Fort, usable every 1d4 rounds)

### TACTICS

**During Combat** A rift flumph gazes its prismatic vision onto opponents, then uses lines of stench spray to weaken enemies before moving in for the kill with its sting.

**Morale** Rift flumphs retreat when reduced to 3 hp or less.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 11, **Int** 2, **Wis** 18, **Cha** 10

**Base Atk** +1; **CMB** +0; **CMD** 13

**Feats** Weapon Finesse

**Skills** Diplomacy +2, Fly +18, Perception +7, Sense Motive +3, Stealth +11

### ECOLOGY

**Environment** any land or underground (Fungi Forest)

**Organization** solitary, pair, or colony (4–16)

**Treasure** standard

### SPECIAL ABILITIES

**Acid Injection (Ex)** When a rift flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d4 points of acid damage immediately and another 1d4 points of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Heal check. A creature that grapples or swallows the rift flumph takes this acid damage automatically every round it maintains this contact with a living flumph.

**Prismatic Vision (Ex)** The fundamental changes that rift flumphs have undergone drastically changed their metabolism and several bodily functions but most importantly, their vision. A rift flumph constantly emits a *color spray* effect (CL 2nd; Will DC 15; no spell resistance or HD limitations) in a 15-foot cone, saturating the area it is looking at with the refracted light from its body.

**Stench Spray (Ex)** A rift flumph can spray a 20-ft. line of foul-smelling liquid once every 1d4 rounds.

This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 10 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based. Alternatively, the rift flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the rift flumph must succeed at a ranged touch attack. If the target is hit, it must make a DC 10 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

While many creatures easily adapted to the Fungi Forests, one that did not was the flumph. Spore clouds and fungi sweat adversely affected their biology, stripping them of their intellect and changing the skin of their bodies into a reflective material. They float on the breezes of the Underworld in search of prey, stunning their victims with a kaleidoscopic gaze before moving in for the kill.

A rift flumph is about 3 ft. long and weighs only 17 pounds.





# MAGMA ROC

*This strange, agile creature swoops aloft on black and orange wings, using four fins along its back to navigate deftly through the air. At the end of each of its four limbs are sharp talons that glow with heat.*

## ROC, MAGMA

CR 10



XP 9,600

CN Large magical beast

**Init** +7; **Senses** blindsense 120 ft.; Perception +11

### DEFENSE

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +9, **Will** +5

**Immune** fire

### OFFENSE

**Speed** 10 ft., fly 60 ft. (good)

**Melee** 4 talons +14 (1d8+6+1d6 fire)

**Ranged** sonic scream +7 touch (9d8, Range 60 ft.)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** sonic scream (9d8 sonic, DC 20 Fort for half damage and no stun)

### TACTICS

**During Combat** Magma rocs unleash a sonic scream before swooping in, unleashing their sharp talons and using Flyby Attack before repeating the pattern until enemies are subdued.

### STATISTICS

**Str** 22, **Dex** 16, **Con** 18, **Int** 1, **Wis** 15, **Cha** 6

**Base Atk** +9; **CMB** +16; **CMD** 29 (cannot be tripped)

**Feats** Ability Focus (sonic scream), Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (talons)

**Skills** Fly +13, Perception +11

### ECOLOGY

**Environment** mountains, underground (volcanoes)

**Organization** solitary, pair, or attack wing (4-8)

**Treasure** standard

### SPECIAL ABILITIES

**Sonic Scream (Ex)** A magma roc can spend a standard action to channel their voices into a tight, powerful beam of sonic force; on a successful hit, this ranged touch attack deals 9d8 sonic damage to a target within 60 feet, stunning them. A DC 20 Fortitude save reduces the damage to half and negates the stunning effect. This ability is usable once every 1d4 rounds and does not provoke attacks of opportunity.

No one is certain when rocs made their way into the Fungi Forest, how long ago that was, or how they survived; they only know that they did. For centuries these huge predators of the sky subsisted on whatever they could inside the Rift but over time, like the *rift flumphs*, their biologies changed to match their new environment. These rocs are slightly reduced in size but completely immune to fire, living in nests placed above magma vents for both comfort and safety. Centuries of existence in the Underworld have significantly changed how they perceive the world around them; the magma rocs eyes have evolved into bizarre auditory receptors. Whenever a magma roc unleashes a sonic scream (often the last thing their prey hears before being carried off for an untimely plunge into magma) these point away from the head, allowing the creature to retain its blindsense and place in the surroundings while paralyzing their victims. Local lore claims that the former race that occupied the ruins of the Rift domesticated these fearsome creatures and used them as mounts, but no Underworlder has been crazy enough to try it since.







## SNOW ROC

*This massive majestic bird's beautiful white plumage is marred only by its stark black beak and taloned feet.*

### ROC, SNOW

CR 9



XP 6,400

N Gargantuan animal

**Init** +6; **Senses** low-light vision; Perception +16

#### DEFENSE

**AC** 23, touch 8, flat-footed 19 (+2 Dex, +15 natural, -4 size)

**hp** 105 (14d8+42)

**Fort** +12, **Ref** +13, **Will** +7

**Resist** cold 15

#### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** 2 talons +15 (2d6+9 plus grab, Crit 19-20/x2), bite +10 (2d8+4)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** icy gust (30-ft. cone, 7d6 cold, DC 20 Reflex negates)

#### TACTICS

**During Combat** Snow rocs use Flyby Attack in conjunction with icy gust to debilitate foes.

**Morale** Snow rocs are highly territorial but flee when reduced to 15 hp or less.

#### STATISTICS

**Str** 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

**Base Atk** +10; **CMB** 23; **CMD** 35

**Feats** Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)

**Skills** Fly +9, Perception +16; **Racial Modifiers** +8 Perception

#### ECOLOGY

**Environment** any cold or arctic mountains

**Organization** solitary or mated pair

**Treasure** none

#### SPECIAL ABILITIES

**Icy Gust (Su)** As a free action once every 1d4 rounds, a snow roc can launch a blast of cold from its wings in a 30-ft. cone dealing 7d6 cold damage to all creatures in the affected area (DC 20 Reflex negates).

Snow rocs are common among the highest reaches of the coldest regions in Aventyr. Extremely powerful arctic druids often take them as companions, and owning (or eating) one is among the highest symbols of status for nobles in the Klavek Kingdom.



# RUFIDIER

*Unholy flames spread from the hooves, eyes, mane, and tail of this ebony stallion, flickering with an almost palpable evil and sense of dread.*

## RUFIDIER

CR 4



XP 1,200

NE Large aberration (fire)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +5

### DEFENSE

**AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

**hp** 32 (5d8+10) regeneration 2 (cold)

**Fort** +3, **Ref** +4, **Will** +5

**Immune** exhaustion, fatigue, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** 2 hooves +6 (1d4+1 plus 1d6 fire)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** explosive end, flame gout (10-ft.-radius, 3d6 fire damage, Reflex DC 14 for half damage, once every 1d4 rounds)

### TACTICS

**During Combat** A rufidier uses its flame gout as often as possible, running past opponents unless an enemy is prone (at which point it attacks with both hooves).

**Morale** Rufidier flee when reduced to 8 hp or less.

### STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +3; **CMB** +5; **CMD** 18 (22 vs. trip)

**Feats** Improved Initiative, Weapon Finesse, Weapon Focus (hooves)

**Skills** Climb +13, Intimidate +7, Perception +5, Survival +5, Swim +13; **Racial Modifiers** +4 Intimidate

**SQ** lavastrider, reinforced skeleton

### ECOLOGY

**Environment** underground (in the Underworld, just above HEL)

**Organization** solitary, pair, or herd (3-30)

**Treasure** standard

### SPECIAL ABILITIES

**Explosive End (Ex)** When a rufidier dies, if it was currently able to make a flame gout special attack it explodes dealing 6d6 fire damage to creatures within a 20-ft.-radius (DC 17 Reflex save for half damage).

**Flame Gouts (Ex)** The rufidier is constantly aflame and can engulf the world around it in fire. Once every 1d4 rounds a rufidier can spend a free action expelling flames that deals 3d6 fire damage to creatures and unattended objects within a 10-ft. radius. A DC 14 Reflex save reduces this damage to half.

**Lavastrider (Ex)** A rufidier can walk atop lava as if it were solid ground. As a free action it can disable this ability to swim through lava like water.

**Reinforced Skeleton (Ex)** Rufidier are made to be draft animals and their physical body's design lends itself to carrying or dragging heavy objects. Treat a rufidier's Strength score as 20 for determining its carrying capacity.

There are many ways the *gitwerc* twist and transform the souls of creatures that aren't sent down into HEL, and each is a fate perhaps worse than what awaits below. One of the most common horrors wrought from the devil dwarves' foul practices are rufidier, humanoids stretched and reformed into fiery quadrupeds owned by nobles and other elite members of their despicable society. Where on the surface you might find a prized steed or prestigious equine, in the lava-filled caverns of the *gitwerc* there are rufidier dragging barges across the molten rock, hauling materials up subterranean cliffsides, and serving as mounts for fierce warriors.

Rufidier stand 6 to 7 feet tall at the shoulder and weigh between 1,200 and 1,400 pounds.





# Rust Mite Swarm

A rust colored cloud of dust slowly rolls towards you. As it gets nearer, you notice it is made up of thousands of tiny insects.

## RUST MITE SWARM

CR 5



XP 1,600

N Fine vermin (swarm)

**Init** +2; **Senses** scent metals 90 ft.; **Perception** +0

### DEFENSE

**AC** 20, touch 20, flat-footed 18 (+8 size, +2 Dex)

**hp** 49 (11d8)

**Fort** +7, **Ref** +5, **Will** +3

**Immune** swarm traits, weapon damage

### OFFENSE

**Speed** fly 30 ft. (poor)

**Melee** swarm (2d6 plus quick rust)

**Special Attacks** quick rust, distraction (DC 15)

### TACTICS

**During Combat** The swarm heads toward the nearest metal object.

## STATISTICS

**Str** 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +8; **CMB** —; **CMD** —

**Skills** Fly +12

## ECOLOGY

**Environment** any (cold, mountains, underground)

**Organization** solitary, pair, or rust field (3-10)

**Treasure** none

## SPECIAL ABILITIES

**Quick Rust (Ex)** Any metal object in a fiendish rust mite swarm is destroyed. Masterwork and magic items that fail a DC 17 Reflex save gain the broken condition (destroyed on a second failed save). The DC for this ability is Dexterity-based.

It is thought that the demons that originally came to Pradjna brought these mites with them to aid in the extraction of ore, but they, like the other demons, became trapped in the frozen tundra. Occasionally, a swarm is released and creates havoc until it is destroyed.



# SALT WORM

*This freakish creature is covered in overlapping triangular plates. It coils briefly before slithering forward, its strange triple-maw gnashing all the while.*

## SALT WORM

CR 4



XP 1,200

N Large aberration

**Init** +2; **Senses** darkvision 60 ft., scent, tremorsense 60 ft.; Perception +10

### DEFENSE

**AC** 15, touch 10, flat-footed 13 (+1 Dex, +5 natural, -1 size)

**hp** 45 (6d8+18)

**Fort** +4, **Ref** +3, **Will** +7

**DR** 5/slashing

### OFFENSE

**Speed** 30 ft., burrow 15 ft.

**Melee** bite +7 (1d8+3 plus attach), tail slap +7 (1d8+1)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** blood drain (1 Constitution and 1 Strength), sensitive tail

### TACTICS

**Before Combat** Salt worms naturally hide themselves in rocky terrain in wait for prey to wander nearby.

**During Combat** Salt worms bite into targets and attach, draining them of their vigor while battering away with tail slaps.

**Morale** Highly territorial, salt worms fight to the death.

### STATISTICS

**Str** 16, **Dex** 13, **Con** 14, **Int** 3, **Wis** 14, **Cha** 5

**Base Atk** +4; **CMB** +7 (+15 grapple); **CMD** 18 (26 vs. grapple, can't be tripped)

**Feats** Multi-attack, Power Attack, Toughness

**Skills** Climb +10, Perception +10, Stealth +7 (+15 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

**Languages** Aklo (cannot speak)

**SQ** regenerating maw

### ECOLOGY

**Environment** any (underground)

**Organization** solitary or cluster (2-5)

**Treasure** incidental

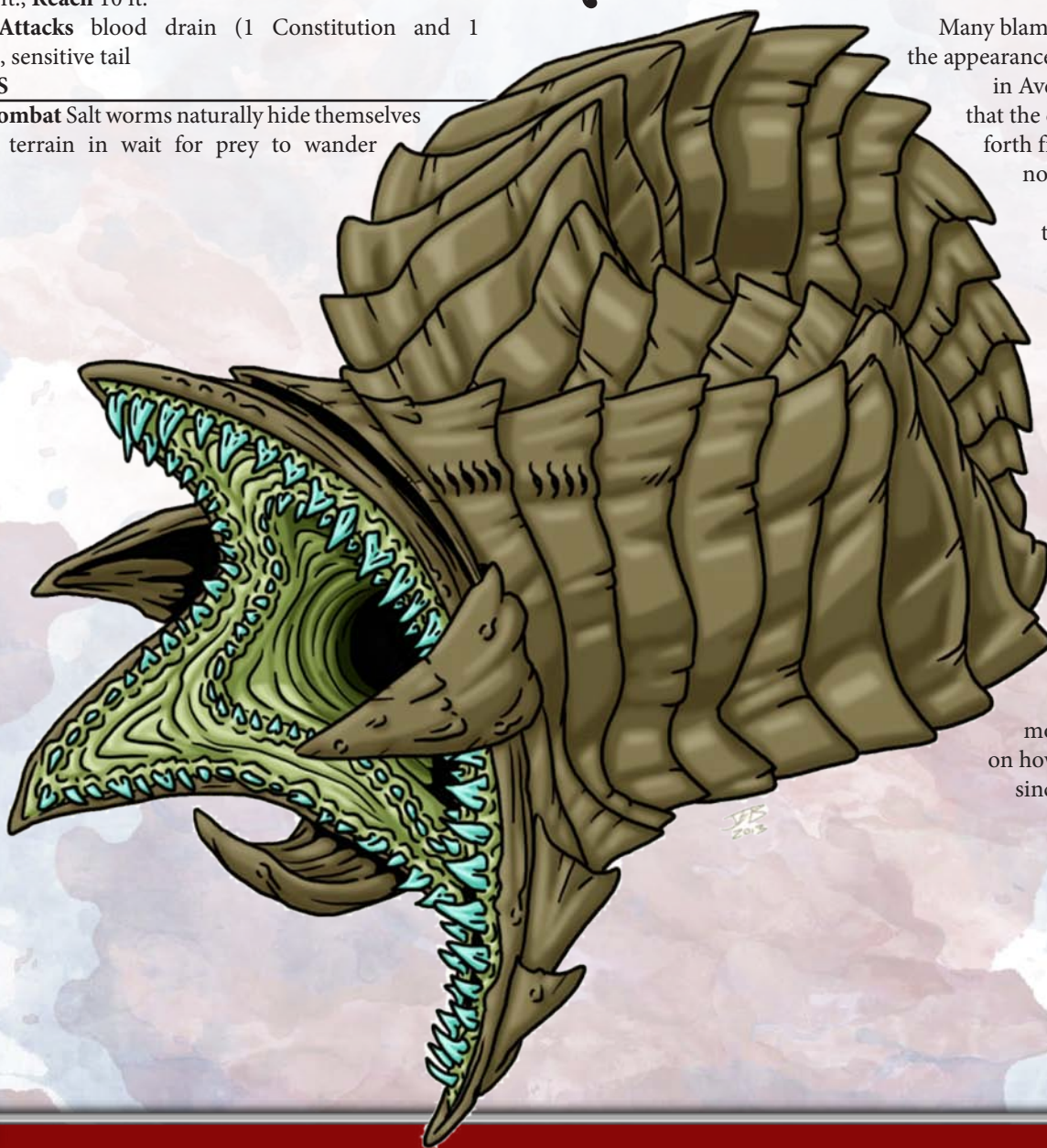
### SPECIAL ABILITIES

**Regenerating Maw (Ex)** A saltworm regenerates its maw in 1d4 rounds. While the wound regenerates, it makes bite attacks with a -2 penalty but loses its attach special ability.

**Sensitive Tail (Ex)** A salt worm may attack with its tail while attached to a victim.

Many blame the *zwerch* for the appearance of salt worms in Aventyr, claiming that the creatures burst forth from salt mines not long after the discovery of the first Amber Roads. These are unverified claims, however, and miners everywhere are trained to look for the signs of these troublesome aberrations.

A salt worm is 10 feet long and weighs 500 pounds or more, depending on how long it's been since its last meal.





# SCREAMING SEVERED

## SKULL

*A haunting cry of despair and pain echoes off the walls, preceding a soft blue glow emanating from flaming, azure skulls that fly around the corner, their jaws masticating the air.*

### SCREAMING SEVERED SKULL CR 1/3



XP 135

NE Tiny undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**Immune** fire, undead traits

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** slam +2 (1d2+1 cold)

**Special Attacks** screaming

#### TACTICS

**During Combat** Screaming severed skulls use their screaming ability as often as possible in between slams.

**Morale** Screaming severed skulls flee if interrupted during a task (often being used as messengers) but otherwise fight to the death.

#### STATISTICS

**Str** 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

**Base Atk** +0; **CMB** -2; **CMD** 10 (can't be tripped)

**Feats** Improved Initiative

#### ECOLOGY

**Environment** any (Underworld)

**Organization** solitary, pair, group (3–5), or HEL wave (8–16)

**Treasure** none

#### SPECIAL ABILITIES

**Flames of HEL (Su)** Screaming severed skulls are surrounded by an aura of blue flame that is cold to the touch. A screaming severed skulls deals 1 cold damage each turn to creatures grappling it at the start of its turn, +1 cold damage when it hits with its slam attack, and is immune to fire damage.

**Screaming (Ex)** Once every 1d4 rounds, a screaming severed head can open its jaw and emit a bone-chilling scream. All creatures within 30 ft. must make a Will save (DC 10) or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same head's scream for 24 hours.

Screaming severed skulls were first created by [gitwerc](#), the evil Underworld denizens that reside just above HEL. Legends say that those who beg for mercy from the devil dwarves sometimes receive it, turned into these undead and gifted with the task of endlessly conveying vile messages and disgusting commands (the source, theologians speculate, that causes the creatures' to unleash their unsettling screams).





# SHADOW-RAT

*This ghastly little rodent is enshrouded by a veil of black shades that rolls off of it as it chitters and leaps across the floor in your direction, malevolence in its eyes.*

## SHADOW-RAT

CR 1



XP 400

NE Tiny undead

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +8

### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 5 (1d8+1)

**Fort** +1, **Ref** +2, **Will** +3

**Defensive Abilities** incorporeal form, shadow-blend;

**Immune** undead traits; **SR** 6

### OFFENSE

**Speed** 40 ft., climb 15 ft.

**Melee** bite +4 (1d3–2 plus 1d2

Strength damage plus disease)

**Special Attack** smite good 1/day

**Space** 2½ ft.; **Reach** 0 ft.

### TACTICS

**During Combat** Shadow-rats use their incorporeal form and focus their attacks on the character reflecting the most light.

### STATISTICS

**Str** 6, **Dex** 15, **Con** —, **Int** 2,

**Wis** 12, **Cha** 12

**Base Atk** +0; **CMB** +0; **CMD** 10 (14 vs. trip)

**Feats** Skill Focus (Perception), Weapon

Finesse

**Skills** Acrobatics +2 (+6 jump),

Climb +10, Perception +8, Stealth

+14; **Racial Modifiers** +4 Stealth,

Shadow-rats use their Dexterity

modifier for Climb checks.

### ECOLOGY

**Environment** any (underground)

**Organization** solitary, pair, pack

(3–8), or infestation (9–20)

**Treasure** none

### SPECIAL ABILITIES

**Disease** (Ex) Shadow fever: Bite—injury; *save* Fort DC 11, *onset* 1d2 days, *frequency* 1/day, *effect* 1d3 Str damage and 1d3 Con damage, *cure* 2 consecutive saves. The DC for this ability is Charisma-based.

**Incorporeal Form** (Su) A shadow-rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow-rat loses its natural AC bonus but gains a +2 deflection bonus to AC (AC 16, touch 15, flat-footed 13).

The shadow-rat can still attack

corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot cause physical damage. The shadow-rat gains the incorporeal subtype while using this ability.

**Shadow Blend** (Ex) A shadow-rat can disappear into the shadows as a move action, gaining total concealment in all levels of illumination (except for bright light).

**Strength Damage** (Su) A shadow-rat deals Strength damage to living foes it bites. A creature reduced to 0 Strength cannot move but does not die—at least, not until the shadow-rat's physical damage takes its toll.

Shadow-rats are created whenever rodents are left to feast upon the flesh of the undead and then allowed to breed. The resulting offspring is evil from birth, quickly using its abilities to slay the parents and any natural siblings nearby, soon after heading off to find new prey (often killing things not out of hunger, but for the thrill of the act).





# SHIELD WARDEN

*Clad in steel, this imposing creature is surrounded by a number of flying shields.*

## SHIELD WARDEN, LESSER

CR 7



XP 3,200

LN Medium outsider (extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +6 natural, +3 shield)

**hp** 75 (6d10+42); fast healing 2

**Fort** +12, **Ref** +5, **Will** +7; +4 vs mind-affecting effects

**Defensive Abilities** indomitable will; **DR** 5/—; **SR** 17

### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** +1 *heavy steel shield* +13 (1d4+7)

**Special Attacks** lend shield

**Space** 5 ft.; **Reach** 10 ft. (+1 *heavy steel shield*)

**Spell-Like Abilities** (CL 6th; concentration +8)

At will—*mage armor*, *sanctuary* (DC 13), *shield*

5/day—*dimension door*, *protection from arrows*, *protection from energy*, *shield other*

1/day—*dispel magic*

### STATISTICS

**Str** 24, **Dex** 16, **Con** 25, **Int** 11, **Wis** 14, **Cha** 15

**Base Atk** +6; **CMB** +13; **CMD** 26

**Feats** *Bodyguard*<sup>APG</sup>, *Combat Reflexes*, *Improved Shield Bash*, *Power Attack*<sup>B</sup>

**Skills** *Acrobatics* +8, *Diplomacy* +11, *Fly* +8, *Knowledge (engineering)* +9, *Knowledge (planes)* +9, *Perception* +11, *Sense Motive* +11

**Languages** Celestial, Common; truespeech

**SQ** deflection aura, share defenses

### ECOLOGY

**Environment** any

**Organization** solitary, pair, troop (3–12)

**Treasure** standard (+1 *heavy steel shield*)

### SPECIAL ABILITIES

**Deflection Aura (Su)** Allies adjacent to a shield warden gain a +2 deflection bonus to AC (as usual this also applies to combat maneuver defense).

**Indomitable Will (Su)** A shield warden gains a +4 bonus against mind-affecting effects.

**Lend Shield (Ex)** As a standard action, a shield warden can duplicate one of its shields and send it flying to aid an ally. The target must be within 60 ft. and within line of sight of the shield warden to benefit from this ability. A creature protected by this ability gains a +3 shield bonus to armor class and spell resistance 17. These protections remain in effect for 1 minute. A shield warden can use this ability a number of times per day equal to its Hit Dice.

**Share Defenses (Su)** A shield warden can use its *mage armor* and *shield* spell-like abilities as if they had a range of close and could target a single creature (instead of a range of personal). A shield warden can do this a number of times per day equal to its Hit Dice, even if it can cast those spell-like abilities more often.

## SHIELD WARDEN

CR 13

XP 25,600

LN Medium outsider (extraplanar, lawful)

**Init** +4; **Senses** darkvision 60 ft.; Perception +18

### DEFENSE

AC 30, touch 14, flat-footed 26 (+4 Dex, +10 natural, +6 shield)

**hp** 174 (12d10+108); fast healing 5

**Fort** +17, **Ref** +8, **Will** +11

**DR** 10/—; **Immune** mind-affecting effects; **SR** 23

### OFFENSE

**Speed** 40 ft., fly 100 ft. (average)

**Melee** +3 *heavy steel shield* +20 (1d4+10 plus bull rush), +1 *light steel shield* +20 (1d3+5 plus bull rush)

**Special Attacks** lend shield

**Space** 5 ft.; **Reach** 10 ft. (+3 *heavy steel shield*, +1 *light steel shield*)

**Spell-Like Abilities** (CL 12th; concentration +14)

At will—*dimension door*, *mage armor*, *sanctuary* (DC 13), *shield* 5/day—*protection from arrows*, *protection from energy*, *shield other*

3/day—*dimensional anchor*, *dispel magic*

1/day—*deflection*<sup>APG</sup>

### STATISTICS

**Str** 30, **Dex** 19, **Con** 28, **Int** 11, **Wis** 16, **Cha** 15

**Base Atk** +12; **CMB** +22; **CMD** 36

**Feats** *Bodyguard*<sup>APG</sup>, *Improved Shield Bash*, *Power Attack*<sup>B</sup>, *Shield Focus*, *Shield Slam*, *Two-Weapon Defense*, *Two-Weapon Fighting*

**Skills** *Acrobatics* +12, *Diplomacy* +17, *Fly* +12, *Knowledge (engineering)* +15, *Knowledge (planes)* +15, *Perception* +18, *Sense Motive* +18

**Languages** Celestial, Common; truespeech

**SQ** deflection aura, share defenses, spell hinder

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or troop (3–12)

**Treasure** standard (+3 *heavy steel shield*, +1 *light steel shield*)

### SPECIAL ABILITIES

**Deflection Aura (Su)** Allies adjacent to a shield warden gain a +4 deflection bonus to AC (as usual this also applies to combat maneuver defense).

**Lend Shield (Ex)** As a standard action, a shield warden can duplicate one of its shields and send it flying to aid an ally. The target must be within 60 ft. and within line of sight of the shield warden to benefit from this ability. A creature protected by this ability gains a +5 shield bonus to armor class and spell resistance 23. These protections remain in effect for 1 minute. A shield warden can use this ability a number of times per day equal to its Hit Dice.

**Share Defenses (Su)** A shield warden can use its *mage armor* and *shield* spell-like abilities as if they had a range of close and could target a single creature (instead of a range of personal). A shield warden can do this a number of times per day equal to its Hit Dice, even if it can cast those spell-like abilities more often.

**Spell Hinder (Su)** As a free action once per round, a shield warden can target one enemy capable of casting spells within 30 ft. and make it more difficult for that creature to cast spells. For 1 minute, the DC to cast spells defensively is increased by +4 any time the creature is within a shield warden's threatened area.







XP 153,600

LN Large outsider (extraplanar, lawful)

**Init** +5; **Senses** darkvision 60 ft.; Perception +25

### DEFENSE

**AC** 36, touch 14, flat-footed 31 (+5 Dex, +15 natural, +7 shield, -1 size)

**hp** 297 (18d10+198); fast healing 5

**Fort** +22, **Ref** +11, **Will** +15

**DR** 10/—; **Immune** mind-affecting effects; **SR** 29

### OFFENSE

**Speed** 50 ft., fly 100 ft. (average)

**Melee** +4 *heavy steel shield* +27 (1d6+12 plus bull rush), +1 *light steel shield* +27 (1d4+6 plus bull rush)

**Special Attacks** lend shield

**Space** 10 ft.; **Reach** 10 ft. (15 ft. +4 *heavy steel shield*, +1 *light steel shield*)

**Spell-Like Abilities** (CL 18th; concentration +22)

At will—*dimension door*, *mage armor*, *sanctuary* (DC 15), *shield*

5/day—*protection from arrows*, *protection from energy*, *shield other*

3/day—*deflection*<sup>APG</sup>, *dispel magic*, *dimensional anchor*

1/day—*dimensional lock*, *guards and wards*, *mage's disjunction*

### STATISTICS

**Str** 34, **Dex** 21, **Con** 32, **Int** 13, **Wis** 19, **Cha** 18

**Base Atk** +18; **CMB** +31; **CMD** 46

**Feats** *Bodyguard*<sup>APG</sup>, Combat Reflexes, Improved Shield Bash, Power Attack<sup>B</sup>, Shield Focus, Shield Master, Shield Slam, Stand Still, Two-Weapon Defense, Two-Weapon Fighting

**Skills** Acrobatics +16, Diplomacy +25, Fly +14, Intimidate +22, Knowledge (engineering) +22, Knowledge (planes) +22, Perception +25, Sense Motive +25

**Languages** Celestial, Common; truespeech

**SQ** deflection aura, share defenses, spell hinder

### ECOLOGY

**Environment** any

**Organization** solitary, pair, troop (3—12)

**Treasure** standard (+4 *heavy steel shield*, +1 *light steel shield*)

### SPECIAL ABILITIES

**Deflection Aura (Su)** Allies adjacent to a shield warden gain a +4 deflection bonus to AC (as usual this also applies to combat maneuver defense).

**Lend Shield (Ex)** As a standard action, a shield warden can duplicate one of its shields and send it flying to aid an ally. The target must be within 60 ft. and within line of sight of the shield warden to benefit from this ability. A creature protected by this ability gains a +6 shield bonus to armor class and spell resistance 29. These protections remain in effect for 1 minute. A shield warden can use this ability a number of times per day equal to its Hit Dice.

**Share Defenses (Su)** A shield warden can use its *mage armor* and *shield* spell-like abilities as if they had a range of close and could target a single creature (instead of a range of personal). A shield warden can do this a number of times per day equal to its Hit Dice, even if it can cast those spell-like abilities more often.

**Spell Hinder (Su)** As a free action once per round, a shield warden can target one enemy capable of casting spells within 30 feet and make it more difficult for that creature to cast spells. For 1 minute, the DC to cast spells defensively is increased by +4 any time the creature is within a shield warden's threatened area.

Dedicated to the tenets of defense and protection, shield wardens serve to guard people and places throughout the multiverse. Housed in a fortified demiplane known as the Vault of Indomitable Security, shield wardens constantly train for the inevitable time that they may be called away to serve. These stern outsiders live only to protect and are mercenary in their behavior. They speak little and express little emotion in their conversations—shield wardens only say as much as is needed to convey their point and often the only time they speak is when asking for their orders or shouting commands on the battlefield. Shield wardens eschew many elements of typical society. They lack any concept of gender and adopt numbers and letter designations instead of names. Each unit in the Vault is assigned a series of letters and each warden then appends a series of numbers after their unit marker.

Shield wardens appear to be created entirely of armor and shields. It is unknown whether these creatures have anything beneath this metal-clad surface or if they are just layers of metal down to their core. Shield wardens are known to exist in three different categories, though they all answer to the name shield warden.

These outsiders are called to guard particular locations, negotiating their price depending on the risk and length of time of their deployment. Shield wardens are well-suited to serve as guardians and bodyguards for those able to pay for their services, though in some instances they are hired for extraction missions to retrieve someone trapped in dangerous planar and mortal locations. Rarely, shield wardens act on their own volition, reacting to great disturbances that could blossom into catastrophic events.

When called by casters using *planar ally*, shield wardens typically request payment in the form of donations to military forces or gods whose areas of concern deal with protection and defense. As lawful neutral creatures, shield wardens can be found fighting for the forces of Heaven or for those of Hell. However, shield wardens only barely tolerate highly chaotic creatures and exact a much greater price in order to serve them, sometimes double what they would require from a lawful or neutral client. Once it accepts a mission a shield warden never deviates from its orders, going as far as to sacrifice itself in combat if it means protecting its client.

The two smaller shield wardens stand 8 feet tall and weigh nearly a ton, while the greater shield warden stands 15 ft. tall and weighs upward of three tons.



# Sigbin

*Odors reach your nose that are so foul they defy description as a blur zips by overhead and a large, goat-headed monster suddenly towers over you, standing atop the shadow you cast on a nearby wall as if it were as solid as the ground.*

## SIGBIN

CR 10



XP 9,600

CE Large aberration

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +9

**Aura** stench (30 ft., Fort DC 21, sickened 4 rounds)

### DEFENSE

**AC** 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

**hp** 128 (15d8+60)

**Fort** +9; **Ref** +7; **Will** +11

**Weakness** light sensitivity

### OFFENSE

**Speed** 30 ft., fly 50 ft. (poor)

**Melee** bite +14 (2d6+4 plus 1d8 negative), 2 slams +13 (1d6+2 plus 1d4 negative)

**Ranged** 4 spines +14 (1d6 plus sigbin sleep poison)

**Special Attacks** shadow pin, shadow rend, sigbin sleep poison

### TACTICS

**Before Combat** Sigbin hide in the darkness far enough away from prey, using their *invisibility* ability and keeping enough of a distance that their stench aura is not detected. A sigbin waits for a creature to be alone before attacking.

**During Combat** Springing from the darkness, a sigbin first attempts to use its poison spine to cause unconsciousness and then uses its shadow pounce in case the victim wakes up. If faced with a large number of foes, a sigbin uses its *invisibility* and flees.

**Morale** Sigbin flee when reduced to 20 hp or less.

### STATISTICS

**Str** 18; **Dex** 14; **Con** 18; **Int** 11; **Wis** 15; **Cha** 13

**Base Atk** +11; **CMB** +16; **CMD** 28

**Feats** Acrobatic, Improved Initiative, Improved Natural Attack, Improved Natural Armor, Multiattack, Skill Focus (Stealth), Stealthy, Weapon Focus (slam)

**Skills** Acrobatics +22, Bluff +7, Climb +11, Fly +24, Intimidate +10, Knowledge (planes) +4, Perception +13, Stealth +30, Survival +9; **Racial Modifiers** Fly +8

**Languages** none

**Special Qualities** betwixt and between, invisibility

### ECOLOGY

**Environment** any (Disputed Territories)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Betwixt and Between (Su)** A sigbin is made up of the slightest bit of shadow stuff, allowing it to treat shadows as solid. The sigbin still affects the real world as usual and this grants no concealment benefits nor does it grant the sigbin the *ghost touch* ability for any of its attacks, but it does gain +1d8 negative energy to its bite attack and +1d4 negative energy to its slam attacks.

**Invisibility (Su)** A sigbin can make itself invisible as per the *invisibility* spell. Due to its centuries of hunting humans, the sigbin's invisibility is particularly effective against creatures with the humanoid type, increasing the DC of any skill checks made to detect the sigbin by +5. This ability does not negate the sigbin's stench aura.

**Shadow Pin (Su)** When the sigbin pounces on a creature's shadow it can attempt a combat maneuver check to grapple the creature without incurring an attack of opportunity. A creature with its shadow grappled by a sigbin gains the pinned condition and cannot move. When using shadow pin against a flat-footed creature, sigbin gain a +4 circumstance bonus to their CMB check. Creatures pinned by shadow pin can escape with a DC 21 Escape Artist check or a successful combat maneuver check against the sigbin's CMD (a standard action).

**Shadow Rend (Su)** If the sigbin begins a round with a creature's shadow grappled (pinning the creature with shadow pin), it can take a bite of that shadow that deals 2d6+4 points of damage and 1d4 Constitution damage to the creature. For every point of Constitution damage dealt the sigbin gains 5 temporary hit points. The shadow of a creature affected by shadow rend loses a number of pieces equal to the amount of Constitution damage dealt to the creature; this Constitution damage can only be healed naturally (not by *heal*, *lesser restoration*, *restoration*, or any other magic that heals ability damage). Only corporeal humanoids, animals, and magical beasts that cast shadows can be affected by shadow rend.

**Sigbin Sleep Poison (Ex)** Sting—injury; *save*—Fort DC 21; *frequency*—1/round for 2 minutes; *initial effect*—unconsciousness for 1 minute; *secondary effect*—unconsciousness for 1 hour; *cure*—2 consecutive saves

**Spines (Ex)** Four times per day, a sigbin can whip its tail in an arc that sends a long, thin spine at a single target within 40 feet. The spine deals 1d6 piercing damage plus sigbin sleep poison and regrows after 1d4 rounds.

Where or how sigbin (also known as zegben or shadow drinkers) originated remains a mystery but there are two prevailing theories. The less popular belief is that at some time in the past, a creature from the Plane of Shadow came to Aventyr and bred with a large blood-drinking creature, creating a lineage of these vampiric monsters. More commonly, tales of sigbin tell of a shadow mage purposefully creating the beasts, but didn't count on them breeding true; apparently they did, creating an entirely new population. The truth, as it usually is, is more terrifying.

Under the right circumstances a vampire's shadow, stripped from the undead's mortal form and flung into the universe, takes on a life of its own as a sigbin. No longer linked to a soul, it remembers nothing of its previous life, and the only remnants of its former host that a shadow carries is the vampire's unquenchable thirst for blood. A sigbin spends its life searching for the being that it once belonged to, but is uncertain what would the result would be if this ever came to pass. Otherwise sigbin are predators that seek out the living for their sustenance in a way similar to their vampire parents.

Sigbin are 15 ft. long and weigh about 400 pounds. They have dark gray fur covering their bodies, large bat-like wings, short arms, and long legs that end in curved claws. Their faces resemble that of a demonic, hornless goat, with a mouth full of sharp, red-stained teeth. From their back sprouts a long, serpentine tail tipped with a poisonous spike.







# SKILDPADDER

*This enormous gray-green reptile trods forward on four mammoth legs, its back and head covered by a tortoise-like shell. It is easily one of the largest creatures you have ever seen, the size of a small fortress.*

## SKILDPADDER (Giant Tortoise-Bullette) CR 10



XP 9,600

N Gargantuan animal

**Init** +2; **Senses** darkvision 80

ft., scent, tremorsense 200

ft.; Perception +24

### DEFENSE

**AC** 24, touch 4, flat-footed 24 (–2 Dex, +20 natural, –4 size)

**hp** 150 (12d8+96)

**Fort** +15, **Ref** +6,

**Will** +7

### OFFENSE

**Speed** 10 ft.

**Melee** bite +15

(2d10+16 plus grab, Crit 19–20/x2), 2 claws\* +15 (2d8+15)

\*not used if a beast of burden

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** swallow whole (2d8+12 plus 8 acid, AC 20, 15 hp)

### TACTICS

**During Combat** Skildpadders are witless and have no real tactics; when feral, they viciously attack anything in their territory. Skilled beastmasters turn domesticated skildpadders toward raiders or wandering monsters and orders them to attack, but otherwise it simply moves away until it has taken 10 hit points of damage (at which point it attacks and attempts to escape).

### STATISTICS

**Str** 33, **Dex** 6, **Con** 25, **Int** 2, **Wis** 16, **Cha** 6

**Base Atk** +9; **CMB** +24 (+28 grapple); **CMD** 32 (36 vs. trip)

**Feats** Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

**Skills** Perception +24

### ECOLOGY

**Environment** any underground (or any mostly dry with some water sources available)

**Organization** solitary, mated feral pair, band (2–4) or family (2 plus 3–5 young)

**Treasure** none







Skildpadder are massive creatures bred as beasts of burden by the dweorg dwarves of the Underworld. They are able to carry four times their own weight upon their back and thus make perfect vessels for carrying ore. Stout folk build entire storage facilities and even homes upon the backs of these tortoise-like creatures; some are even known to live out their entire life riding atop and steering the great beasts. Those that do gain a great affinity for animal handling when riding a skildpadder and can command them to attack when needed.

It is a rule to never walk in front of a skildpadder unless one wishes to become a quick meal—they are ravenous eaters and can swallow Medium- or Small-sized creatures whole (and larger creatures may lose a limb or even a head). Although skildpadder gain the claws of their bulette ancestors, they are trained not to use them and these are typically trimmed back on a regular basis by their stout beastmasters. The dwarves do not wish the skildpadder to rear up lest they spill their cargo or harm any passengers riding along. These creatures are normally very aggressive when left to go feral; luckily, most the dwarves carefully breed giant tortoises and bulettes to achieve the desired result of a skildpadder and spend many years training them in the transport of cargo.

Skildpadder love to eat the vermin that live in dwarf villages and there is rarely a lack of food available for the favored beasts of burden. They are found near large underground lakes and other areas that are mostly dry with a clean source of water, though skildpadder are very poor swimmers and most drown when attempting to cross deep water. The average skildpadder is 60 feet in diameter, but they can grow to a diameter of 100 feet, and weigh in the dozens of tons (or more for the largest specimens).



# COLD MUTATED OGRE SPIDER

*This massive blue arachnid radiates cold and its icy blue eyes stare at you with a chilling certainty you realize that it brings only death.*

## SPIDER, COLD MUTATED OGRE CR 7



XP 1,600

N Huge vermin (cold)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

### DEFENSE

**AC** 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)

**hp** 52 (7d8+21)

**Fort** +8, **Ref** +4, **Will** +3

**Immune** cold, mind-affecting effects

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** bite +8 (2d8+7 plus 1d6 cold and cold poison)

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

**Special Attacks** cold bite (1d6 cold, see text), cold poison, web (+5 ranged, DC 16, hp 7, subdual cold damage)

### TACTICS

**Before Combat** Cold mutated ogre spiders cover their lairs with cold webs to make them more comfortable.

**During Combat** Creatures emitting warmth or holding a flame are targeted first with cold webs, and after that it bites the nearest opponents.

### STATISTICS

**Str** 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2

**Base Atk** +5;

**CMB** +12; **CMD** 24

(36 vs. trip)

**Skills** Climb +29,

**Perception** +5,

**Stealth** -2; **Racial**

**Modifiers** +16

Climb, +4

**Perception**, +4

**Stealth**

**SQ** compression

### ECOLOGY

**Environment** cold, mountains, underground

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Cold Bite (Su)** A cold mutated ogre spider's bite replicates the effects of extreme cold (below -20° F) and deals 1d6 points of lethal cold damage (no save). Creatures that take damage from a cold mutated ogre spider's bite must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage for a number of rounds equal to the spider's Constitution modifier.

**Cold Poison (Ex)** Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save.

**Cold Web (Su)** A cold mutated ogre spider's web replicates the conditions of severe cold or exposure (below 0° F). A character must make a Fortitude save once every round (DC 15, +1 per previous check) for a number of rounds equal to the spider's Constitution modifier, taking 1d6 points of nonlethal damage on each failed save. Creatures wearing a cold weather outfit need not make this check. Any creature that takes nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

These arachnids are fierce to behold and deadly combatants, feared for the cold and horrifying deaths experienced by their prey. Most often they are found in colder climates or deep underground, creating a lair somewhere that allows them to ambush creatures from above.

Cold mutated ogre spiders are 15 feet tall and across, weighing up to 1,500 pounds.





# EARTHEN SPIDER

*Bursting from out of the rock is an ebony spider the size of a man. A powerful orange light glows from its eyes and the red markings across its body make it clear it is not to be trifled with.*

## SPIDER, EARTHEN

CR 2



XP 600

N Medium vermin (earth)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60ft.; Perception +4

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural armor)

**hp** 19 (3d8+6)

**Fort** +4, **Ref** +3, **Will** +5

**Defensive Abilities** elemental body;

**Immune** mind-affecting effects; **Resist** acid 10

### OFFENSE

**Speed** 30 ft., burrow 30 ft. (rock 15 ft.; no tunnel); climb 30 ft.

**Melee** bite +4 (1d6+2 plus poison)

**Special Attacks** web (+5 ranged, DC 13, hp 2)

### TACTICS

**During Combat** Earthen spiders attack and disappear back into the earth, attempting to weaken enemies with poison before going in for the kill.

### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +2; **CMB** +4; **CMD** 16 (28 vs. trip)

**Feats** Iron Will

**Skills** Climb +18, Perception +5 (+9 in webs),

Stealth +9 (+13 in webs); **Racial Modifiers** +4

Perception (+8 in webs), Stealth +7 (+11 in webs),

+16 Climb

**SQ** grounded

## ECOLOGY

**Environment** any (mountain, underground), Elemental Plane of Earth

**Organization** solitary, pair, or clutch (3-10)

**Treasure** standard

## SPECIAL ABILITIES

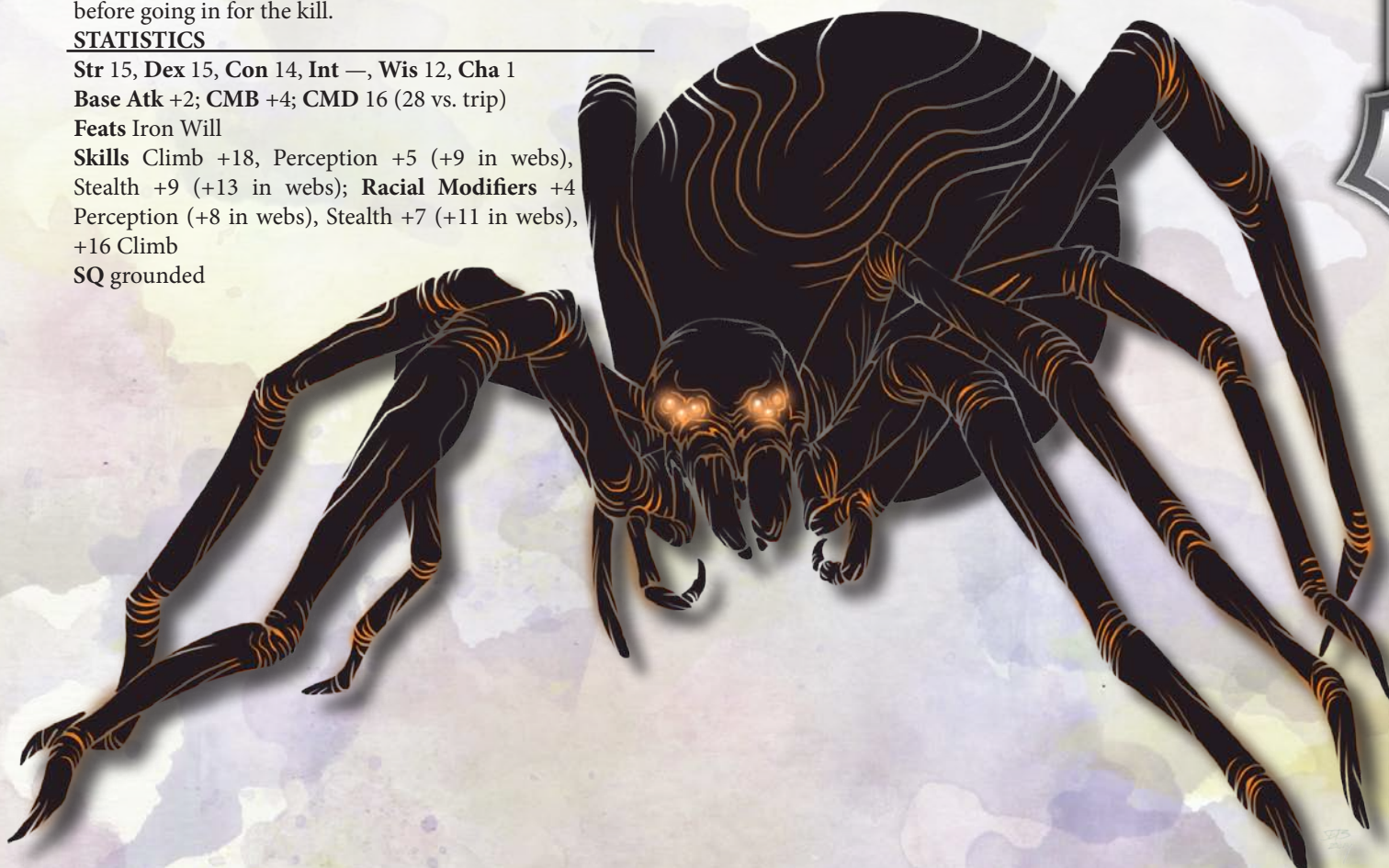
**Elemental Body (Ex)** An earthen spider is partially elemental and has a 25% chance to avoid critical hits, poison, paralysis, sleep, or stunning effects.

**Grounded (Ex)** While in contact with the earth, an earthen spider gains a +1 morale bonus on attack and damage rolls.

**Poison (Ex)** Bite—injury; *save* Fort DC 15, *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Earthen spiders tunnel throughout the Underworld of Aventyr and ambush prey by tearing forth from the stone walls of caverns unexpectedly. They know the inner workings of their lairs with incredible clarity and tunnel through their territories to harry wounded opponents whenever an enemy escapes its taloned clutches.

Earthen spiders are 5 feet tall and across, weighing around 500 pounds.





# GIANT LEGWATER SPIDER

*A man-sized arachnid swiftly appears from the darkness, skimming along the waterline with unnatural ease while its mandibles snap menacingly at the air.*

## SPIDER, GIANT LEGWATER

CR 3



XP 800

N Medium vermin

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +5, **Will** +1

**Defensive Abilities** wily; **Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +4 (1d6+1)

**Special Attack** aquatic bomber +2, web (+5 ranged, DC 12, hp 2)

### TACTICS

**Before Combat** Giant legwater spiders remain hidden on their webs until they sense prey.

**During Combat** Giant legwater spiders focus on swimming targets, attacking from the surface whenever possible.

**Morale** Giant legwater spiders are highly territorial and generally very hungry, fighting to the death of themselves or their prey.

### STATISTICS

**Str** 12, **Dex** 19, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +4; **CMD** 17 (29 vs. trip)

**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs), Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

**SQ** limited submersion (5 rounds), waterlegs

### ECOLOGY

**Environment** underground, water (Legwater Lake, Pradjna)

**Organization** pair

**Treasure** none

### SPECIAL ABILITIES

**Aquatic Bomber (Ex)** When attacking a swimming target while using its waterlegs ability, a legwater spider deals +2d4+2 precision damage with its bite attack and treats the target as prone. While submerged a legwater spider gains a +2 circumstance bonus to attack and damage.

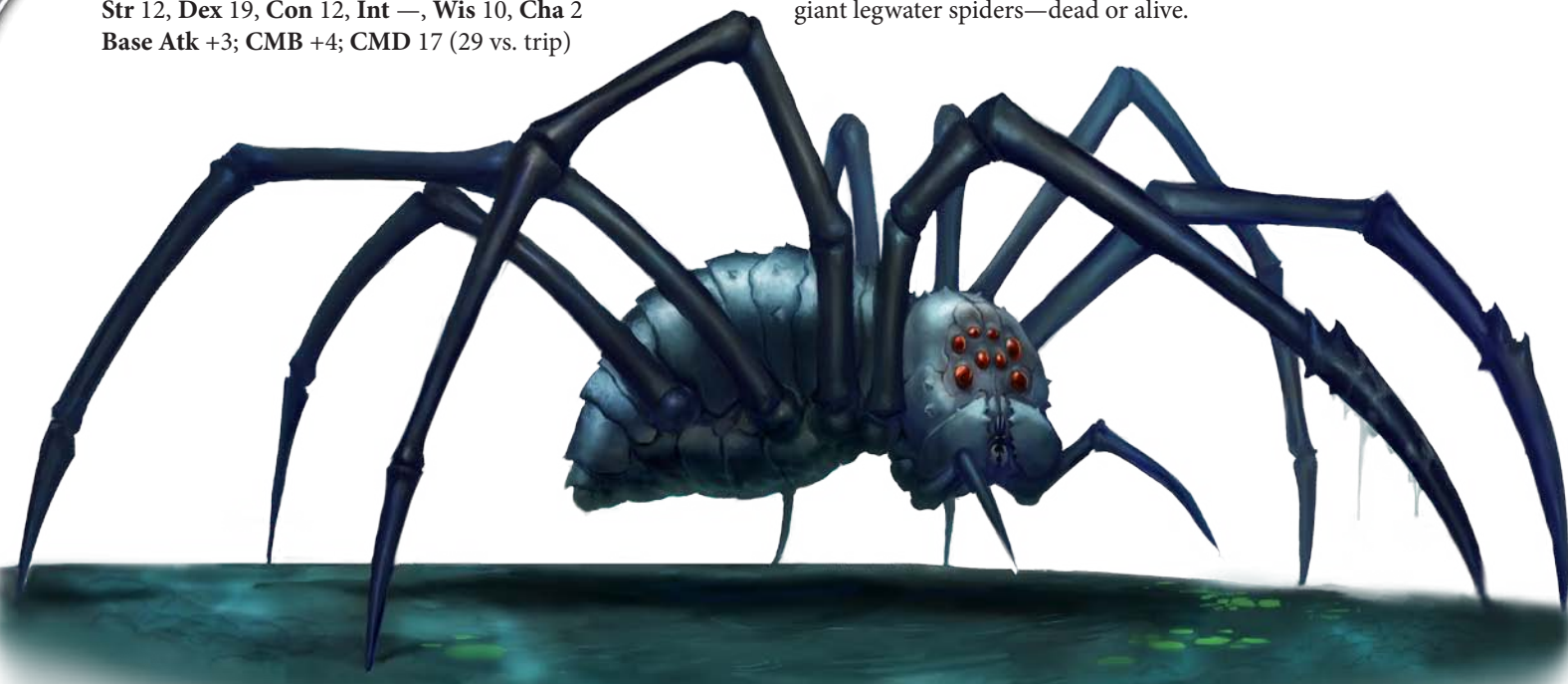
**Limited Submersion (Ex)** A legwater spider can remain underwater (“holding its breath”) for a number of rounds equal to its hit die + Constitution modifier. Afterwards the legwater spider must remain in breathable atmosphere for twice as many rounds.

A legwater spider may fire its web while underwater, though its range is halved.

**Waterlegs (Ex)** Legwater spiders have expanding membranes that snap out from the ends of their talons. These allow them to walk on water and similar surfaces, treating them as regular terrain.

**Wily (Ex)** Legwater spiders are extremely aggressive and territorial; any Handle Animal checks made against them (regardless of class abilities) are at a –4 penalty and spells targeting them that specifically target vermin are cast at –4 CL.

This unique breed of arachnid is highly sought after by zookeepers and biologists, well known to aquatic explorers for their deadly tactics. Scholastic debate on the origins of these insects remains heated, many defaulting to the popular speculative theory that the Dracoprime is somehow involved, or that one of the Underworld’s many unique fungi are the cause. Regardless of how they came to be, aquamancers across Aventyr are always interested in acquiring giant legwater spiders—dead or alive.





# SLOTH SPIDER

*This enormous arachnid's ghostly white carapace is covered in a sheen of green slime. Unlike other spiders however, it visibly moves far more slowly, making you wonder if it perhaps wounded or sickened.*

## SPIDER, SLOTH

CR 9



XP 9,600

N Huge aberration

**Init** -1; **Senses** darkvision 60 ft.; Perception +8

**Aura** lethargic aura (DC 22 Fort, 5 ft.)

### DEFENSE

**AC** 25, touch 8, flat-footed 25 (-1 Dex, +18 natural, -2 size)

**hp** 133 (14d8+70)

**Fort** +9, **Ref** +9, **Will** +13

**Special Defenses** lethargic aura, slime coating

### OFFENSE

**Speed** 20 ft., climb 10 ft.

**Melee** 2 claws +20 (2d6+13 plus trip, Crit 19-20/x2)

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

**Special Attacks** hasted burst, spit slime

### TACTICS

**Before Combat** Sloth spiders craft elaborate traps, and their favorite is a pit trap leading to its lair; the sloth spider lines the first half of the trap with mucous-like strands of green slime and the second half with razor sharp stone scrapers (castings shed from its spiky stone legs) to scrape the slime off its victims before delivering it to its lair for the coup de grace.

**During Combat** Sloth spiders spit slime at enemies as they close to melee, relying on their lethargic aura to make enemies ineffective.

### STATISTICS

**Str** 28, **Dex** 8, **Con** 20, **Int** 2, **Wis** 14, **Cha** 6

**Base Atk** +10; **CMB** +21; **CMD** 30 (42 vs. trip)

**Feats** Improved Critical (claw), Improved Natural Attack (claw), Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claw)

**Skills** Climb +25, Craft (traps) +20, Perception +13, Stealth +6 (+10 in rocky terrain); **Racial Modifiers** +16 Climb, +4 Craft (traps), +4 Stealth (+8 in rocky terrain)

**SQ** staggered, trapmaker





## ECOLOGY

**Environment** underground

**Organization** solitary, pair, nest (3–6)

**Treasure** incidental

## SPECIAL ABILITIES

**Lethargic Aura (Ex)** When engaged in strenuous activity, including combat, a vaporous mist surrounds the sloth spider out to a distance of 5 feet. Creatures in the mist must succeed a DC 22 Fortitude save or be staggered as long as they remain in the mist. The DC for this ability is Constitution-based.

**Hasted Burst (Ex)** Up to 5 times per day a sloth spider may draw on hidden reserves to clear the staggered condition. If it hits with both claw strikes it may rend for 2d6+13 damage (the two attacks represent strikes by two separate appendages). Every time the sloth spider uses this ability, it takes 2 points of Constitution damage, and to use the ability again it must make first succeed a Will save (DC equal to 10 + double the sloth spider's current Constitution damage).

**Slime Coating (Ex)** The stone textured armor of a sloth spider is coated with a layer of green slime. Creatures using one or more natural attacks against the spider must succeed on a DC 16 Reflex save or take 1d3 Constitution damage. The slime does not have time to coat exposed extremities and does not need to be scraped off.

**Spit Slime (Ex)** Once every 1d4 rounds (but no more than three times a day), a sloth spider can spit a 5-ft.-cube globule of dangerous green sludge. Treat the attack as a +9 ranged touch attack with a range increment of 15 feet and maximum range of 30 feet. On a miss the slime scatters into one of the 8 surrounding squares (as a splash weapon). A creature occupying a square struck by spit slime must succeed on a DC 16 Reflex save to avoid it and on a success must exit the square the following round or suffer the effects of the goo (1d3 Constitution damage). The DC for this ability is Dexterity-based.

**Staggered (Ex)** The combination of its heavy stone carapace and the mix of magical chemicals and natural slimes in its bloodstream and digestive system grant the sloth spider the staggered condition.

**Trapmaker (Ex)** The sloth spider is an accomplished natural trapmaker and gains ranks in Craft (trapmaking) equal to its HD with a +4 racial bonus. It uses its Wisdom modifier instead of its intelligence modifier when crafting traps.

Centuries ago drow wizards attempted to breed a stronger and better armored spider to use as a war mount. A series of mishaps with enlarging and stonesskin infusions were compounded by attempts to reverse past errors with haste and Dexterity-enhancement magic—the resulting creature was too slow to move with the armies and disinclined to any training whatsoever. The creatures were not unable to summon bursts of speed, but during a last attempt at domestication a number of the aberrations slew their trainers and escaped into the wild.

With a metabolism slowed to almost nothing, sloth spiders sat for years in carefully crafted lairs, with trapped chutes and tubes waiting to deposit the unlucky. Green slime could detect the life within the boulder-like monstrosities and slurped up onto their rocky carapaces. The stony armor of the spiders stood up to the assault and only the most microscopic bits of slime burrowed into the creature's bloodstream and digestive tracts. Their slime mixed with the magical goop already coursing through the arachnids' systems and after centuries the sloth spider became able to spit it from reserves in their former poison glands. The odd creatures added the slime to their repertoire of trap making, now masters at waiting patiently for their next victims.





# SPITE-SPITTER

Spiked protrusions cover the hide of this graying flesh-colored creature, most prominently on its limbs and humped back. Its eyes are pitch black and within its maw you can see several rings of horrid fangs and teeth.

## SPITE-SPITTER

CR 15



XP 76,800

CE Medium undead (extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; Perception +30

**Aura** desecrating aura (30 ft., *desecrate*)

### DEFENSE

AC 31, touch 14, flat-footed 27 (+4 Dex, +17 natural)

hp 209 (22d8+110)

**Fort** +11, **Ref** +13, **Will** +20

**DR** 15/silver and magic; **Immune** cold, undead traits; **SR** 29

**Weaknesses** aversion to holy water

### OFFENSE

**Speed** 40 ft., climb 20 ft

**Melee** two slams +23 (1d8+10 plus poison, Crit 19–20/x2)

**Special Attacks** dissolve item, spiteful gaze (30 ft., DC 25, paralyzed 1d8 rounds), summon undead

**Spell-Like Abilities** (CL 22nd; concentration +27)

Constant—*detect magic*, see *invisibility*

At will—*deeper darkness*, *enervation* (DC 19), *greater dispel magic*, *haste*, *unholy blight* (DC 19)

3/day—*crushing despair* (DC 19),

*hold monster* (DC 20), *invisibility*,

*quickenen unholy blight* (DC 19)

1/day—*dismissal* (DC—see spell),

*finger of death* (DC 22), *plane shift*

(DC 22), *summon* (level 7, 7–12

wights, 2–5 bodaks, or 1–2 dread

wraiths)

### TACTICS

**Before Combat** Spite-spitters use their *invisibility*, *haste*, and *summon* spell-like abilities.

**During Combat** Spite-spitters begin combat with *quickenen unholy blight* and *crushing despair*, followed by *finger of death* at a spellcasting enemy or *enervation* at dangerous warriors (who are then disarmed, their weapons dissolved).

**Morale** Spite-spitters fight until destroyed.

### STATISTICS

**Str** 24, **Dex** 18, **Con** —, **Int** 20, **Wis** 20, **Cha** 18

**Base Atk** +16; **CMB** +23; **CMD** 37

**Feats** Combat Expertise, Combat Reflexes, Great Fortitude, Greater Sunder, Improved Critical (claws), Improved Disarm, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Quicken Spell-Like Ability (*unholy blight*), Stunning Fist, Toughness<sup>B</sup>

**Skills** Climb +32, Diplomacy +31, Knowledge (arcana) +30, Knowledge (religion) +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +29 (+37 in darkness); **Racial Modifiers** +8 Stealth in dim light and darkness **Languages** telepathy 100 ft.

### ECOLOGY

**Environment** any (Plane of Venom)

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Aversion to Holy Water (Ex)** A spite-spitter damaged by holy water takes a –4 penalty on attack rolls, saving throws, and skill checks for 1d4+2 rounds (at which point its natural venom corrodes the coating of blessed water).

**Desecrating Aura (Su)** This ability works much like a *desecrate* spell, except that the spite-spitter is treated as the shrine. Undead within 30 feet of the spite-spitter (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 temporary hit points per HD (the spite-spitter gains no bonus hp). Activating desecrating aura is a standard action.

Charisma checks made to turn undead within the aura are made with a –6 penalty, and its effects cannot be dispelled except by *dispel evil* or a similar effect. If the effect is dispelled, the spite-spitter can resume it as a swift action on its next turn. Its desecrating aura is suppressed if a spite-spitter enters a *consecrated* or hallowed area, but the spite-spitter's presence also suppresses the *consecrated* or hallowed effect for as long as it remains in the area.

**Dissolve Item (Su)** A spite-spitter can destroy any weapon or item of Medium size or smaller (even magic ones, but not artifacts) by picking it up and dissolving it between its hands. The spite-spitter must make a successful disarm combat maneuver to grab an item held by an opponent (with a –4 penalty for being unarmed), at which point the item dissolves (the item receives a DC 28 Fortitude save to negate this effect). The save DC is Strength-based.

**Poison (Ex)** Injury; *save*—Fortitude DC 21; *initial damage*—1d6 Str; *secondary damage*—2d6 Str; *cure*—1 save. The save DC is Constitution-based.

**Spiteful Gaze (Su)** A creature within 30 ft. that meets the spite-spitter's gaze must succeed on a DC 25 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same spite-spitter's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Summon Undead (Su)** A spite-spitter can summon undead creatures once every 24 hours: 7–12 wights, 2–5 bodaks, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve the spite-spitter for 1 hour or until released.

The ancestors of the once Matron Mother of the drow city of Holoth, Maelora Guillon, dispossessed their enemies of their wealth and position, sacrificing their crushed souls to the dark elven deity Naraneus. In the Plane of Venom they were warped and transformed into spite-spitters, forced to wander where She Who Weaves in Darkness wills them to. Enemies of the Queen of Venom are often plagued by these creatures, each of her thralls compelled to hunt their prey until utterly destroyed.



# STEGALOVIPER

*This massive creature can only be a magical or evolutionary hybrid of a giant centipede and a great serpent. Its jaws are impossibly sharp and its maw drips caustic saliva onto the interlocked stone plates that cover its body as the thing menaces forward, half-slithering and half-climbing on its many insect-like legs. As danger approaches it hisses while shaking its massive bony tail back and forth in a frantic pattern.*

## STEGALOVIPER

CR 7



XP 3,200

N Huge magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

### DEFENSE

**AC** 20, touch 6, flat-footed 20 (–2 Dex, +14 natural, –2 size)

**hp** 85 (9d10+36)

**Fort** +12, **Ref** +4, **Will** +5

**DR** 10/adamantine or bludgeoning

### OFFENSE

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +15 (2d8+8 plus poison), tail slap +10 (2d10+4 plus trip)

**Space** 15 ft.; **Reach** 15 ft. (tail 25 ft.)

**Special Attacks** poison

### TACTICS

**Before Combat** A stegaloviper climbs up above or burrows underneath its opponents.

#### During Combat

Stegalovipers prefer to use their tails in combat, but when an enemy survives more than one hit it uses both its natural attacks on one target at a time.

**Morale** A stegaloviper retreats when reduced to 8 hp or less.

### STATISTICS

**Str** 26, **Dex** 7, **Con** 19, **Int** 8, **Wis** 15, **Cha** 8

**Base Atk** +9; **CMB** +19; **CMD** 27 (can't be tripped)

**Feats** Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth)

**Skills** Acrobatics +2, Perception +9, Stealth +0; **Racial Modifiers** +8 Stealth when in subterranean or rocky terrain

### ECOLOGY

**Environment** any subterranean

**Organization** solitary, pair or nest (4–9)

**Treasure** incidental

### SPECIAL ABILITIES

**Stegaloviper Poison (Ex)** Bite; *type*—injury; *save*—Fort DC 18; *onset*—immediate; *frequency*—1/round for 10 rounds; *effect*—1d6 Constitution; *cure*—2 consecutive saves.

The “hammer of the deep” is a subterranean creature that lairs within the unfathomable depths of the Underworld, preying upon unsuspecting creatures of all variety. Using natural camouflage and its burrowing abilities, the stegaloviper climbs into position to use its great hammer-like tail to shatter other creatures’ defenses before gulping down the soft delicious bits within.

A stegaloviper can rear up to be 15 ft. in height but are much longer from head to tail (sometimes nearing 30 ft.) and most adult specimen weigh 1,200 lbs. or more.





# STONE SALVE-SHAPED FIENDISH ENHANCED BLACK PUDDING

*This towering suit of stone armor floats out of the darkness and with a dawning horror you realize a black pudding resides within it!*

## STONE SALVE-SHAPED FIENDISH ENHANCED BLACK PUDDING CR 11



XP 12,800

Huge ooze (extraplanar)

**Init** -5; **Senses** blindsight 60 ft., darkvision 60 ft.; **Perception** -5

### DEFENSE

**AC** 3, **touch** 3, **flat-footed** 3 (-2 size, -5 Dex)

**hp** 158 (15d8+90)

**Fort** +11, **Ref** +2, **Will** +2

**Defensive Abilities** split; **DR** 10/good and adamantine; **Immune** ooze traits; **Resist** cold 15, fire 15; **SR** 16

### OFFENSE

**Speed** 20 ft., **climb** 20 ft.

**Melee** slam +13 (3d8+6 plus 3d6 acid and grab, **Crit** 19-20/x2)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (2d6+4 plus 2d6 acid), corrosion, smite good 1/day (+15 damage)

### TACTICS

**During Combat** This creature is nearly mindless, grabbing and squeezing its prey to death.

### STATISTICS

**Str** 18, **Dex** 1, **Con** 22, **Int** 3, **Wis** 1, **Cha** 1

**Base Atk** +12; **CMB** +16 (+20

grapple); **CMD** 21 (can't be tripped)

**Skills** Climb +27; **Racial Modifiers** +8 Climb

**Feats** Ability Focus (acid), Improved Natural Attack (acid), Improved Natural Attack (slam), Improved Critical (slam), Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes

**SQ** acid (DC 25 Reflex, 23 damage to wood/metal), split, suction

### ECOLOGY

**Environment** any (underground)

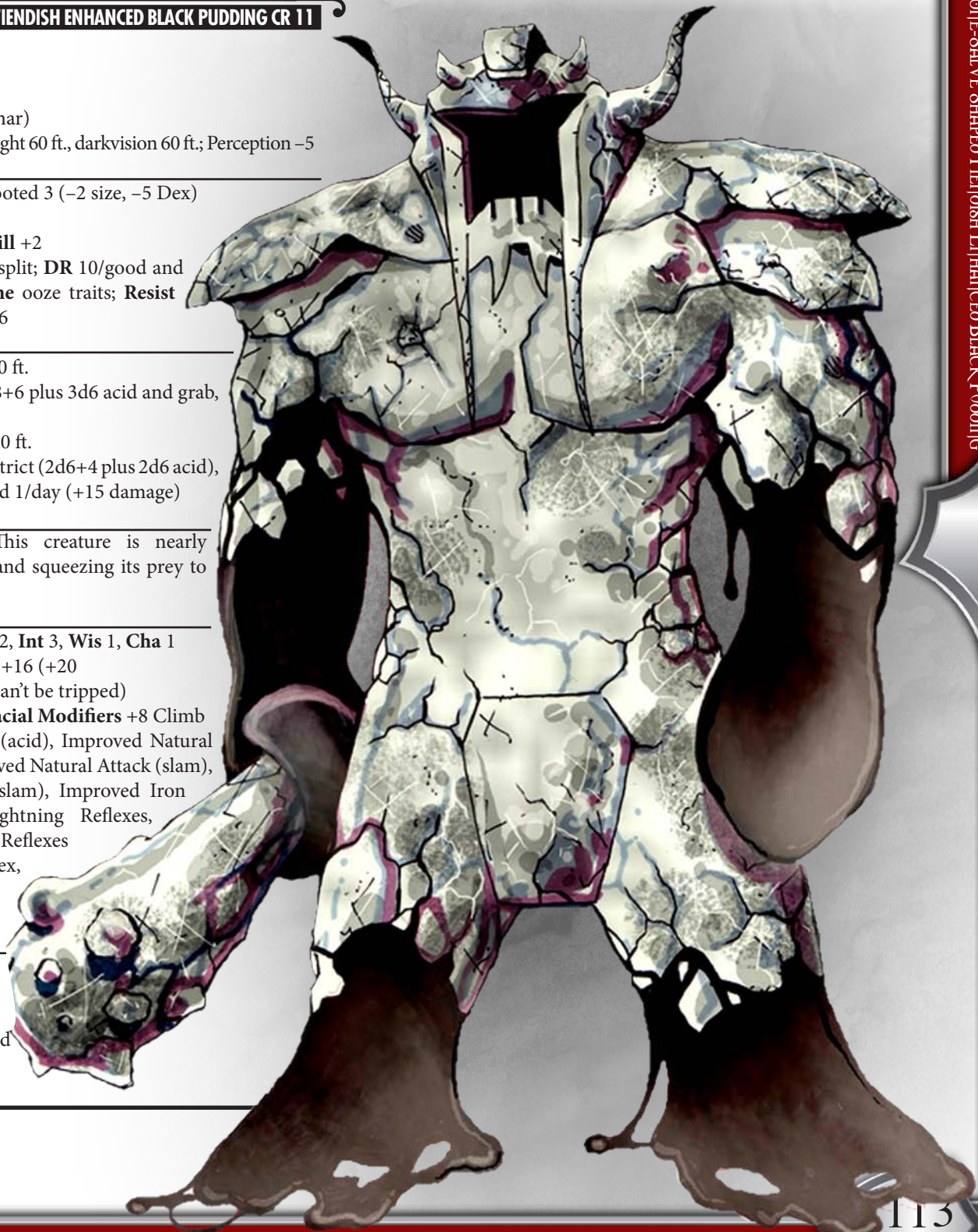
**Organization**

solitary, pair, or guard (3-6)

**Treasure** incidental

This guardian creature is created when a black pudding is allowed to naturally grow before being exposed to sufficient demonic influences to instill low-level intelligence, granting it fiendish characteristics. When these traits and abilities are firmly in place, the resulting creature is decanted into a stone storm giant-sized mold and stone salve is magically applied to keep the form constant.

The resulting creature is a powerhouse of offensive capability, though somewhat vulnerable to magic if its spell resistance is breached, and it wades into battle with few cares, particularly as its stone salve protection is limitless. Its pseudopod is wielded as if it were a great club of appropriate size for the creature, one dripping acid.





# SUZALISK

This scaled and feathered beast stalks on eight limbs, fiery plumage sprouting from the end of its tail and falling off the huge wings atop its back. A flap of leathery skin stretched between spiked bones fans out from its neck, its bizarre appearance made all the stranger by pupil-less green eyes above a beak of plated stone.

## SUZALISK

CR 8



XP 4,800

NE Large magical beast (fire, shapechanger)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, smoke vision; Perception +15

### DEFENSE

**AC** 22, touch 11, flat-footed 20 (+1 Dex, +1 dodge, +11 natural, -1 size)

**hp** 104 (11d10+44)

**Fort** +11, **Ref** +8, **Will** +6

**Immune** fire; **Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 30 ft., fly 60 ft. (average)

**Melee** bite +16 (1d8+6 plus 1d6 fire), 2 claws +11 (1d6+3), 2 wings +11 (1d6+3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** scales of woe, weeping flame

**Spell-Like Abilities** (CL 11th; concentration +14)

Constant—*Speak with animals*

At will—*bane* (DC 14), *beguiling gift*<sup>APG</sup> (DC 14), *doom* (DC 14), *dancing lights*

3/day—*hypnotic pattern* (DC 15), *pyrotechnics* (DC 15)

1/day—*bestow curse* (DC 16), *confusion* (DC 17), *foster hatred*<sup>OA</sup> (DC 19)

### STATISTICS

**Str** 22, **Dex** 13, **Con** 19, **Int** 11, **Wis** 16, **Cha** 17

**Base Atk** +11; **CMB** +18; **CMD** 30

**Feats** Cleave, Dodge, Flyby Attack, Mobility, Power Attack, Wind Stance

**Skills** Bluff +5, Climb +10, Fly +12, Perception +15

**Languages** Common, Draconic, Ignan

**SQ** change shape (Small or Medium bird, snake, or fire elemental; *beast shape I* or *elemental body II*)

### ECOLOGY

**Environment** warm desert, forest, hills, or plains

**Organization** solitary or pair

**Treasure** standard

### SPECIAL ABILITIES

**Scales of Woe (Su)** Three times per day as a move action, a suzalisk can shed one of its glittering scales or feathers, creating a magical token that leeches the joy from a creature that holds it, gnawing at its heart with greed, jealousy, misery, and hate. When a scale is not picked up within 1 hour of being shed, it smolders and crumbles to ash. A creature holding a scale or feather for 1 round (such as when the suzalisk successfully uses *beguiling gift*) develops a permanent *reckless infatuation*<sup>UM</sup> (DC 16 Will negates) for the item and cannot bear to be parted from it. As long as



the item is carried, the creature takes a -2 penalty on saving throws against compulsions, curses, and fear effects. When the item is destroyed, the creature is affected as *crushing despair*. This is a curse effect and cannot be dispelled. Like a cursed delusion item the creature believes the scale or feather to be a precious and beneficial item and cannot be willingly parted from it without a successful *remove curse* (DC 22 caster level check). A suzalisk can use this ability while polymorphed into a creature with feathers or scales. The save DC is Charisma-based.

**Smoke Vision (Ex)** A suzalisk can see perfectly through natural or magical fire or smoke, such as that created by *pyrotechnics*, and is never blinded or dazzled by fire effects.

**Weeping Flame (Su)** Creatures within 30 feet that meet a suzalisk's gaze begin bleeding tears of fire, taking 2d6 points of fire damage per round as long as these flaming tears continue to flow (DC 19 Will negates). A creature weeping flame is blinded, and the streams of liquid fire pouring from its eyes limn it as faerie fire. A creature can attempt to end this effect as a full-round action, granting a new saving throw to end the effect. A suzalisk's gaze is suppressed when not in its natural form. The save DC is Constitution-based.

Suzalisks are harbingers of suffering and heralds of woe. Their resplendent plumage bespeaks their distant shared ancestry with phoenixes, these avian amalgams represent the fires of hatred rather than hope, and the pernicious consumption and wasteful destruction of smoldering embers rather than the cleansing flame that brings renewal and rebirth.

Suzalisks are primarily carnivorous, preferring their prey charred and blackened (though they scavenge carrion when it presents itself and they are able to subsist on ashes when living food is scarce). In combat they keep to the air, flying out of reach as while savaging targets with their jaws and unleashing devastating attacks on those challenging them aloft. Suzalisks are malicious but not necessarily violent, spreading suffering in both subtle ways that they find delectable alongside more unrefined methods (roasting their victims and tearing them limb from limb). These magical beasts relish the sorrow and discord created by their treachery, often following prey while polymorphed into the form of an innocuous animal, spying from afar as their games of cruelty play out, finally revealing themselves to the poor victim only when they are ready to unleash a holocaust of death.

A suzalisk is 5 ft. tall at the shoulder, its sinuous body reaching 20 ft. in length and 900 pounds in weight.





SUZALISK

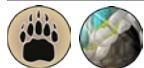


# Svirf Riding Slug

Neon green slime and goop slide off of this slithering mollusc's jelly-like hide as it slinks towards you, acid frothing from what must be its mouth.

## SVIRF RIDING SLUG

CR 5



XP 1,600

N Large animal

**Init** -2; **Senses** low-light vision; Perception +12

### DEFENSE

**AC** 17, touch 7, flat-footed 17 (-2 Dex, +10 natural, -1 size)

**hp** 66 (7d8+35)

**Fort** +10, **Ref** +0, **Will** +5

**Immune** critical hits, sneak attack

### OFFENSE

**Speed** 25 ft., climb 25 ft.

**Melee** two slams +10 (2d6+6)

**Ranged** acid spit +3 touch (3d6 acid, Range 20 ft.)

### TACTICS

**Before Combat** Svirf riding slugs climb along ceilings, waiting for a light source to come nearby to drop onto with a slam attack.

**During Combat** Svirf riding slugs attack the nearest opponent, and if enemies go into hiding it assaults the closest light source or warm body.

**Morale** Svirf riding slugs retreat when reduced to 15 hp or less.

### STATISTICS

**Str** 22, **Dex** 6, **Con** 21, **Int** 1, **Wis** 16, **Cha** 7

**Base Atk** +5; **CMB** +12; **CMD** 20 (cannot be tripped)

**Feats** Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (acid spit)

**Skills** Climb +18, Perception +12, Stealth +3

**SQ** amorphous, compression

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or clutch (4-10)

**Treasure** none

With the troubles of *Svirfdozers* indelibly marking the history of svirfneblin, there is a sensible aversion to the creation and use of mechanical vehicles. After the fall of the last network of Amber Roads during *the Confluence*, most undergnomes have taken to adapting the Underworld to their advantage and developed a pervading fondness for riding slugs. Virtually every svirfneblin enclave, regardless of its technological prowess, boasts stables and pens of mollusc mounts for traversing the endless caves of Aventyr.



## Svirf Riding Slug

### Starting Statistics

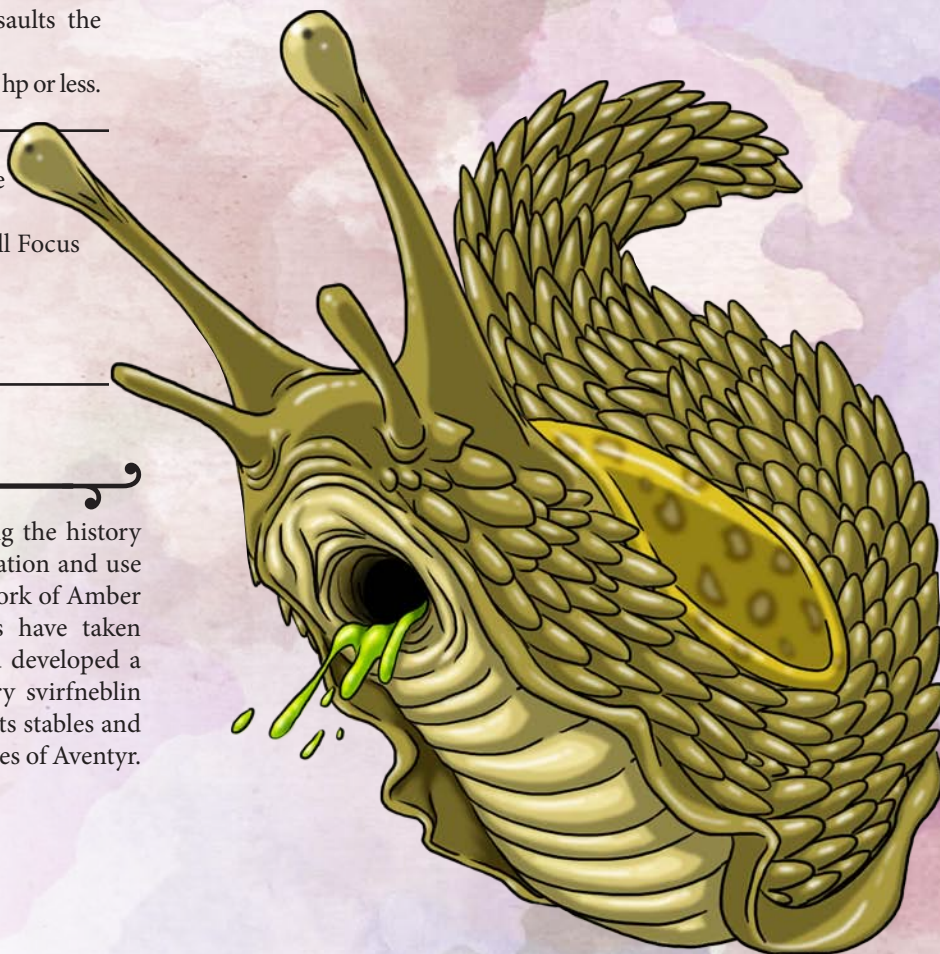
**Size** Medium; **Speed** 15 ft., climb 15 ft.; **AC** +6 natural armor; **Attack** slam (1d6); **Ability Scores** Str 16, Dex 8, Con 17, Int 1, Wis 14, Cha 7; **Special Qualities** compression

### 4th-Level Advancement

**Speed** 20 ft., climb 20 ft.; **AC** +7 natural armor; **Attack** 2 slams (1d8); **Ability Scores** Str +2, Wis +2; **Special Qualities** combat trained (see the Handle Animal skill)

### 7th-level Advancement

**Size** Large; **Speed** 25 ft., climb 25 ft.; **AC** +10 natural armor; **Attack** 2 slams (2d6) or acid spit (ranged touch, 3d6 acid, Range 20 ft.); **Ability Scores** Str +4, Dex -2, Con +4; **Special Qualities** amorphous





# SZABOAN

Two large furrows of water roll towards you but quickly rise to reveal a pair of enormous vertical eyes. In an instant a massive creature surges out of the water, its bulk blotting out the sky as it opens wide, sucking in air with hurricane force into its gaping maw and row upon row of man-sized teeth.

## SZABOAN

CR 10



XP 9,600

CN Colossal aberration (aquatic)

**Init** +2; **Senses** darkvision 120 ft., low-light vision; Perception +16

### DEFENSE

**AC** 20, touch 1, flat-footed 20 (–2 Dex, +30 natural, –8 size)

**hp** 142 (15d8+75)

**Fort** +10, **Ref** +3, **Will** +11

**DR** 5/—; **Immune** mind-affecting effects, pressure; **Resist** cold 10, fire 10; **SR** 20

**Weaknesses** vulnerability to electricity

### OFFENSE

**Speed** 50 ft., swim 60 ft.

**Melee** bite +13 (4d6+10), two claws +8 (2d8+5 plus grab) or two claws +13 (2d8+5) and gaping maw

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** fast swallow, gaping maw, swallow whole (2d8+5 bludgeoning damage, AC 25, 14 hp)

### TACTICS

**Before Combat** Szaboans lurk below the water line or on shallow ocean floors waiting for passing prey.

**During Combat** A szaboan instinctively attacks with its gaping maw as often as possible, running down enemies that flee.

**Morale** Szaboans fight to the death unless damaged significantly by electricity (30 hp or more in one strike).

## STATISTICS

**Str** 30, **Dex** 6, **Con** 20, **Int** 2, **Wis** 15, **Cha** 11

**Base Atk** +11; **CMB** +29 (+31 bull rush); **CMD** 37 (39 vs. bull rush, 45 vs. trip)

**Feats** Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack, Run, Skill Focus (Perception), Skill Focus (Stealth), Snatch

**Skills** Perception +16, Stealth –5 (+15 while submerged in water), Swim +18; **Racial Modifiers** +20 Stealth while submerged in water

**SQ** amphibious

## ECOLOGY

**Environment** coastal, water (Disputed Territories, NaeraCull)

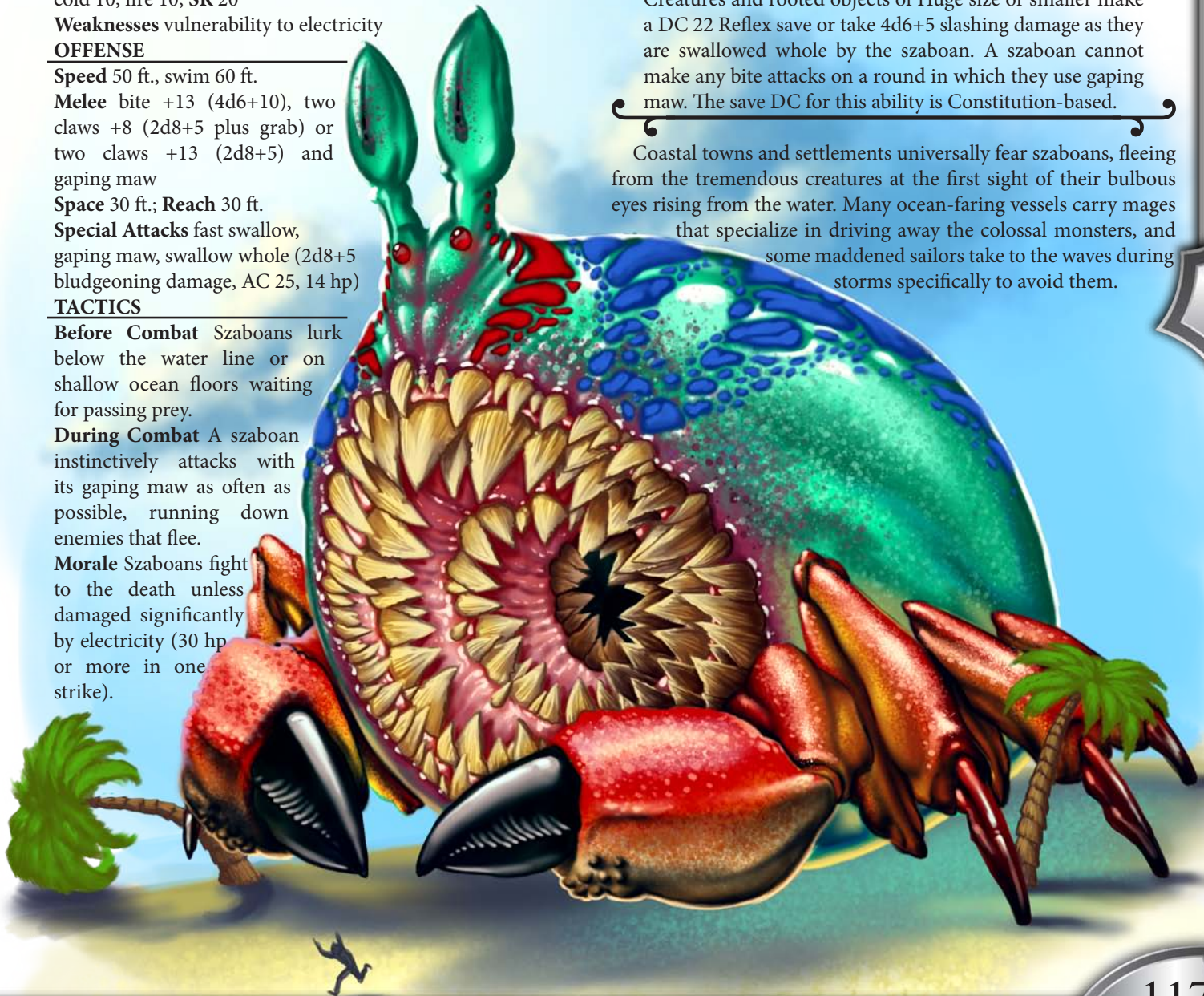
**Organization** solitary, pair, or aquatic armageddon (4-8)

**Treasure** double

## SPECIAL ABILITIES

**Gaping Maw (Ex)** Every other round a szaboan can breathe in vast amounts of air (or water) as a standard action that provokes attacks of opportunity, causing a rushing wind to pick up and carry objects and creatures in a 30 ft. cone in front it, drawing them all into the szaboan's gaping maw. Creatures and rooted objects of Huge size or smaller make a DC 22 Reflex save or take 4d6+5 slashing damage as they are swallowed whole by the szaboan. A szaboan cannot make any bite attacks on a round in which they use gaping maw. The save DC for this ability is Constitution-based.

Coastal towns and settlements universally fear szaboans, fleeing from the tremendous creatures at the first sight of their bulbous eyes rising from the water. Many ocean-faring vessels carry mages that specialize in driving away the colossal monsters, and some maddened sailors take to the waves during storms specifically to avoid them.

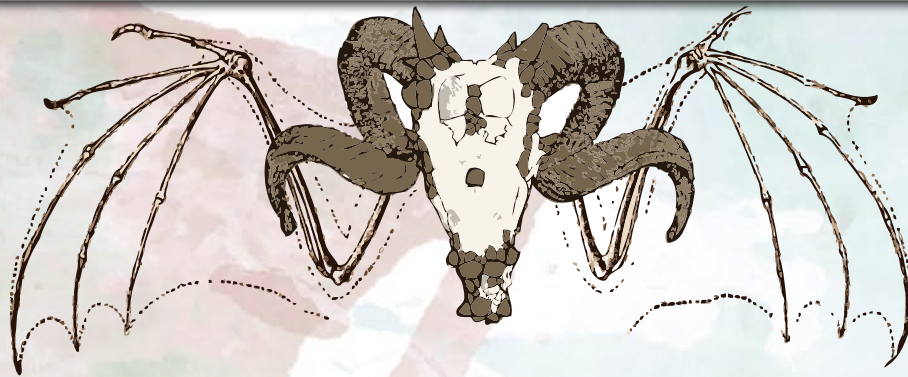






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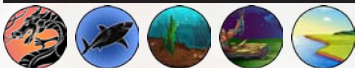




# TITANIC ADULT BLACK DRAGON

The sky grows dark as a truly massive winged serpent, so large that it blots out the sun with its enormous wings and huge torso, soars down toward you, death in its shield-sized eyes.

## TITANIC ADULT BLACK DRAGON CR 14



XP 38,400

CE Colossal dragon (titanic, water)

**Init** +5; **Senses** darkvision 120 ft., blindsense 60 ft. (dragon senses); Perception +24

**Aura** frightful presence (180 ft., DC 19)

### DEFENSE

**AC** 30, touch 0, flat-footed 30 (-2 Dex, +30 natural, -8 size)  
**hp** 231 (14d12+140)

**Fort** +19, **Ref** +7, **Will** +12

**DR** 5/-; **Immune** acid, paralysis, sleep; **SR** 22

### OFFENSE

**Speed** 40 ft., fly 230 ft. (poor), swim 90 ft.

**Melee** bite +24 (4d6+25), 2 claws +23 (2d8+9), 2 wings +18 (2d8+9), tail +18 (4d6+25)

**Space** 30 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, DC 22, 12d6 acid), corrupt water, grab (bite only), magnitude, swallow whole (4d6+16 bludgeoning 4d6 acid, AC 25, 23 hp), trample (DC 34, 2d8+25)

**Spell-Like Abilities** (CL 14th; concentration +19)  
at will—darkness

**Spells Known** (CL 3rd; concentration +8)

1st (6/day)—alarm, mage armor, obscuring mist

0th—dancing lights, detect magic, mending, message, read magic

### TACTICS

**During Combat** Storm grabs vessels, carries them into the sky, and drops them. Against small numbers she uses physical attacks, saving special attacks for large numbers.

**Morale** Storm fights to the death.

### STATISTICS

**Str** 45, **Dex** 6, **Con** 31, **Int** 10, **Wis** 17, **Cha** 14

**Base Atk** +14; **CMB** +39; **CMD** 47 (53 vs. trip)

**Feats** Flyby Attack, Improved Initiative, Improved Vital Strike, Power Attack, Snatch, Vital Strike, Weapon Focus (bite)

**Skills** Fly +10, Intimidate +19, Perception +24, Spellcraft +17, Stealth +7, Swim +42

**Languages** Common, Draconic, Giant

**SQ** mighty, speak with reptiles, swamp stride, water breathing

### ECOLOGY

**Environment** any (water; typically Aventyr's west coast)

**Organization** solitary

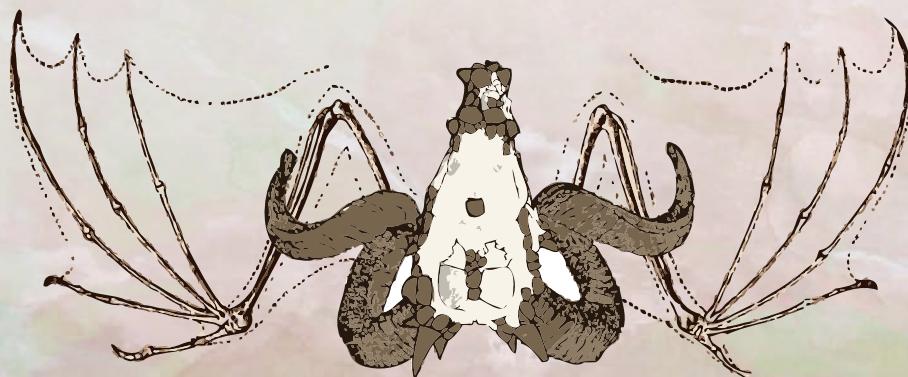
**Treasure** quadruple

### SPECIAL ABILITIES

**Magnitude (Su)** Storm causes the ground to quake beneath her feet with every step. Any creature in or adjacent to a square Storm moves into or through must make a DC 24 Reflex save or be knocked prone. In addition, as a standard action Storm can stomp the ground and extend this effect to all creatures in a 60-ft.-radius.

Storm is a legendary terror among Aventyr's seafarers, and her horde is said to be as vast as she is. Rumors abound of where the dragon keeps her lair, but no adventurers have yet returned after claiming to have found it (adding more rumors to just how many valuables sit within).

Storm, like other titanic dragons, stands at a height of 30 ft. but can extend to be as tall as 70 ft., and weighs somewhere between 9 and 12 tons.





# TRI-TONGUE HORROR

From afar this plant looked like a simple leafy tree stump but as soon as you near it the top rears up and opens, revealing a tri-tongued horror that reaches out to grab you in its maw!

## TRI-TONGUE HORROR

**CR 2**


XP 600

N Medium plant

**Init** +2, **Senses** tremorsense 60 ft.; **Perception** +2,  
**DEFENSE**
**AC** 15, **touch** 12, **flat-footed** 13 (+2 Dex, +3 natural)  
**hp** 19 (3d8+6)

**Fort** +3, **Ref** +3, **Will** +6

**Immune** plant traits; **Resist** electricity 10

**OFFENSE**
**Speed** 5 ft.

**Melee** bite +3 (1d4+1 plus grab)

**Special Attacks** constrict (1d4+1), many boughs

**STATISTICS**
**Str** 12, **Dex** 14, **Con** 14, **Int** 3, **Wis** 14, **Cha** 5

**Base Atk** +2; **CMB** +3 (+7 grapple); **CMD** 15 (can't be tripped)

**SQ** camouflage

**ECOLOGY**
**Environment** temperate forests

**Organization** solitary

**Treasure** incidental

**SPECIAL ABILITIES**

**Camouflage (Ex)** The tri-tongue horror looks like a normal plant when at rest, a DC 20 **Perception** check is required to notice before it attacks. **Survival** or **Knowledge (nature)** can be used in place of **Perception** for this check.

**Many Boughs (Ex)** Tri-tongue horrors suffer no penalty for grappling a creature with one limb and may grapple as many as three enemies at a time without taking additional penalties.

These strange plants (from *A07: Alchemist's Errand*) are native to the lands north of Rybalka. The patches of wilderness filled with the creatures are anathema to wildlife, though they sometimes tolerate the presence of outsiders or other monsters that can draw enough lesser wildlife to sate the tri-tongued horrors' hunger. When food turns scarce they travel en masse to a new locale, usually taking up a choke point in a valley or other natural terrain where prey often treads.



# LAKE TROLL

*This hunched giant has greenish-blue hide set with river stones. Its claws shine bright as steel, and its eyes glow like lanterns.*

## TROLL, LAKE

CR 6



XP 2,400

NE Large humanoid (giant)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

### DEFENSE

**AC** 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

**hp** 80 (7d8+49); regeneration 10 (acid or fire)

**Fort** +12, **Ref** +6, **Will** +5

### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** bite +10 (1d12+6), 2 claws +5 (1d8+3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d6+11), sunder items

### TACTICS

**Before Combat** Lake trolls lurk in or near waterways, dragging enemies into a more favorable fighting environment.

**During Combat** Lake trolls target the most dangerous combatants first, grabbing them and dragging the fight underwater.

**Morale** Lake trolls are practically fearless and fight until reduced to 10 hp or less.

### STATISTICS

**Str** 22, **Dex** 15, **Con** 24, **Int** 9, **Wis** 10, **Cha** 7

**Base Atk** +5; **CMB** +12 (+14 sunder); **CMD** 24 (28 vs. sunder)

**Feats** Improved Sunder, Iron Will, Power Attack, Skill Focus (Stealth)

**Skills** Perception +7, Stealth +4, Swim +14

**Languages** Common, Dwarf, Giant

### ECOLOGY

**Environment** cold water

**Organization** solitary or gang (2–4)

**Treasure** standard

### SPECIAL ABILITIES

**Sunder Items (Ex)** Lake trolls are notorious for destroying items and equipment. Whenever they roll a natural 20 on an attack, they gain an immediate sunder combat maneuver against a weapon, shield, or armor wielded or worn by their target (even if the critical is not confirmed). On a success the sunder damage occurs in addition to normal damage as the lake troll tears apart leather, metal, and wood. This sunder combat maneuver does not provoke an attack of opportunity. In addition, lake trolls are able to make two sunder combat maneuvers as a standard action (one with each claw).

Lake trolls are the larger aquatic cousins of ordinary trolls and they share the rubbery skin, hunched posture, and incredibly sharp claws of their land bound kin. Their skin is often set with large, flat stones that lake trolls carefully select and then add to their bodies by cutting open their skin and then allowing it to regrow around the stone, holding the rocks in place. This reduces their buoyancy and adds to their natural armor, as well as sometimes shattering poorly-made weapons.

Unlike land trolls, lake trolls prefer to take their meals along the shoreline and drown them, or at least find that fighting from underwater often gives them a valuable element of surprise. Some of these vicious monsters are large enough to grapple a horse or mule and then sink below the water with it (and its rider).

Lake trolls live in underwater lodges or caverns that are accessible only to swimmers; they often hunt livestock and humans along riverbanks and lakeshores, then drag their remains to these underwater lairs. The aggressive scavenger-hunters often keep broken remnants of weapons and shields there as “treasure”—dwarves often refer to them as “axebreaker trolls.” Lake troll lairs are filled with air, for despite their love of water they do not breathe it.

Lake trolls stand about 16 feet tall, though they are capable of a surprising amount of stealth, especially in and around bodies of water. An adult lake troll weighs around 1,200 pounds (more if it has adorned itself with an especially large number of armor-stones).





# TYNGDEKRAFTEN

*This humanoid is made from vibrant purple crystals, towering far larger than any man. A grill in its face and a circle on its chest radiate power as it gazes in your direction and you feel it pulling you towards it.*

## TYNGDERKRAFTEN

CR 14



XP 38,400

CN Huge construct (psionic)

**Init** +2; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision; **Perception** +13

### DEFENSE

**AC** 26, touch 10, flat-footed 26 (+2 deflection, -2 Dex, +2 dodge, +16 natural, -2 size)

**hp** 144 (19d10+40) fast healing 2

**Fort** +6, **Ref** +4, **Will** +8

**DR** 5/—; **Immune** construct traits; **PR** 24; all-around vision

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** 3 slams +25 (2d6+12 plus void drain)

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

**Special Attacks** void drain (DC 21), void gravity (DC 34 or CMD)

**Psi-Like Abilities** (ML 19th, concentration +21)

constant—*gravitational anchor* (self only, DC 17)

at will—*quicken swarm of crystals* (8d4, DC 14)

3/day—*concussive onslaught*, *quicken wall of ectoplasm*

1/day—*shrapnel burst* (11d6, DC 18)

### TACTICS

**Before Combat** The tyngdekraften manifests concussive onslaught on a grouping of enemies, sending them scattering.

**During Combat** Wading into the most potent enemy (creatures with power points or spell levels), the tyngdekraften attempts to suck away their life force with void drain, attacking anything else getting in the way with quickened swarm of crystal. Should their prey continually try to escape, the construct uses quickened wall of ectoplasm to confine its meal.

**Morale** While intelligent, a tyngdekraften's thirst for other creatures' life force is too potent to ignore. When reduced to 40 hit points or less it manifests shrapnel burst, continuing to fight until destroyed.

### STATISTICS

**Str** 26, **Dex** 6, **Con** —, **Int** 13, **Wis** 15, **Cha** 12

**Base Atk** +19; **CMB** +29; **CMD** 37

**Feats** Combat Manifestation, Ghost Attack, Hover, Improved Initiative, Improved Natural Attack (slam), Psi-Like Ability Focus (gravitational anchor), Quicken Psi-Like Ability (swarm of crystals), Quicken Psi-Like Ability (wall of ectoplasm), Toughness, Wingover

**Skills** Acrobatics +11, Fly +11, Perception +13, Psicraft +13, Sense Motive +20, Stealth -10; **Racial Modifiers** +10 Sense Motive; **Size Modifiers** -8 Stealth

**Languages** Common, Uklon; telepathy 200 ft.

### ECOLOGY

**Environment** Uklonjen

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Void Drain (Ps)** Any creature hit by a tyngdekraften's slam attack must make a DC 21 Will save or be effected as though hit by an instantaneous power leech. If the target creature does not have any power points, it loses 1d6 spell levels (starting from the highest spell slot); if they have no spell levels, they take 1d4 ability damage to a random attribute (roll 1d6 to determine which). For every spell level or attribute point drained this way, the tyngdekraften's fast healing increases by 1 for 5 rounds.

**Void Gravity (Ps)** Tyngdekraften are always found alone because they are constantly draining the life force of the environment and creatures around them; the latent psionic energies of Uklonjen grant it fast healing 3 and create small plots of aggregated debris around the creature. As a standard action, it may focus on any one specific object within HD x 1,000 feet and begin drawing it towards it at a speed of 500 feet per round should the object fail a DC 35 Will save. Alternatively, the tyngdekraften can spend a swift action to use its void gravity as a pull special attack on any creature within 100 feet, forcing the target creature to succeed on a combat maneuver check against its CMD or be pulled 50 feet closer to the tyngdekraften.

A few of Aventyr's greatest scholars have heard of these fell creatures of the void and believe tyngdekraften to be distant cousins to the vidre of the Underworld. None are sure, of course, because the chances of seeing one are extremely remote, and the odds of surviving an encounter with a tyngdekraften are even slimmer.



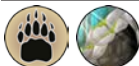


# UNDERWORLD BAT SWARM

*These creatures have longer fangs than normal bats, sharp teeth that protrude far from their mouths to glisten in the darkness.*

## UNDERWORLD BAT SWARM

CR 5



XP 1,600

N Diminutive animal (swarm)

**Init** +6; **Senses** blindsense 50 ft., low-light vision; **Perception** +19

### DEFENSE

**AC** 20, **touch** 16, **flat-footed** 18 (+2 Dex, +4 natural, +4 size)

**hp** 49 (9d8+9)

**Fort** +6, **Ref** +10, **Will** +6

**Defensive Abilities** swarm traits; **Immune** weapon damage

### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** swarm (2d6 and wounding)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 14), wounding (3 hp)

### TACTICS

**During Combat** Underworld bat swarms continue to attack creatures they have blooded before moving on to new targets.

**Morale** Underworld bat swarms flee when reduced to 10 hp or less (unless starved, in which case they fight to the death).

### STATISTICS

**Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

**Base Atk** +6; **CMB** —; **CMD** —

**Feats** Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Toughness

**Skills** Fly +16, **Perception** +19; **Racial Modifiers** +4

**Perception** when using blindsense

**SQ** swarm traits

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)

**Treasure** none

### SPECIAL FEATURES

**Wounding (Ex)** Any living creature damaged by an Underworld bat swarm continues to bleed, losing 3 hit points per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or other magic that restores hit points.

Every screech of a winged rodent in the endless caves must be listened to carefully—one can never be sure if an underworld bat swarm is what it seems or an *ahool* in disguise! The connection between the mysterious aerial predators of subterranean Aventyr and these small but deadly flying mammals is one of the Underworld's greatest secrets and most insidious dangers. To remain inconspicuous, *ahool* hunters sometimes go for days or even weeks subtly stalking prey while disguised as simple bats, waiting until its presence is overlooked before swooping down from above.



# VEINAR

Bright orange, red, and green gems and chunks of ore shine in the twilight, but as you draw closer an overwhelming stench worse than death reaches your nose and tentacles unfurl, lashing out in every direction.

## VEINAR

CR 5



XP 1,600

CN Medium aberration (extraplanar)

**Init** +2; **Senses** darkvision 60 ft., mindsense; Perception +7

**Aura** astral stench (Fort DC 17, 5 rounds)

### DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural armor)

**hp** 38 (4d8+20)

**Fort** +6, **Ref** +3, **Will** +6

**Defensive Abilities** mind screen; **Immune** disease, mind-affecting effects, poison, diseases; **PR** 15

**Weakness** confused (until 10 hp)

### OFFENSE

**Speed** fly 20 ft. (poor)

**Melee** 3 tentacles +5 (1d6+2 plus grab)

**Space** 5 ft.; **Reach** 10 ft.

**Special Attacks** gene fusion, implanting touch, strangle

**Psi-Like Abilities** (ML 4th; concentration +6)

at will—*mind thrust* (DC 14 Will negates, 4d10)

### TACTICS

**Before Combat** When outside of combat, veinar curl into shapes that resemble gems or chunks of ore until disturbed by a nearby mind.

**During Combat** Veinar are constantly confused but when they are able to act, manifest *mind thrust* at targets beyond their reach. After an opponent proves resistant to its mental attack or rendered defenseless, the veinar uses its tentacles.

**Morale** When a veinar goes below 10 hp it snaps out of its confusion and moves toward the nearest veinar to gene fuse with it; if there are no other veinar it fights to the death instead.

### STATISTICS

**Str** 14, **Dex** 15, **Con** 20, **Int** 8, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +5 (+11 grapple); **CMD** 17 (19 vs. grapple; cannot be tripped)

**Feats** Combat Reflexes, Improved Grapple

**Skills** Acrobatics +9, Fly +5, Perception +9, Survival +9

**Languages** Aklo; telepathy 100 ft.

### ECOLOGY

**Environment** any (Uklonjen demiplane)

**Organization** clutch (3-5) or horde (12-30)

**Treasure** none

### SPECIAL ABILITIES

**Astral Stench (Ps)** Veinar produce a foul odor that can be smelled even by ethereal and incorporeal creatures. Creatures within 30 ft. of a veinar make a DC 17 Fortitude save or become sickened for 5 rounds. Creatures that successfully save against a veinar's astral stench cannot be affected by the same veinar's astral stench for 24 hours.

**Gene Fusion (Ex)** As a standard action, a veinar can merge with another veinar, granting that veinar +2 power

resistance for 4 rounds and 10 temporary hit points. If a veinar fuses with 4 other veinar, it evolves into a high veinar.

**Implanting Touch (Su)** Whenever a creature come into contact with the veinar's body they must make a DC 30 Will save or have hallucinations about the veinar for 1d4 weeks. For every -5 a creature fails this save by, the duration of these hallucinations increases by +1 week (on a natural 1, they last for an entire year).

**Shared Confusion (Ps)** Targets that fail a Will save against a veinar's *mind thrust* psi-like ability by -5 or more are confused for 1d4 rounds.

Deep hues of orange red and green shimmers from the tentacles of this large beast as it unfurls and reaches out to embrace its helpless prey.

## HIGH VEINAR

CR 6

XP 2,400

CN Large aberration (extraplanar)

**Init** +4; **Senses** darkvision 60 ft., mindsense; Perception +11

**Aura** stench (Fort DC 18, 10 rounds)

### DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural armor, -1 size)

**hp** 76 (8d8+40)

**Fort** +7, **Ref** +6, **Will** +9

**Defensive Abilities** mind screen; **DR** 3/—; **Immune** diseases, mind-affecting effects, poison; **PR** 19

**Weakness** confused (50% chance each round)

### OFFENSE

**Speed** fly 50 ft. (good)

**Melee** 4 tentacles +11 (2d6+6 plus grab)

**Space** 10 ft.; **Reach** 15 ft.

**Special Attacks** gene fusion, implanting touch, strangle

**Psi-Like Abilities** (ML 8th; concentration +11)

at will—*id insinuation*, *mind thrust* (DC 17, 8d10), *time hop*

### TACTICS

**During Combat** A high veinar has a 50% chance of being confused each round, but otherwise acts like a veinar. When facing difficult opponents, it uses *time hop* to remove some enemies from the battlefield before manifesting *id insinuation* to disable others while the creature's allies move in. When a foe seems unable to defend themselves, a high veinar moves in to grapple with its tentacles.

**Morale** At 15 hp or less the high veinar seeks out a veinar to gene fuse with it; if there are none nearby, it fights to the death instead.

### STATISTICS

**Str** 22, **Dex** 19, **Con** 20, **Int** 11, **Wis** 17, **Cha** 15

**Base Atk** +6; **CMB** +13 (+19 grapple); **CMD** 28 (34 vs. grapple; cannot be tripped)

**Feats** Combat Reflexes, Dodge, Improved Grapple<sup>B</sup>, Rapid Metabolism, Sidestep Charge

**Skills** Acrobatics +11, Fly +13, Perception +11, Stealth +7, Survival +9, Use Magic Device +6

**Languages** Aklo; telepathy 100 ft.

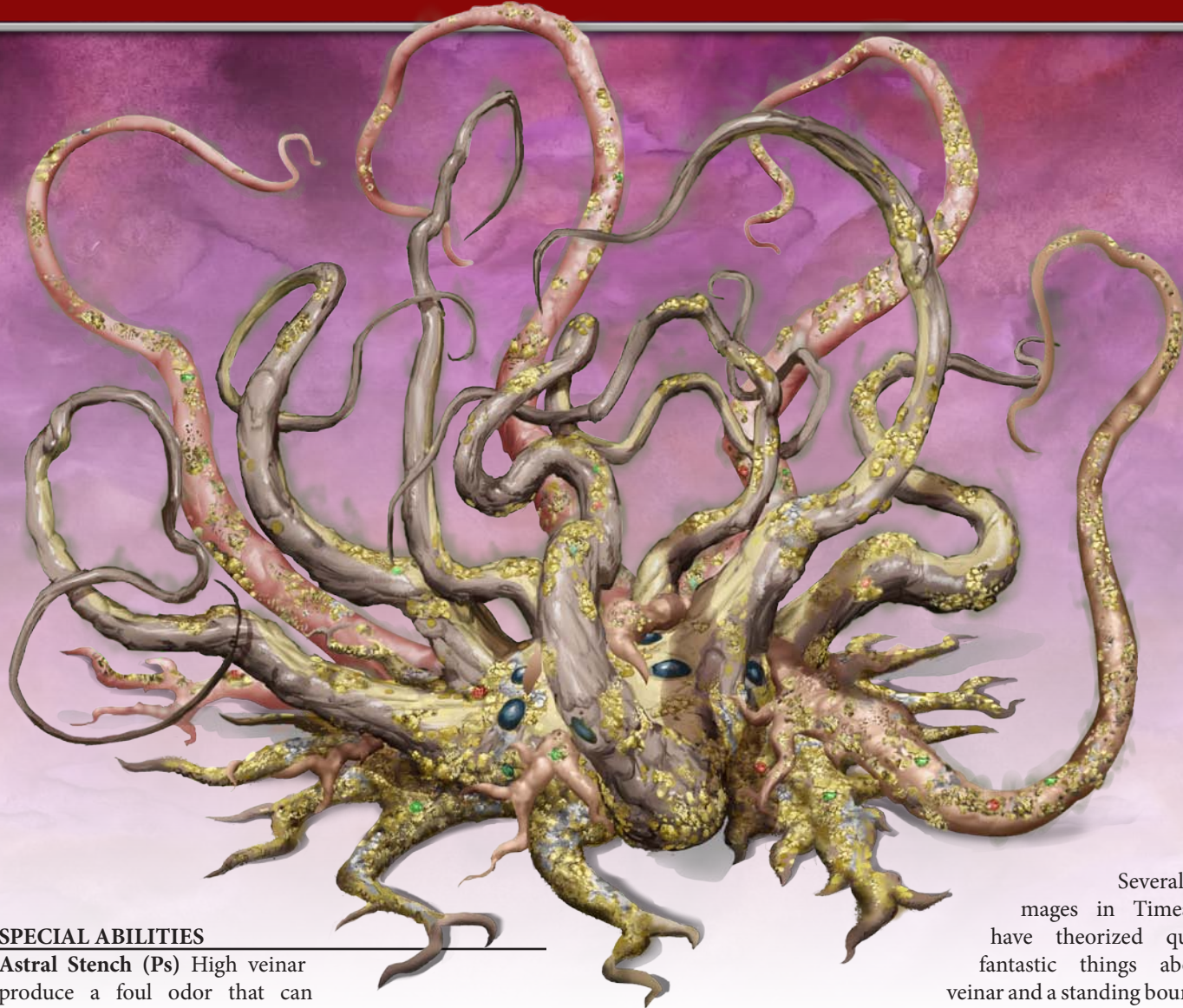
### ECOLOGY

**Environment** any (Uklonjen demiplane)

**Organization** solitary, pair, clutch (3-5) or horde (12-30)

**Treasure** none





### SPECIAL ABILITIES

**Astral Stench (Ps)** High veinar produce a foul odor that can be smelt even by ethereal and incorporeal creatures. Creatures within 30 ft. of a high veinar make a DC 17 Fortitude save or become sickened for 10 rounds. Creatures that successfully save against a high veinar's astral stench cannot be affected by the same high veinar's astral stench for 24 hours.

**Gene Fusion (Ex)** As a standard action, a veinar can merge with another veinar, granting that veinar +2 power resistance for 4 rounds and 10 temporary hit points. If a veinar fuses with 4 other veinar, it evolves into a high veinar.

**Implanting Touch (Su)** Whenever a creature come into contact with the high veinar's body they must make a DC 38 Will save or have hallucinations about the high veinar for 1d4 weeks. For every -5 a creature fails this save by, the duration of these hallucinations increases by +1 week (on a natural 1, they last for an entire year).

**Shared Confusion (Ps)** Targets that fail a Will save against a high veinar's *mind thrust* psi-like ability by -3 or more are confused for 1d6 rounds.

Though still a rare sight, veinar are far more common than high veinar and none are sure how or why that is. The creatures are, however, known to be utterly alien and totally incomprehensible. Ancient tales said to come from the skalds of the Ancestor People of the Vikmordere claim the oddities are the spawn of a mad god from the great beyond, from a well of worlds far removed from Aventyr.

Several mages in Timeaus have theorized quite fantastic things about veinar and a standing bounty

of 5,000 gp for a live specimen to be delivered to the Otherworldly Institute in Nyamo remains uncollected—as it has for decades.

Veinar can extend to a height of 5 ft. and weigh 150 pounds. High veinar can be as long as 10 ft. and weigh between 600 and 900 pounds.



### Alternate Abilities

Using abilities (see below) designed for the encephalon gorgor from Frog God Games' *Tome of Horrors Complete!*

**Mindsense (Su)** As a move action, an encephalon gorgor can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1–2), low (3–8), average (8–12), high (13–16), genius (17–20), or supra-genius (21+).

**Mind Screen (Ex)** The mind of an encephalon gorgor is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorgor (with *detect thoughts*, *telepathy*, or the like), it must make a successful DC 20 Will save or be driven permanently insane (as by an *insanity* spell, CL 15th); if the save succeeds, the creature is instead *confused* (as the spell) for 1d4 rounds. The save DC is Intelligence-based.



# VENOM DEMON

*Extending from the back of this muscular woman are crimson wings, and her hands and feet end in vicious claws, but she would have a dark beauty about her—save for the exposed cap of her skull, revealing her raw brain that festers and oozes.*

## VENOM DEMON

CR 13



XP 25,600

CE Large outsider (chaotic, demon, evil, extraplanar)

**Init** +9; **Senses** darkvision 60 ft., see in darkness; Perception +27

**Aura** aura of fear (10 ft., Will DC 22)

### DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)

**hp** 161 (14d10+84)

**Fort** +15, **Ref** +14, **Will** +12

**DR** 10/good; **Immune** cold, disease, fire, poison; **Resist** acid 10; **SR** 24

**Weaknesses** exposed brain

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** two claws +20 (2d6+5 plus slow, Crit x3 and 1d4 bleed), bite +18 (2d6+6 plus slow), two talons +18 (1d8+5 plus slow, Crit x3 and 1d4 bleed)

**Space** 10 ft.; **Reach** 10 ft. (claws and talons 15 ft.)

**Special Attacks** claws of venom, poison

**Spell-Like Abilities** (CL 13th; concentration +18)

At will—*cloudkill* (DC 20), *enervation* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *shout* (DC 19)

1/day—*summon* (level 4, 2 vrock, 50%)

### TACTICS

**Before Combat** Venom demons hide out of sight, waiting for enemies to enter an area that maximizes the effect of a *cloudkill*.

**During Combat** A venom demon uses *enervation* to reduce the efficacy of enemies adept at melee or ranged combat before using full-round attacks against healers, then mages.

**Morale** Venom demons are malicious to the very end, fighting to the death.

### STATISTICS

**Str** 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

**Base Atk** +14; **CMB** +21; **CMD** 36

**Feats** Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Multiattack<sup>B</sup>, Power Attack, Weapon Focus (claws)

**Skills** Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

### ECOLOGY

**Environment** any (Plane of Venom)

**Organization** solitary, pair, or flock (6-10)

**Treasure** standard

### SPECIAL ABILITIES

**Claws of Venom (Su)** A venom demon can extend the claws on its hands or talons on its feet as a free action, making them lengthen into curved spikes. This grants the venom demon's claw and talon attacks +5 ft. reach, a critical hit modifier of x3,

and +1d4 bleed damage on a critical hit. The venom demon's claw and talon attacks count as adamantine, evil, and magical for the purposes of overcoming damage reduction.

**Exposed Brain (Ex)** A venom demon has its brain partially exposed at all times, drawing forth the energies of creatures afflicted by its slow abilities to amplify its own. While a creature within 15 ft. of a venom demon is suffering from its slow ability, the venom demon gains the effects of a *haste* spell and the DC to resist its slow ability is increased by +2. Attacks targeting a venom demon's exposed brain are made at a –10 penalty but automatically critically hit (immediately ending the duration of any slow effect incurred on the attacker by the venom demon).

**Slow (Su)** A venom demon's natural attacks deliver a freezing venom; creatures damaged by a venom demon make a DC 23 Fortitude save or are affected as a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Venom demons are some of the lesser children of She Who Weaves Darkness, the evil drow goddess Naranaeus. Only the most foolhardy conjurers summon these foul creatures, as they are notoriously difficult to outwit; a venom demon will often engineer a means to undo its "master" through whatever task it might be compelled to do, always in offering to the Queen of Venom (going to particularly great lengths to sacrifice anything divine in nature).

A venom demon is 9 ft. tall (with a wingspan of 10 ft.) but only weighs 365 pounds.





# VESTRAADI

Countless fronds and wavering tendrils spread off of this creature, covering its arms and legs up to its three-toed feet and double-jointed six-fingered hands. Most bizarre of all is the thing's strange head, curving upward in uneven spikes.

## VESTRAADI

CR 1/2



XP 200

Vestraadi warrior 1

CN Medium aberration (aquatic, vestraadi)

Init +1; Senses blindsight 40 ft., scent; Perception +5

### DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 5 (1d10)

Fort +1, Ref +1, Will +1

Resist cold 5

Weaknesses sensory dependent

### OFFENSE

Speed 20 ft., swim 30 ft.

Melee longspear +0 (1d8–1, Crit x3)

Ranged underwater heavy crossbow +2 (1d10, Crit 19–20/x2, Range 120 ft.)

Spell-Like Abilities (CL 1st; concentration +2)

at will—*detect poison*

## TACTICS

**Before Combat** Vestraadi prepare themselves in staggered ranks or behind cover (preferably using Stealth to hide, though in the water they are far bolder and remain in the open).

**During Combat** Vestraadi fire and drop out of sight to reload, avoiding melee combat.

**Morale** Vestraadi flee after taking any amount of damage.

## STATISTICS

Str 10, Dex 13, Con 10, Int 9, Wis 13, Cha 6

Base Atk +1; CMB +2; CMD 13

Feats Blind-Fight<sup>B</sup>, Dodge

Skills Perception +5, Stealth +5

Languages Straad

SQ amphibious, stalker

## ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, scouts (4–16), war party (20–50)

**Treasure** standard (longspear, studded leather armor, underwater heavy crossbow [15 bolts])

## SPECIAL ABILITIES

**Blind (Ex)** Vestraadi are invulnerable to all sight-based effects and attacks, including gaze attacks (including *silent image*, *displacement*, *mirror image* and all other sight-based illusion spells).

**Improved Watersense (Ex)** Vestraadi are covered in peripheral organs that allow them to ‘see’ with tactile sensation and scent; while in contact with a body of water, they gain blindsight 40 feet against creatures that are touching the same body of water. Outside of water, their vision is reduced to blindsight out to a range of 5 feet or the reach of their weapon, whichever is greater.]

**Sensory Dependent (Ex)** While vestraadi are immune to all sight-based effects, this makes them far more likely to fall prey to auditory illusions and effects. They suffer a –2 penalty to saves against all auditory-based illusions and effects, including saves to resist spells or attacks that deal sonic damage.

**Sonar (Ex)** Vestraadi have a unique means of perceiving the world around them—but for ease of use, the optional rule to increase the vestraadi’s blindsight is being used in this monster’s statistics instead.

Truly ancient legends tell of great underwater cities the vestraadi once ruled over, enchanted aquatic realms of ephemeral beauty. These are long gone, however, and now the strangest denizens of the Underworld prowl the Forever Deep, their strange ways and appearance making them forever enigmatic to the other races of Aventyr.

Vestraadi are nearly 6 ft. tall and weigh about 160 pounds.





# Vidre

Bright scintillating lights dance upon the cold walls of the cavern. Rounding the bend is a large humanoid made entirely of crystal. It points at your chest and you hear its voice thunder within your head "your soul is mine."

## VIDRE

CR 12



XP 19,200

N Large outsider (earth, elemental, native)

**Init** +2; **Senses** crystal sense, darkvision 60 ft.; **Perception** +18

### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +1 Dodge, +8 natural, -1 size)

**hp** 127 (15d10+45)

**DR** 10/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

**Weaknesses** severe sonic vulnerability

**Fort** +5, **Ref** +5, **Will** +3

### OFFENSE

**Speed** 30 ft.

**Melee** crystalline gore +20 (1d6+6 piercing plus glass shards), 2 slams +15 (2d6+6 bludgeoning)

**Base Attack** +15; **CMB** +22; **CMD** +23

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** crystalline gore

### TACTICS

**Before Combat** Vidre hide in veins of crystal within a cave. After their targets pass, they expel themselves and charge foes from behind.

**During Combat** Vidre use their powerful crystalline gore and slams to wound several enemies before focusing on dropping opponents one at a time.

### STATISTICS

**Str** 22, **Dex** 15, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

**SQ** elemental traits, meld into crystal

**Feats** Combat Expertise, Dodge, Great Fortitude, Mobility, Spring Attack, Toughness (2), Whirlwind Attack

**Skills** Acrobatics +18, Climb +21, Intimidate +18, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +18, Stealth +14, Use Magic Device +18

**Languages** tongues, telepathy 300 ft.

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or sortie (3-8)

**Treasure** double

### SPECIAL ABILITIES

**Crystalline Gore (Ex)** When a vidre punches it creates sharp crystal shards which dig into its opponents flesh. These wounds continue to bleed, dealing the listed 1d4+4 each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any cure or healing spell.







**Meld into Crystal (Su)** Meld into crystal enables the vidre to meld its body into a sufficiently sized crystal or vein of crystal once per day for as long as 2 hours. The crystal or vein must be large enough to accommodate the creature's entire body in all three dimensions. While in the crystal the vidre remains in contact with the face of the crystal through which he or she melded. The vidre is able to communicate normally while encased in the crystal. Spells may only be cast if the target is oneself. Minor physical damage to the crystal will not harm the vidre, but partial destruction (to the point that the vidre no longer fits) expels the vidre and causes 5d6 points of damage. The complete destruction of the crystal destroys a vidre hiding inside unless it makes a DC 18 Fortitude save. Any time before the duration expires, a vidre can step out of the crystal through the surface it entered. If the spell's duration expires the vidre is violently expelled and take 5d6 points of damage. A passwall spell negates the effects of meld into crystal.

**Severe Sonic Vulnerability (Ex)** Vidre take double damage from sonic energy. If a sonic spell which normally causes confusion or disorientation is attempted upon a vidre, it automatically fails any associated saves and is stunned for 1 round + 1 round for every 2 spell levels (i.e. stunned for 3 rounds if hit with a level 6 sonic spell).

**Soul Growth (Ex)** Every enemy slain by a vidre (or absorbed by a vidre's soul crystal; see below) increases its power. For every 100 souls absorbed, the vidre increases by 1 hit dice. After increasing in this manner 10 times (1,000 souls total) the vidre transforms into a being entirely comprised of soul energy and instinctively leaves the planet, flying to the outer reaches of space.

Vidre do not generally engage in combat unless they are in a period of "soul growth" in which case they require a steady supply of humanoid souls to maintain and increase their power. Vidre drain souls at the rate of 1 per day of regular activity, but if completely motionless it only expends 1 soul per week. When 10 or more vidre bond together using meld into crystal they freeze their consumption of souls and slow the rate to a degradation of 1 soul per month. Being entirely powered by souls and lacking any of their own, a vidre's existence ends when it dies.

**Soul Crystals or "Vidrefacte"** Soul Crystals allow the vidre to cheat their way to attaining energy ascendance. Soul crystals may be bound to a group, house, family, or other organization tied to a symbol. All who wear that symbol upon dying give their soul to the crystal. The power created may be used by powerful priests, wizards, or sorcerers but the part of the deal the leaders of the devious and power hungry organizations are not aware of are as follows: vidre are always bound to their soul crystal and may drain half of the souls obtained by it at any time. When full, a soul crystal is often physically retrieved by a vidre seeking all of the souls. There are very few ways to sever such an agreement with the vidre, but there are ways. A soul crystal may be created by a vidre which has reached its halfway mark to energy ascendance (500 souls) at the cost of 100 souls.

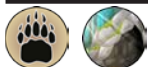


# VVOR

*Though you are far underground, this four-legged beast resembles the boars that roam above, though with a few important differences. Large spikes jut out of the beast's back, and its tusks look far deadlier than their surface-dwelling counterparts.*

## VVOR

CR 3



XP 800

N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +6

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 25 (3d8+12)

**Fort** +6, **Ref** +5, **Will** +2

**Defensive Abilities** ferocity

**Weakness** light sensitivity

### OFFENSE

**Speed** 40 ft.

**Melee** gore +6 (1d8+5)

**Special Attacks** spirited charge +8 (2d8+10)

### TACTICS

**During Combat** Vvor work together to bewilder enemies and catch them off-balance (see below).

**Morale** Ill-tempered, dangerous, hard to kill, and always hungry, vvor refuse to back down from a fight.

### STATISTICS

**Str** 16, **Dex** 14, **Con** 16, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Toughness

**Skills** Perception +6, Stealth +5

### ECOLOGY

**Environment** underground

**Organization** pair or group (2–30)

**Treasure** none

### SPECIAL ABILITIES

**Spirited Charge (Ex)** If a vvor can charge its full movement speed (40 feet), it gains a +2 to attack and deals double damage with its gore.

Immature males hunt in packs of 10 to 15 led by the largest immature male (called “big brother”), and are capable of bringing down adult bears. The pack quietly surrounds their target and big brother leads the charge by lowering his head and rushing the creature, ripping upward with the horns on his head. Big brother retreats from the prey and then the other males begin attacking from different sides, moving in, slashing with their horns, and then retreating. This continues until the prey has fallen, or (rarely) fought its way free.

The largest, most violent male rules vvor groups, known as families. When male vvors reach maturity, they either challenge the bull male or they leave the family. If a vvor is found on its own, it is usually a male that is looking for somewhere to start his own family. Bull vvors have been measured as much as seven feet long and weighing close to half a ton. The average bull is closer to five feet long and weighs between 600 and 700 pounds, and the typical cow vvor is three to four feet long, weighing 300 to 400 pounds. Immature male vvor are three feet long and weigh 150 pounds, with immature females being slightly smaller.

The statistics given above are for a standard immature male vvor. “Big brother” (CR +1) vvor are slightly larger than their peers, weighing in at 200 pounds and with an increased Strength of 18 (+4) and Constitution of 19 (+5), with a long sharp horn between (6-10 inches) protruding from the top of his head (1d10, Crit 18-20/x2).





# WASPITE

*The sky seems to wobble with an otherworldly drone and you can almost feel a tinge of electricity as a lightning-laced wasp the size of a man's hand hovers into view, followed quickly by more of the aerial insects.*

## WASPITE

CR 1



XP 400

CN Diminutive vermin

**Init** +5; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 19, touch 19, flat-footed 14 (+5 Dex, +4 size)

**hp** 9 (2d8)

**Fort** +3, **Ref** +5, **Will** +2

**Immune** electricity, vermin traits

### OFFENSE

**Speed** fly 40 ft. (good)

**Melee** sting +3 (1d2+1d4 electric)

**Ranged** lightning stinger +10 (1d4 electric, Range 20 ft.)

**Special Attacks** lightning swarm, lightning zap

### TACTICS

**Before Combat** Waspites remain hidden when alone, but stick close together when its kin is nearby.

**During Combat** Waspites move in tandem, enhancing each other's attacks. When targeted by area attacks, waspites use Flyby Attack and readied actions to strike simultaneously.

**Morale** Waspites are skittish and retreat when reduced to 5 hp or less.

### STATISTICS

**Str** 6, **Dex** 20, **Con** 11, **Int** 7, **Wis** 14, **Cha** 7

**Base Atk** +1; **CMB** -5; **CMD** 12 (cannot be tripped)

**Feats** Flyby Attack

**Skills** Fly +13, Perception +6, Stealth +13, Survival +6

### ECOLOGY

**Environment** any non-cold (Disputed Territories)

**Organization** solitary, pair, fury (3-8), maelstrom (9-16)

**Treasure** none

### SPECIAL ABILITIES

**Lightning Stinger (Ex)** A waspite can fire a bolt of electricity from its stinger at creatures within 20 feet of it. Any target wearing metal armor takes additional damage (medium armor +1 electric damage, heavy armor +2 electric damage).

**Lightning Swarm (Ex)** A waspite deals +1 electric damage with its sting and lightning zap for every lightning wasp within 5 feet.

**Lightning Zap (Ex)** Any creature that hits a waspite in melee combat using a natural attack or metallic weapon takes 1d4 electric damage. Creatures grappling a waspite take 1d4 electric damage at the start of its turn and 1 electric damage each turn spent grappling it.



Waspites are curious otherworldly creatures that can appear anywhere throughout Aventyr, though they almost always emerge from particularly vicious storms. The unnatural buzzing of their sizeable wings creates a drone throughout the air that roils like thunder as a maelstrom of waspites descends on an area to hunt, scorching the land aflame with their electrified stingers before moving on to wreak havoc elsewhere. Many attempts have been made to communicate with the creatures (as they've shown some low levels of intelligence) but if anyone has successfully done so word of the feat hasn't spread yet. Current theories claim they "talk" to one another in some form of nonverbal communication, using the light of their stingers in conjunction with their limbs to converse.



# ZOMBIE HANDSERVANT

Though soiled with dirt and grit, these handservants have exceptional cheekbones, alluring eyes, and fine physiques. They each smile beautiful grins, beckoning you to come closer.

## ZOMBIE HANDSERVANT

CR 2



XP 600

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 14, touch 10, flat-footed 12 (+4 natural)

**hp** 24 (4d8+6)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d6+4)

**Spell-Like Abilities** (CL 4th; concentration +4)

Constant—*major image* (self only)

1/day—*charm person*

### TACTICS

**Before Combat** Zombie handservants approach their enemies with a knowing smile, playing with their illusionary hair and strutting their appealing bodies as they approach (activating their *charm person* spell-like ability).

**During Combat** When within striking distance of a calm opponent, a zombie handservant prepares its curse (delivered the next round with a slam).

**Morale** Zombie handservants flee when reduced to 8 hp or less.

### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness<sup>B</sup>

**Special Qualities** staggered

### ECOLOGY

**Environment** any (Klavek Kingdom)

**Organization** any

**Treasure** none

### SPECIAL ABILITIES

**Curse** (Su) Zombie handservant can spread their malevolence to their enemies. As a full-

round action a zombie handservant can curse its limbs for four rounds; the creature it hits with its cursed limb (using its slam attack) expends that use and makes a DC 12 Will save or becomes unable to trespass in any ruins of the Ancestor People of the Vikmordere Valley. Cursed creatures that do so take 1d6+1 damage every 10 minutes they spend there. This curse may only be cured by *remove curse* (CL 10th).

**Permanent Illusion** (Su) Zombie handservants appear as the beautiful people they were in life (as per a constant *major image* spell-like ability, but only affecting the zombie handservant).

Zombie handservants tended to great lords and kings of the Ancestor People, the ancient forefathers of the Vikmordere, and in death they continue to serve their masters in tombs and burial shrines throughout the Vikmordere Valley. A supernatural ability gives them the appearance of the beautiful servants they were in life, granting these undead a powerful curse to bestow on trespassers to banish would be grave robbers from royal crypts. Zombie handservants do not talk, although they sound as if they are murmuring “sweet nothings,” appearing to move very fluidly (as they did in life).

Zombie handservants are created through the use of an *animate dead* spell combined with various ceremonial rituals at the time of a lord or king’s death. These culminating forces combine with the servant’s undying affection and will to serve their master, creating a zombie handservant.

Zombie handservants are bound to a particular king or lord and do not leave the tomb in which they are buried unless their corpse is removed. When this is the case the undead creature pursues the grave robbers responsible for all eternity, drawn magically toward their master’s corpse regardless of where it is taken.



# ZVUCNI

*Loping forward on two hind legs supported by forelimbs that end in wicked bone talons, the patterns on the skull of this hideous freakish blue-black beast illuminate a disconcerting yellow light.*

## ZVUCNI

CR 1



XP 400

N Large ooze (aquatic)

**Init** +2; **Senses** blindsight 50 ft., scent; Perception +5

### DEFENSE

**AC** 12, touch 11, flat-footed 10 (+2 Dex, +1 natural, -1 size)

**hp** 15 (2d8+6)

**Fort** +3, **Ref** +2, **Will** +1; +2 vs. disease, poison, spells, and spell-like abilities

**Immune** ooze traits

### OFFENSE

**Speed** 25 ft., swim 30 ft.

**Melee** two talons +2 (1d6+2)

**Ranged** stunning bark +2 touch (1d10 sonic, Range 100 ft.)

**Special Attacks** stunning bark (1d10 sonic and Fort DC 14 or stunned 1 round)

### TACTICS

**Before Combat** Zvucni attempt to hide somewhere within range of a point they can make a charge attack to after stunning their prey.

**During Combat** Zvucni make talon attacks, relying on their stunning bark for opponents that are difficult to hit.

**Morale** Zvucni instinctively flee when reduced to 5 hp or less.

### STATISTICS

**Str** 14, **Dex** 15, **Con** 16, **Int** 3, **Wis** 12, **Cha** 7

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Skill Focus (Perception)

**Skills** Perception +5, Stealth -1

**SQ** amphibious, compression

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, or pack (6-18)

**Treasure** none

### SPECIAL ABILITIES

**Stunning Bark (Ex)** A zvucni can, as a standard action (that does not provoke attacks of opportunity), let out a sonic cry as a ranged touch attack that deals 1d10 sonic damage to a target within 100 feet. A creature that takes damage from a zvucni's stunning bark makes a DC 14 Fortitude save or is stunned for 1 round. This is a sonic effect and the save DC is Constitution-based.

When *vestraadi* come upon a recently drowned corpse, sometimes their mystics use their strange and enigmatic songs to bond the carcass with an ooze in an hour long ritual. What results is a zvucni, often made to be mounts for excursions out of the water and kept as watchdogs in their aquatic settlements.



## Zvucni

### Starting Statistics

**Size** Large; **Senses** blindsight 25 ft.; **Speed** 20 ft., swim 20 ft.; **AC** +1 natural armor; **Attack** 2 talons (1d4); **Ability Scores** Str 12, Dex 13, Con 14, Int 3, Wis 10, Cha 5; **Special Qualities** amphibious, compression

### 4th-Level Advancement

**Senses** blindsight 40 ft., scent; **Speed** speed 25 ft., swim 25 ft.; **Ability Scores** Str +2, Con +2; **Special Attacks** stunning bark (1d6 sonic); **Special Qualities** combat trained (see the Handle Animal skill)

### 7th-Level Advancement

**Senses** blindsight 50 ft.; **Speed** swim 30 ft.; **Attack** 2 talons (1d6); **Ability Scores** Dex +2, Wis +2, Cha +2; **Special Attacks** stunning bark (1d10 sonic)



Zvucni

T.2012



# ZWERC

*The stark white hair of this dwarf floats in the air of its own accord, and it seems as if the very earth around the stout creature softens slightly with each step it takes.*

## ZWERC

CR 1/2



XP 200

Zwerc warrior 1

LN Medium fey humanoid (dwarf, zwerc)

**Init** +1; **Senses** darkvision 120 ft., low-light vision; Perception +2

### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)  
**hp** 6 (1d10+1)

**Fort** +2, **Ref** +1, **Will** +1; +2 vs. spells and spell-like abilities

**Weaknesses** light blindness

### OFFENSE

**Speed** 20 ft.

**Melee** shield slam –1 (1d4–2)

**Ranged** light crossbow +2 (1d8, Crit 19–20/x2, Range 80 ft.)

**Special Attacks** treacherous earth 1/day (10-ft.-radius, difficult terrain for 1 minute)

### TACTICS

**Before Combat** Zwerc create difficult terrain between them and their enemies.

**During Combat** Zwerc use their light crossbow until opponents close to melee combat.

**Morale** Zwerc retreat when reduced to 3 hp or less.

### STATISTICS

**Str** 7, **Dex** 12, **Con** 10, **Int** 13, **Wis** 13, **Cha** 8

**Base Atk** +1; **CMB** –1; **CMD** 10

**Feats** Improved Shield Bash

**Skills** Perception +2, Survival +2, Use Magic Device +3

**Languages** Common, Dwarven

**SQ** deep magic, skill training (Knowledge [arcana], Use Magic Device), stonecunning

### ECOLOGY

**Environment** underground (Underworld)

**Organization** solitary, pair, trading party (4–16), enclave party (20–50)

**Treasure** standard (chain shirt, heavy steel shield, light crossbow)

Zwerc are the most magical of the dwarves wrought during the *Forging of the Dvergr*, mystically attuned to rock and stone. They live in pocket dimensions of the Elemental Plane of Earth, but zwerc enclaves often send out merchant caravans or emissaries in search of something their homelands lack. Like the dweorg they can be generous and kind, but the laws of their settlements are paramount and any infraction against a taboo has dire consequences.

Zwerc are generally a little bit lighter, smaller, and shorter than their dweorg (dwarven) kin.





# TEMPLATES

## COLLIATUR MONSTROSITY

(CR +2 to CR +7)

*Though it is supremely rare, sometimes Uddelig's tailored bacteria don't help a creature defend against the colloid's extraterrestrial influence, exacerbating its touch instead. The afflicted victim transforms and mutates into a thing of crystal shards, growing massively in size to as its mind fractures into a thousand irretrievable pieces. Driven by an instinctive hunger, it destroys and absorbs all the life around it before disappearing into the stars above.*

### Creating a Colliatur Monstrosity

"Colliatur monstrosity" is an acquired template that can be added to any corporeal living Small or larger creature.

**CR:** Determined by the original size of the base creature: Small +7, Medium +5, Large +4, Huge +3, Gargantuan +2

**Size:** The base creature's size changes to Colossal; its space becomes 30 ft. and it gains a +20 ft. bonus to reach.

**Type:** The base creature gains the augmented subtype.

**Armor Class:** Size penalty to AC becomes -8 and its natural armor increases by an amount determined by the base creature's original: Small +20, Medium +16, Large +14, Huge +12, Gargantuan +10. A colliatur monstrosity gains a +8 bonus to CMB and CMD from its Colossal size.

**Defenses/Qualities:** Increases DR by 7/—. Colliatur monstrosities gain the mighty special ability.

**Mighty (Ex)** A colliatur monstrosity is a truly massive creature and can carry double what a normal creature of its statistics otherwise could.

**Speed:** The base creature's speed changes to 40 ft.; other speeds (burrow, climb, fly, or swim) increase by an amount determined by the base creature's original size: Small +50 ft.; Medium +40 ft.; Large +30 ft.; Huge +20 ft.; Gargantuan +10 ft.

**Attacks:** A colliatur monstrosity takes a -8 size penalty to all attack rolls from its Colossal size but retains all of the base creature's attacks.

**Special Attacks:** In addition to all of the base creature's special attacks, colliatur monstrosities gain the crystalline armageddon, magnitude, soul destruction, and trample abilities. Creatures with a bite attack also gain the fast swallow, grab (for its bite only), and swallow whole abilities. **Crystalline Armageddon (Su)** The souls absorbed within a colliatur monstrosity escape from its corpse with explosive force the instant the creature dies. When a colliatur monstrosity is reduced to 0 hit points all creatures and unattended objects within a 100-ft.-radius take 1d8 x the colliatur monstrosity's hit dice in nonlethal damage. A successful Reflex save (DC 10 + ½ the colliatur monstrosity's HD + the colliatur monstrosity's Constitution modifier) halves this damage.

**Magnitude (Su)** A colliatur monstrosity causes the ground to quake beneath its very feet with every step. Any creature in or adjacent to a square a colliatur monstrosity travels into or through must make a Reflex save equal to 10 + the colliatur monstrosity's HD or be knocked prone. In addition, as a standard action a colliatur monstrosity can stomp the ground and extend this effect to all creatures in a 60-ft.-radius.

**Soul Destruction (Su)** An instinctive and overwhelming hunger drives a colliatur monstrosity to end the lives of all creatures it encounters, taking their essences to increase in power. Any creature that dies within a 100-ft.-radius of a colliatur monstrosity makes a Will save (DC 10 + ½ the colliatur monstrosity's HD) or its soul is formed into one of thousands of crystals along the colliatur monstrosity. When a colliatur monstrosity absorbs a number of souls equal to its hit dice x 10, it gains a fly speed of 60 ft. (clumsy) and the starflight monster ability, taking off into space at the first opportunity. A colliatur monstrosity slain before it can leave the planet releases all of the souls absorbed within it.

**Spell-Like Abilities:** Colliatur monstrosities gain the following spell-like abilities twice per day, using hit dice for caster level and its highest mental attribute to determine saving throw DCs: *alien surge*, *alien surge (greater)*, *crystal explosion*, *crystal expulsion*.

**Abilities:** A colliatur monstrosity's attribute scores change by an amount determined by the base creature's original size. These changes include the adjustments for the creature's increased size.

**Small:** Str +36, Dex -8 (min 1), Con +16, Int -4 (min 1)

**Medium:** Str +28, Dex -6 (min 1), Con +12, Int -4 (min 1)

**Large:** Str +20, Dex -4 (min 1), Con +10, Int -4 (min 1)

**Huge:** Str +16, Dex -2 (min 1), Con +8, Int -4 (min 1)

**Gargantuan:** Str +8, Con +6, Int -4 (min 1)





# DARK SCION

(CR +1 to +3)

Touched (or consumed) by the ancient entities that dwell between the stars or in strange congruent dimensions, dark scions are similar to half-fiends or half-dragons. The template can also be used to represent “unique” boss monsters or servants of Great Old Ones, and the creature’s appearance can have very little to do with that of the base creature. Children of and servants to madness, these beings sometimes gather cults around themselves to pursue their agenda; others, unhinged and alone, seek powerful magic to open a gateway back “home.”

## Creating a Dark Scion

“Dark scion” is an inherited or acquired template that can be added to any living, corporeal creature that has an Intelligence score of at least 4. A dark scion uses all the base creature’s statistics and special abilities except as noted here. **CR:** HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

**Alignment:** Any evil

**Type:** The creature’s type changes to outsider (native). Do not recalculate HD, BAB, or saves.

**Armor Class:** Natural armor improves by +2

**Defenses/Qualities:** Gains darkvision 60 ft., blindsight 20 ft.; immunity to poison and fear; resist acid/cold/sonic 10; spell resistance equal to the creature’s new CR + 6 and DR 5/magic if 11 HD or less. If HD 12 or more, the base creature increases the DR to 10/magic and the creature’s spell resistance equals the creature’s CR +11 (maximum 35).

**Speed:** A dark scion gains a climb and swim speed equal to its base land speed.

**Attacks:** A dark scion retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. Dark scion withouts any natural attacks gain two tentacle primary attacks with +5 ft. reach (1d6 for a Medium-sized creature) that function as magical weapons for purposes of damage reduction. A dark scion with an existing natural attack gains Improved Natural Attack as a bonus feat.

## SPECIAL ATTACKS

A dark scion retains all the special attacks of the base creature and gains the following.

**Blessing of the Dark Tapestry (Su)** A dark scion with 10 HD or more gains a unique ability granted by its dark masters. Chose one of the following. The save DC for any of these abilities is equal to 10 + ½ the dark scion’s hit dice + the dark scion’s Charisma modifier.

**Aneurism** Spend a standard action to force one target within 30 feet to take 1d4 damage (plus 1d4 for every 3 HD possessed by the dark scion) from ruptured nervous tissue (no save).

**Horrific Death** The dark scion gains the ferocity special ability and its tentacles deal an additional 1d6 acid damage. When it is first reduced to negative hit points,

creatures within its threatened area take 1d8 acid damage for every 2 HD the dark scion possesses; a successful Reflex save halves this damage. While at negative hit points, the dark scion gains an insight bonus equal to its Charisma modifier on attack rolls and damage rolls. When it finally dies, the dark scion dissolves into a pool of unidentifiable goo.

**Strangle** Spend a standard action to force a target within 30 feet to become staggered until the beginning of the dark scion’s next turn (Fortitude negates).

**Tentacular** The dark scion’s tentacle attacks gain the grab special ability and it gains constrict. A creature that takes constrict damage from a dark scion also takes 1 point of Wisdom damage. The dark scion gains Multiattack and Combat Reflexes as bonus feats.

**Thralldom** Spend a standard action to force one target within 60 feet to become dominated for one round (Will negates). A creature that successfully saves is immune to this effect for 1 hour. This is a mind-affecting effect.

**Whispers from the Void** As a free action, a dark scion may make mental contact with a creature within range of its telepathy. The dark scion may only maintain one mental link at a time. As long as this contact is maintained, the dark scion may use one of its blessings of the dark tapestry on the linked creature as a swift action.

## SPELL-LIKE ABILITIES

A dark scion with an Intelligence or Wisdom score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, these spell-like abilities are usable 1/day. A dark scion’s caster level equals the creature’s HD (or the CL of the base creature’s spell-like abilities, whichever is higher).

HD	Abilities
1 to 2	<i>blur</i> 3/day
3 to 4	<i>touch of idiocy</i>
5 to 6	<i>call the void</i> , <i>lesser confusion</i> 3/day
7 to 8	<i>black tentacles</i>
9 to 10	<i>greater invisibility</i>
11 to 12	<i>summon monster VI</i> (1d3 advanced gricks)
13 to 14	<i>ethereal jaunt</i> 3/day
15 to 16	<i>caustic eruption</i>
17 to 18	<i>mass suffocation</i>
19 to 20	<i>implosion</i>



## SPECIAL ABILITIES

A dark scion retains all of the special abilities of the base creature and gains the following.

**Alternate Form (Ex)** A dark scion's appearance only hints at its terrible true form. Once per day as a swift action after it has been reduced to half its total hit points, a dark scion may assume its true form (usually an unspeakable mass of tentacles). Upon assuming its true form, the dark scion is subject to an instantaneous *cure* spell (HD 4 or less, *cure moderate wounds*; HD 5 to 10, *cure serious wounds*; HD 11 or more, *cure critical wounds*; caster level equal to the dark scion's HD).

Creatures witnessing the transformation must make a Will save (DC 10 +  $\frac{1}{2}$  the dark scion's hit dice + dark scion's Charisma modifier) or take 1d6 Wisdom damage and be rendered shaken for 1 hour. On a successful save

the creature takes 1 Wisdom damage and is shaken for 1d6 rounds. This is a mind-affecting fear effect, though creatures immune to fear are still subject to taking Wisdom damage. When in this form, the dark scion gains 4 lesser tentacle attacks as secondary natural attacks (1d4 for a Medium creature, +5 ft. reach) and has no discernible anatomy, making it immune to critical hits and precision-based damage (such as sneak attack).

**Starflight (Ex)** If the base creature has a fly speed, the dark scion gains starflight; it can survive in the void of outer space. The creature flies at its normal fly speed; travel between worlds takes centuries (time matters not to such beings).

**Telepathy (Ex)** A dark scion gains telepathy to a range of 30 feet.





# ELDRITCH CREATURE

(+1 CR)

Creatures with the eldritch template dwell on worlds inimical to sane life or in the dark places between the stars; any resemblance to normal creatures is either cosmic coincidence or a sign of a sinister agenda. Creatures exposed to strange energies or ancient rites might also gain the qualities of the eldritch template. If a summoned creature would have the fiendish or celestial template, it could instead gain the eldritch template, though the secrets to calling such creatures are usually in the hands of cults and madmen.

## Creating an Eldritch Creature

"Eldritch" is an inherited or acquired template that can be added to any living, corporeal creature. An eldritch creature uses all of the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +1.

**Type:** The creature gains the chaotic subtype.

**Senses:** Eldritch creatures retain all of the base creature's senses and gain darkvision 60 feet (if the base creature already has darkvision, its range is doubled).

**Defenses/Qualities:** Eldritch creatures retain all of the defensive abilities and special abilities of the base creature and gains spell resistance equal to its new CR +5 as well as energy resistances and damage reduction based on its hit dice.

Hit Dice	Resist Acid and Cold	DR
1 to 4	5	—
5 to 10	10	5/magic
11 plus	15	10/magic

**Horrific Death (Ex):** When an eldritch creature is first reduced to negative hit points, creatures within its reach take 1d6+(creature's HD) acid damage (no save). While at negative hit points, the creature gains an insight bonus equal to its Charisma modifier on attack rolls and adds a bonus to all damage equal to its hit dice. When it finally dies, the eldritch creature dissolves into a pool of unidentifiable goo.

**Ferocity (Ex):** An eldritch creature continues to fight even when reduced to negative hit points.

**Voidborn (Ex):** An eldritch creature can exist safely in the void of space or similar hostile conditions.

# FLESHDOLL

(CR ½\*)

Crafted from the flesh, blood, and bone of dead corpses, fleshdolls are miniature 1-ft. tall puppets that are animated by unwilling spirits bound with evil necromancy. Products of the fleshdoll stage, the associated curse has a myriad of effects but none are more noticeable than this unnatural transference into one of these gruesome miniatures. Stitched, sewn, pinned, and cauterized—a fleshdoll's physical appearance and level of aesthetic detail depends on the creativity and skill of the necromancer who created the grizzly golems of fleshcraft.

## Creating a Fleshdoll

"Fleshdoll" is an inherited or acquired template that can be added to any living, corporeal creature. A fleshdoll uses all of the base creature's statistics and special abilities except as noted here.

**CR:** ½ the base creature's.

**Size:** The creature's size changes to Small.

**Type:** The creature's type changes to construct and undead. Do not recalculate the creature's base attack bonus, saves, or skill points, but remove all racial modifiers and race-based special abilities or special qualities.

**Armor Class:** The base creature's natural armor bonus becomes +0 (if it had any to begin with).

**Hit Points:** The base creature loses 3 hit points per HD (to a minimum of 1), gains no bonus hit points for its size as a construct, and heals as an undead (taking damage from positive energy and healing from negative energy).

**Defenses/Qualities:** A fleshdoll retains all of the base creature's special abilities and special qualities gained through class levels, as well as all of the immunities granted to the construct and undead types. Fleshdolls do not need to breathe, eat, drink, or sleep. Any abilities that are dependent upon the base creature's original physical form (such as racial modifiers or race-based special abilities like darkvision and other physically-based qualities) are negated. Any feats or special abilities that involve the creature's Constitution, such as Fortitude saves, are also negated.

**Speed:** ½ the base creature's (minimum 5 ft.)

**Attacks:** A fleshdoll treats weapons they wield as if they were two size categories larger when dealing damage, but are limited to one attack action using one weapon each turn.

**Base Attack:** ½ the base creature's.

**Abilities:** A fleshdoll takes a -10 penalty to Str (minimum score of 8), has no Constitution score, and gains a +4 size bonus to Dexterity.

**Spellcasting:** Fleshdolls that cast spells using a somatic component must succeed a DC 25 Use Magic Item check (puppets are not anatomically accurate in every sense, and some gestures and intricate movements difficult to perform). There is no other limitation on spellcasting fleshdolls.

**Language:** Fleshdolls speak as a supernatural ability. While their tiny mouths move (provided their creator crafted them one), their voices are audibly projected from the doll in the likeness of the base creature's original voice, though slightly more high pitched and with a hollow, squeaky quality.







# HEL

(CR +2)

Endless caves stretch far below the surface of Aventyr, down through the depths and into the very core of the planet: HEL. Primordial entities sometimes escape through the machinations of the foul gitwerc that lord over the levels just above the Underworld, infusing themselves into creatures without seeming reason or cause.

## Creating a hEL Creature

“HEL” is an inherited or acquired template that can be added to any corporeal creature.

**CR:** Same as the base creature +2.

**Type:** The base creature gains the augmented and evil subtypes.

**Armor Class:** Natural armor improves by +3.

**Defenses/Qualities:** HEL creatures gain DR 5/evil (1 HD – 10 HD) or DR 10/evil (11 HD – 20 HD). If the creature has existing damage reduction, this new damage reduction stacks (though it does not otherwise effect DR of other types). HEL creatures also gain the amorphous and ferocity qualities, fast healing 2, immunity to fire, resistance 5 to acid, cold, electricity, and sonic energy (any energy resistances the base creature already has are increased by +5), and SR 8 + HD (if it already has SR, it gains a +4 bonus).

**Speed:** All of the base creature’s speeds are increased by +15 feet.

**Reach:** Increase the base creature’s natural reach by +10 feet.

**Special Attacks:** HEL creatures gain the HEL breath, HEL gaze, and HEL spit special attacks. In addition, all of its attacks with natural weapons or manufactured weapons deal +1d6 fire damage.

**HEL Breath (Su)** HEL creatures gain a 40-ft.-cone breath weapon attack usable twice per day that deals 1d8 points of damage per HD. Half of this damage is fire, and the other half is force damage. A Reflex save (DC 10 + ½ the HEL creature’s HD + the HEL creature’s Constitution modifier) halves the damage taken.

**HEL Gaze (Su)** HEL creatures can stare directly into the very soul of those they look upon. Once per round a HEL creature can make a gaze attack as a swift action to wrench a creature within its reach into paralysis for 1 round. A Will save (DC 10 + ½ the HEL creature’s HD + the HEL creature’s Charisma modifier) negates the paralysis, making the creature immune to any HEL gaze for 1d4 rounds.

**HEL Spit (Su)** HEL creatures can spit globs of molten rock from their orifices (normally a mouth). HEL spit is a ranged touch attack with a range increment of 20 ft. and can be made in place of any natural or iterative attack the base creature possesses. On a successful hit, targets take 1d6 per 4 HD (to a maximum of 5d6 at 20 HD) + the HEL creature’s Strength modifier bludgeoning and fire damage. HEL spit dealing multiple dice of damage deals half as much damage the next round if it is not scraped off (a move action).

**Abilities:** A HEL creature gains +6 Str, +4 Dex, +6 Con, +2 Int, +4 Wis, +4 Cha.

# Titanic

(CR +1 to +6)

Through magic, fate, or unnatural science, some creatures are bred that vastly exceed the size of their peers. Mammoth beasts and monsters of epic magnitude, titanic creatures stalk the landscape, invariably causing destruction in their wake.

## Creating a Titanic Creature

“Titanic” is an inherited or acquired template that can be added to any Small or larger creature.

**CR:** Determined by the original size of the base creature: Small +6, Medium +4, Large +3, Huge +2, Gargantuan +1

**Size:** The base creature’s size changes to Colossal; its space becomes 30 ft. and it gains a +5 ft. bonus to reach.

**Type:** The base creature gains the augmented subtype.

**Armor Class:** Size penalty to AC becomes –8 and its natural armor increases by an amount determined by the base creature’s original: Small +18, Medium +14, Large +12, Huge +10, Gargantuan +8. A titanic creature gains a +8 bonus to CMB and CMD from its Colossal size.

**Defenses/Qualities:** Increases DR by 5/—. Titanic creatures gain the mighty special ability.

**Mighty (Ex)** A titanic creature is a truly massive specimen of its type and can carry double what a normal creature of its statistics otherwise could.

**Speed:** The base creature’s speed changes to 40 ft.; other speeds (burrow, climb, fly, or swim) increase by an amount determined by the base creature’s original size: Small +50 ft.; Medium +40 ft.; Large +30 ft.; Huge +20 ft.; Gargantuan +10 ft.

**Attacks:** A titanic creature’s natural attacks increase in damage dice to match their new size category (see the Natural Attacks by Size table in the Universal Monster Rules from *Pathfinder Roleplaying Game: Bestiary*). A titanic creature takes a –8 size penalty to all attack rolls from its Colossal size.

**Special Attacks:** Titanic creatures gain the magnitude and trample abilities. Creatures with a bite attack also gain the fast swallow, grab (for its bite only), and swallow whole abilities (creatures without a bite attack gain a bite attack with the grab [bite only] and the swallow whole abilities). Unless otherwise noted, a titanic creature’s swallow whole ability deals 4d6+½ Str modifier bludgeoning damage.

**Magnitude (Su)** A titanic creature causes the ground to quake beneath its very feet with every step. Any creature in or adjacent to a square a titanic creature travels into or through must make a Reflex save equal to 10 + the titanic creature’s HD or be knocked prone. In addition, as a standard action a titanic creature can stomp the ground and extend this effect to all creatures in a 60-ft.-radius.

**Abilities:** A titanic creature’s attribute scores change by an amount determined by the base creature’s original size. These changes include the adjustments for the creature’s increased size.

**Small:** Str +36, Dex –10 (min 1), Con +16, Int –4 (min 1)

**Medium:** Str +28, Dex –8 (min 1), Con +12, Int –4 (min 1)

**Large:** Str +20, Dex –6 (min 1), Con +10, Int –4 (min 1)

**Huge:** Str +16, Dex –4 (min 1), Con +8, Int –4 (min 1)

**Gargantuan:** Str +8, Dex –4 (min 1), Con +6, Int –4 (min 1)



# ABOUT THE COVER ARTIST

## Raven Mimura

After just 3 ½ years Raven Mimura graduated from the internationally regarded Rhode Island School of Design with a Bachelor of Fine Arts in Illustration. Some months later, portfolio in hand, he made his debut at GenCon, the country's largest fantasy/sci-fi gaming convention. He has been working steadily (and feverishly) ever since, with a primary focus in the gaming field.

His work can be found in a wide range of the industry's top properties: Dungeons & Dragons, Pathfinder, World of Warcraft TCG, Star Wars, Lord of the Rings, Shadowrun, Call of Cthulhu, Vampire: The Requiem, Legend of the Five Rings, and many others.

An avid gamer himself (since elementary school), Raven has always been inspired by the incredible artwork on display in the world of games. He feels blessed to have the opportunity to contribute to that continuum.

In his work, Raven builds gritty, atmospheric imagery using palpable light to play off tangible forms. He is consistently called on for his impressive character and creature design. In developing credible but fantastic creatures he pays particular attention to musculature and anatomic structure. In short, his aim is to express the Real in the Unreal.

Raven is continuing his freelance work as well as looking to intensify his involvement with various conventions and art shows around the country. Locally, he has also been participating in gallery shows with Seattle's various Art Walks.

## ABOUT THE COVER ART

Complete creative control over this piece was handed to Raven and instead of going for his comfort zone of "twisted, dark aberrations" he chose to brush aside the cliched monster book covers of yesteryear and design something noble. The creature which will grace the cover of the Aventyr Bestiary is a celestial guardian whose entire existence is built around defense and protection. These creatures guard celestial shrines, artifacts, or gates. They may also show up in villages or forests to protect ancient holy places such as shrines or temple ruins. Sometimes one of these creatures can become spiritually tied to a group of people and may become a tribe's guardian spirit or a legendary spirit that shows up only when a particular war band is in dire need. When one of these celestial beings is destroyed and the armor plating peeled back one finds absolutely nothing inside. No one truly knows how these creatures were brought into existence.





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Here is a small taste of what the Aventyr Bestiary includes:

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