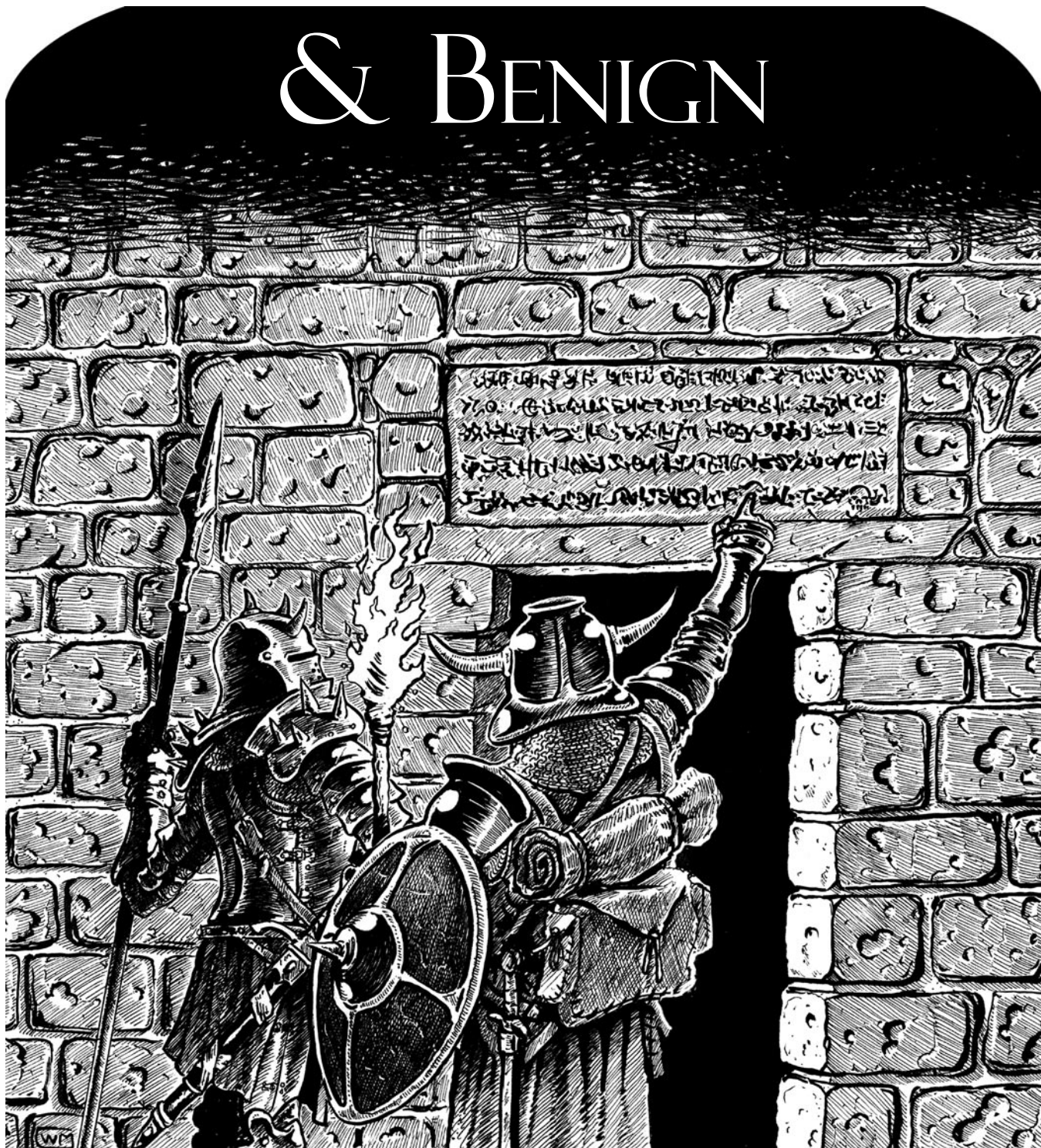


MALEVOLENT & BENIGN



A **PATHFINDER**[®] BESTIARY
ROLEPLAYING GAME COMPATIBLE

MALEVOLENT & BENIGN



A PATHFINDER ROLEPLAYING GAME COMPATIBLE BESTIARY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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ACIDWEAVER SPIDER

This predator of the deep resembles a giant spider except that is longer and thinner than its less dangerous vermin cousin.

ACIDWEAVER SPIDER

N Large magical beast
Init +1; **Senses** darkvision 60 ft.; low-light vision; Perception +10

CR 5

1,600 XP

DEFENSE

AC 16, touch 11, flat-footed 14 (+1 Dex, +1 dodge, +5 natural, -1 size)

hp 51 (6dl0+18)

Fort +8, **Ref** +6, **Will** +2

Immune acid

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +9 (ld8+6 plus poison)

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

Special Attacks poison, acid web (+6 ranged, DC 16/20, hp 6)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 5, **Wis** 10, **Cha** 5

Base Atk +6; **CMB** +11; **CMD** 23

Feats Alertness, Dodge, Stealthy

Skills Climb +12, Perception +10, Stealth +11; **Racial**

Modifiers +8 Climb, +8 Stealth

Language Undercommon

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid Web (Ex) Acidweavers often wait in their webs, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Acidweavers can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Huge size.

An entangled creature can escape with a successful DC 16 Escape Artist check or burst it with a DC 20 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

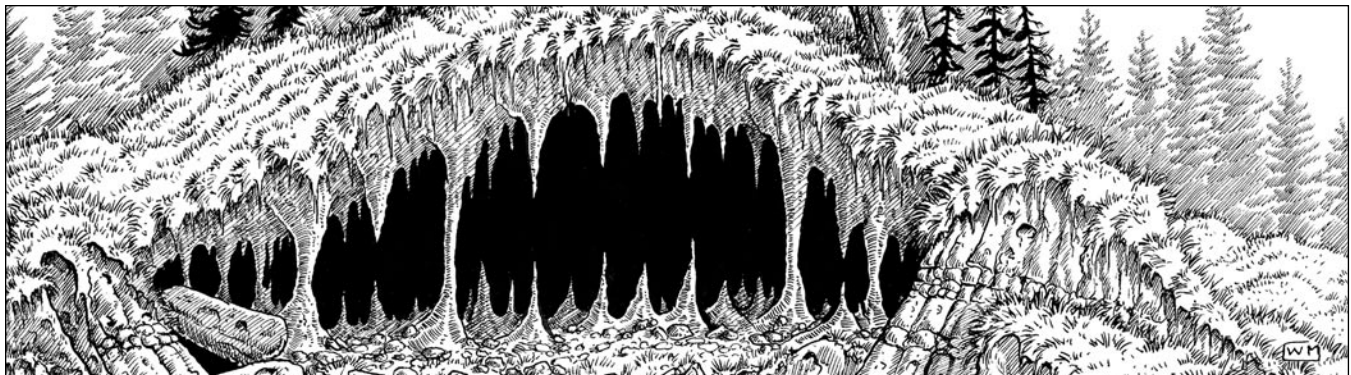
Acidweavers often create sheets of sticky webbing from 30 to 40 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 hit points, and sheet webs have damage reduction 5/—. An acidweaver can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Additionally, the acidweaver can trigger the release of a powerful acid from the web itself, as a standard action. Any creature caught in the web must make a DC 18 Fortitude save or suffer 2d4 points of acid damage as the acid soaks into their flesh and begins breaking their tissues down. This damage persists for 2d4 rounds or until the creature removes itself from the web. The damage continues for one round after the creature removes itself from the web as the acid continues to burn the skin. This damage can be avoided by immediately dousing the creature in one gallon (plus one gallon per size category above Medium) of mild alcohol (most wines or other alcoholic drinks qualify). The save DC is Reflex-based and includes a +4 racial bonus.

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d6 Strength damage; cure 1 save. The save DC is Constitution-based.

The acidweaver is the trap architect of the dark elven city. It lairs in the tunnels leading to and from the city and cloaks vital areas of the tunnel in thick layers of webbing. While the dark elves travel through secret tunnels devoid of such defenses, those who stumble into the tunnels of the acidweaver are in for a rude shock as the sticky strands become flesh-devouring acid that quickly reduces even the strongest of foes into quivering puddles of liquefied tissue and soggy bone. Acidweavers look much like other giant spiders, though their bodies tend to be longer and thinner than their cousins. The only real hint of their more dangerous nature is the stench of ammonia that clings to them and can be detected within 20 feet.

The acidweaver is not a direct fighter. It prefers to use its webs to capture targets, then releases the acid held in the webs to destroy those it finds particularly dangerous. If the web and acid are not enough to finish a creature off, the acidweaver will normally retreat and search for allies to help it bring the intruders down, resorting to biting only as a last resort.



ACULEAN

This bronzed hairless creature bears the torso of a man and the claws and stinger of a giant scorpion, and the love of the hunt gleams from its glassy eyes.

ACULEAN

LE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +13

CR 7

3,200XP

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 90 (12d10+24)

Fort +5, **Ref** +9, **Will** +10

Resist fire 5; **SR** 18

OFFENSE

Speed 40 ft.

Melee lance +15/+10/+5 (2d6+6/19-20x3), or sting +15 (1d6+4 plus poison) and 2 claws +10 (1d6+2)

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

Special Attacks line trample (1d8+6), poison, spell-like abilities

Spell-Like Abilities (CL 12th)

2/day — *major image* (DC 15), *mirror image*

STATISTICS

Str 19, **Dex** 12, **Con** 13, **Int** 8, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +17 (+19 overrun); **CMD** 28 (30 against overrun)

Feats Alertness, Cleave, Improved Critical (lance), Improved Overrun, Power Attack, Toughness

Skills Climb +10, Intimidate +11, Perception +13, Sense Motive +11, Stealth +10, Survival +7

Languages Aculean

ECOLOGY

Environment warm deserts, hills, and plains

Organization company (2-5), patrol (5-20 plus 2d4 cave scorpions), or troop (20-40 plus 4d8 cave scorpions and 1d4 giant scorpions)

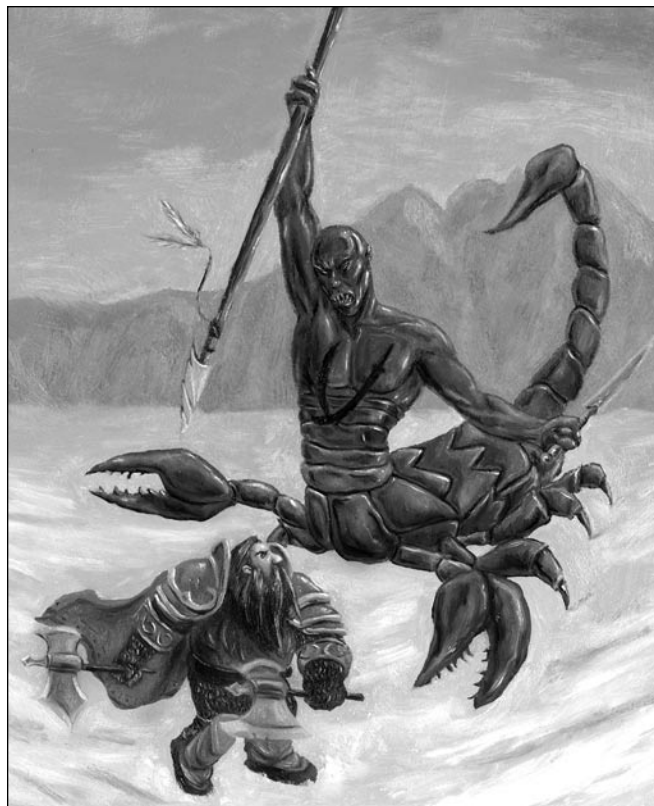
Treasure standard

SPECIAL ABILITIES

Line Trample (Ex) When making an improved overrun attempt, an aculean may make a single attack against each target it knocks down (or who is already prone) in the path of the overrun. The trample deals 1d8+6 points of bludgeoning damage to each target hit.

Poison (Ex) Sting — injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Aculeans are an ancient race of evil, half-scorpion humanoids. Human from the waist up and a giant scorpion from the waist down, these merciless desert predators hunt other desert-dwelling races for sport and food. Alien eyes peer from their hairless skulls, and each bears a tattoo of a black crescent moon and scimitar covering much of their chitinous chest. They are typically brownish in color and vary from a light tan to a deep dun. Legends tell of a massive city sunken beneath the sands which is the birthplace of the aculean race. The truth of these tales is unproven as of yet.



Aculeans lure travelers into traps using *major image* to create illusions of small oases or wells. They then charge with their lances; any who survive the charge are trampled and attacked with stingers, claws, and any other melee weapons carried. Though aculeans much prefer claws, sting and lance, they may carry falchions, spears, scimitars, shortbows or crossbows.

Aculeans have an affinity with scorpions of all sizes and are often found in the company of monstrous scorpions. An aculean is about 15 feet long and weighs 950 pounds. Aculeans speak their own language. More intelligent members of their race tend to learn Infernal or Common. An aculean's preferred class is ranger, although some take levels of barbarian. Aculeans rarely become druids, preferring levels of cleric instead. Reports of aculean sorcerers are so far unconfirmed.

ADDLEVETCH

A ring of broad leaves encircle tall stems with shiny spheres.

ADDLEVETCH

N Small plant

Init +7; **Senses** low-light vision; Perception +2

CR 1

400XP

DEFENSE

AC 18, touch 18, flat-footed 11 (+7 Dex, +1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +7, **Will** -4

Immune plant traits

OFFENSE

Speed 15 ft.

Ranged touch eye rays +8 (see below)

Space 5 ft.; **Reach** 0 ft.

Special Attacks eye rays

STATISTICS

Str 7, **Dex** 25, **Con** 17, **Int** —, **Wis** 2, **Cha** 18

Base Atk +1; **CMB** -2; **CMD** 15

Feats Alertness^B

SQ all-around vision

ECOLOGY

Environment warm deserts or underground

Organization solitary or bunch (2-5)

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) Addlevetch plants are exceptionally alert. Their prehensile eye-stems give them a +2 racial bonus to Perception checks, and they cannot be flanked.

Eye Rays (Su): Each of the Addlevetch's three small eyes can produce a magical ray once per round, even when moving at full speed, and the plant can easily aim any of its eyes in any direction each round. Each eye's effect resembles a spell cast by an 8th-level caster and follows the rules for a ray. All rays have a range of 55 ft. The save DCs are Charisma-based. The three rays include:

- **Confusion Eye:** This yellow eye shoots a ray that acts as a *confusion* spell, except that it affects one creature with up to 8 Hit Dice. The target must succeed at a DC 18 Will save to resist.
- **Daze Eye:** This red eye can shoot a ray that works like a *daze* spell, except that it affects one creature with up to 8 Hit Dice. The target must succeed at a DC 14 Will save to resist.
- **Inflict Light Wounds Eye:** This little blue sphere shoots a ray that works like an *inflict light wounds* spell, except that it affects one creature with up to 10 Hit Dice. The target may make a DC 15 Will save for half damage.

Addlevetch are mobile, carnivorous plants found in desert regions. They prefer to lie in wait along pools of water, usually wedged between rocks or at the base of a palm tree. When an animal or other prey comes near, an addlevetch uses its rays to disable and kill the creature. Once any threats have passed, the plant nestles into the corpse to consume and grow. A few desert tribes hunt and kill addlevetch to create a fiery tequila beloved by the brave, daring or foolhardy.

Addlevetch look similar to a small agave cactus common in some desert regions. They have a rosette of thick, fleshy leaves spanning up to three feet in diameter. Where the tall flowering stem would grow during the flowering phase of a true agave, the addlevetch possesses three long and curving stems. Each of these stems sports a colorful and shiny sphere at its tip, looking like a closed flower. Typically there are several dead leaves at the base of the plant which help insulate it from the cold desert nights and hide the web of shallow roots used for mobility. These dead leaves are more common in winter and are sometimes completely absent during high summer.

There are reports of different types of addlevetch possessing different eye abilities, such as *fear*, *slow*, and *sleep*. However, all these variants possess the *inflict light wounds* eye. The subterranean breed of addlevetch is very similar to its desert cousin, except that it is dark brown in color and grows no leaves. Rumored but not confirmed, it is said a greater addlevetch with 6 eyes exists.



AECANOPYORNIS

The bright orange beak of this large bird is striking against the billows of its canopy of nigh opalescent wing feathers.

AECANOPYORNIS

N Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

CR 2

600XP

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d10+8)

Fort +7, **Ref** +7, **Will** +2

OFFENSE

Speed 50 ft.

Melee 2 talons +7 (2d4+3), bite +2 (1d6+1)

STATISTICS

Str 16, **Dex** 17, **Con** 15, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 20

Feats Alertness, Endurance

Skills Acrobatics +8, Perception +10, Sense Motive +3

SQ sheltering wings, subsonic call

ECOLOGY

Environment warm deserts

Organization solitary, pair, camp (3-6), or flock (7-12)

Treasure none

SPECIAL ABILITIES

Sheltering Wings (Ex) As a standard action, an

aecanopyornis can lift and spread its wings, creating a tent-like dome around itself large enough for itself and 1 Medium, 4 Small, 16 Tiny, 32 Diminutive, or 128 Fine creatures. The bird's remarkable physiology maintains the temperature within its wings at a level comfortable for beasts and humans, as well as allowing it to support an incredible weight of sand covering. Further, a unique oil secreted into the bird's wing feathers provides any creatures within the tent (including the aecanopyornis itself) the benefit of resistance to fire 5.

Though the aecanopyornis is vulnerable to attack while it remains in this posture, anyone within its wings has improved cover. In the wild, the aecanopyornis uses this ability to protect its chicks from sandstorms or the vicious desert heat.

Subsonic Call (Ex) If trapped beneath the desert sands, an aecanopyornis gives out a throaty subsonic call. All aecanopyornises or other creatures with extremely acute hearing can make a Perception check (DC 10 + 1 per 500 feet beyond a quarter-mile) to hear the trapped aecanopyornis. Even wild aecanopyornises always come to the aid of such a bird unless large predators are known to be in the area and help to dig the trapped bird out with their powerful legs and splayed talons.

The wise rider, trapped under the sand with his aecanopyornis, rations his food and water carefully while waiting for aid and shares it with his faithful mount.



Acanopyornises are large flightless birds about the size of an ostrich. A typical acanopyornis stands 9 feet tall and weighs nearly 450 pounds. Its wingspan is almost 20 feet. It has light brown feathers over the majority of its body, with almost opalescent wing feathers. The beak is typically orange in color, but can be various shades of tan. Unlike most flightless avians, the acanopyornis possesses large wings with pure white feathers. It uses these great wings to shelter itself from sandstorms, forming a canopy of sorts.

This behavior, combined with its relatively calm demeanor, makes it a popular choice as a mount for desert-dwelling peoples. Acanopyornises are sometimes referred to as “canopy steeds”. If trained to fight, the acanopyornis’s serrated beak (normally reserved for splitting open cacti and other tough desert plants) can be used to deadly effect; its natural response is to kick and claw at predators.

Acanopyornises are omnivorous, feeding on small desert reptiles and desert plants. They require half the rations of horses and only a quarter of the water, most of which is supplied through their cacti foods. If encountered in their lair, there will be a communal nest with 4-24 eggs or young birds in varying stages of maturity.

The green-beak is a variety of acanopyornis that dines almost solely on the noptri cactus. The noptri is poisonous, but the green-beak is immune to this toxin. Its beak, dyed green by the cactus pulp, is saturated with the poison, and thus its bite is very dangerous.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/day; effect 1d2 Dex damage and 1d3 Con damage; cure 1 save.

ARCANOPLASM

Little more than an amorphous blob, this creature is a sort of pseudo-bipedal roughly 5 feet tall.

ARCANOPLASM

N Medium aberration

Init +5; Senses blindsight 60 ft.; Perception +15

CR 7

3,200XP

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 95 (10d8+50)

Fort +8, Ref +6, Will +9

Defensive Abilities amorphous; **Immune** paralysis, poison, polymorph, *sleep* effects, and stunning

OFFENSE

Speed 30 ft., climb 10 ft.

Melee slam +9 (2d4+3 plus 1d6 acid plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks arcane spell mimicry (CL 9th), constrict (2d4+3 plus 1d6 acid)

STATISTICS

Str 15, Dex 13, Con 20, Int 10, Wis 14, Cha 14

Base Atk +7; CMB +10 (+14 grapple); CMD 20

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Climb +15, Escape Artist +14, Knowledge (arcana) +11, Perception +15, Stealth +10; Racial Modifiers +8 Climb

SQ absorb arcane magic, arcanesense 100 ft.,

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Arcane Magic (Ex) Any arcane spell cast at an arcanoplasm is automatically absorbed. This cures 1 point of damage per 3 points of damage the spell would otherwise deal (non-damaging spells cure 1 point of damage per spell level of the spell). Spells that affect an area are not absorbed, but neither do they affect an arcanoplasm. An arcanoplasm cannot absorb other forms of magic and is affected by such normally.

Amorphous (Ex) Arcanoplasms have no discernable front or back and are not subject to critical hits. They cannot be flanked.

Arcane Spell Mimicry (Ex) An arcanoplasm can mimic any arcane spell of 4th level or lower that is cast within 30 feet of it. The spell takes effect on the arcanoplasm’s next action as a CL 9th, and it does not require any components. The save against a mimicked spell has a DC of 12 + the level of the spell. The save DC is Charisma-based.

Arcanesense (Su) An arcanoplasm can automatically detect the location of any arcane spellcaster within 100 feet. This functions as a *detect evil* spell except that there is no chance the arcanoplasm is stunned and it is not blocked by stone, lead, or other material.



Arcanoplasms are found in areas where the residual energies of arcane magic linger. Such areas include ruined wizard towers, keeps, dungeons, and so forth. Here they feed and remain until disturbed. Most encounters with these monsters take place in such locations as the arcanoplasm rarely travels far from its lair. And since it lairs in ruins and other such adventurer-attracting places, it rarely has to wait long between meals. Thought to be the result of a failed magic experiment, wizards and sorcerers alike have tried for years to gather information on this alien creature, but thus far such information has eluded even the most resourceful of casters.

Arcanoplasms always target arcane spellcasting creatures first. Their innate ability to detect such creatures allows them to do so with precision and accuracy. Because of its ability to replicate spells cast near it, the arcanoplasm always tries to stay within 30 feet of an arcane caster. Mimicked spells are cast at the foe deemed most threatening.

AUTUMNAL MOURNER

Appearing during the gray mist of autumn, the transparent visage of a pale gray person floats solemnly amidst the tumbling leaves.

AUTUMNAL MOURNER

N Medium undead (incorporeal)

Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 deflection)

hp 19 (3d8+6)

Fort +3, **Ref** +1, **Will** +5

Defensive Abilities incorporeal; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee incorporeal touch +2 (1d4 plus 1d6 cold damage)

Special Attacks mournful dirge

STATISTICS

Str —, **Dex** 11, **Con** —, **Int** 7, **Wis** 15, **Cha** 15

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

Feats Alertness, Ability Focus (mournful dirge)

Skills Knowledge (religion) +2, Perform (sing) +6, Perception +8, Sense Motive +4, Stealth +5

Language Common

SQ falling shield

ECOLOGY

Environment temperate forests

Organization solitary, pair, or procession (3-10)

Treasure standard

SPECIAL ABILITIES

Mourning Dirge (Su) The sorrowful hymns of the mourners sap the will of anyone hearing them. Creatures within 150 feet must succeed a DC 15 Will save or suffer a -1 morale penalty to all attack rolls and a -2 penalty on all Will saves against fear effects so long as they are within the range of the song. This is a sonic, mind-affecting attack, and is opposable by a bard's countersong. The save DC is Charisma-based.

Falling Shield (Su) Acutely attuned to the ebb of life in the woods, mourners can cause trees to shed their leaves. As a standard action, a mourner surrounded by trees can trigger a flurry of falling leaves, granting it concealment for one round.

Autumn mourners are the lingering spirits of the neglected dead. Deprived of a proper funeral, burial, or even commemoration, they now mourn the summer's annual passing and the subsequent death of the trees' falling leaves. They appear as they did in life, except for their pale, gray skin and the reddish-brown veils covering their faces. They float solemnly amidst the tumbling leaves, quietly singing melancholy dirges on their journey.

Autumnal mourners arise from the bodies of the unburied and forgotten dead. They desire nothing more than to bestow the funerary services that they never received on others. While the potential for autumnal mourners exists in every land, only the forest and woods' seasonal changes, as experienced by their deciduous plant life, generate their creation.

Autumnal mourners are disquieting but not especially dangerous in early autumn. They silently rise from the mists and accompany travelers venturing through the woods, somberly following them for several hours. However, when autumn yields to winter, the mourners grow more obsessed with death. Commemorating the passing of dying leaves no longer satisfies their restless nature. When the first snows cover the land, the autumnal mourners transform into bloodthirsty angels of vengeance. Once again, they rise from the mists alongside travelers, but savagely attack them instead, rending their flesh to shreds with their icy hands.

When fighting, the autumnal mourners sing sorrowful dirges but make no other sound. Their veiled, cold hands bite through skin as deeply as the cruelest autumn winds. The mourners always materialize and fight in pairs, flanking or surrounding their victims.

AVATAR OF FAMINE

This creature appears as gaunt zombie-like creature whose flesh is tight on its bones, but the glimmer of intelligence in its eyes and sharpened claws belies any assumptions of it being a merely zombie.

AVATAR OF FAMINE

CE Medium undead

Init +10; **Senses** Darkvision 60 ft.; Perception +12

CR 6

2,400XP

DEFENSE

AC 20, touch 20, flat-footed 10 (+10 Dex)

hp 67 (9d8 +27); fast healing 2

Fort +5, **Ref** +13, **Will** +6

DR 5/cold iron or good; **Immune** poison, undead traits;

Resist fire 10

OFFENSE

Speed 50 ft.

Melee claw +16 (1d6-1 plus hunger)

Special Attacks bonetangle, hunger

STATISTICS

Str 8, **Dex** 30, **Con** —, **Int** 6, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 25

Feats Combat Reflexes, Great Fortitude, Improved Natural Attack, Toughness, Weapon Finesse

Skills Climb +9, Knowledge (religion) +2, Perception +12, Stealth +14

Languages Common

SQ turn the blade

ECOLOGY

Environment any underground

Organization solitary

Treasure double

SPECIAL ABILITIES

Bonetangle (Su) Bonetangle functions like the spell *entangle* (CL 8th), except it doesn't rely on vegetation but corpses. In a 40 ft. radius spread with complete or partial corpses, the avatar of famine can activate its bonetangle ability, causing the hands, feet, and other body parts of the dead to writhe and grab at creatures in and entering the area of effect. A creature that succeeds on a DC 16 Reflex save is not entangled but can still move at only half speed through the area. The victim can break free and move half his normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. The avatar of famine can use this ability three times a day, and it is immune to the effects of its own bonetangle. When the avatar of famine dies, the bonetangle ceases. The save DCs are Charism-based, with a +4 racial bonus to breaking free via Strength or Escape Artist.

Hunger (Su) Every time the avatar of famine hits an opponent, it brings the victim to a more severe state of starvation. The first time the avatar of famine hits a victim, they feel hungry as if they had not eaten that day or yesterday. The second time, the victim takes an additional 1d6 points of non-lethal damage and becomes fatigued. All subsequent attacks the avatar of famine makes on the same victim after the second attack deal an additional 1d8 non-lethal damage. The non-lethal damage is caused by starvation and cannot be removed through magical healing.

Turn the Blade (Ex) The avatar of famine has the extraordinary ability to deflect slashing weapons, granting it a +10 armor bonus against any bladed weapons. Any attack that would have hit without this bonus fails to contact as the avatar of famine takes his hand and turns the blade away from his body.



The avatar of famine is a gaunt zombie-like creature whose flesh is tight on its bones. Those foolish enough to mistake the avatar of famine for a mere zombie are soon corrected by its astonishing speed and sharpened claws. Although the damage from its claws is slight, the avatar of famine induces increasingly greater levels of hunger until victims are suffering from starvation and weak from lack of nourishment.

Being a follower of the god of famine comes at a high toll, especially for those who strive to be its avatar. In order to become an avatar of famine, a tomb must be built and at least 500 sentient creatures sacrificed in the tomb. Their lives are not taken by violence however. They are closed into the tomb and die one by one of starvation. The last to die of starvation becomes the avatar of famine, bound to the tomb and that which they were created to guard.

BARATHELAR

This small, gaunt, childlike humanoid has a dark olive complexion, amber eyes, and a thick head of jet black hair.

BARATHELAR

CE Small fey (shapechanger)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 14 (4d6)

Fort +1, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee claw +6 melee (1d4-2)

Special Attacks suffocating kiss

Spell-like Abilities (CL 8th)

2/day – *blur*, *color spray* (DC 13)

1/day – *dimension door*

STATISTICS

Str 7, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +2; **CMB** -1; **CMD** 12

Feats Alertness, Weapon Finesse

Skills Acrobatics +6, Bluff +9, Climb +4, Diplomacy +6,

Disguise+6, Escape Artist +10, Perception +8, Sense

Motive +6, Sleight of Hand +3, Stealth +11

Language Common, Undercommon

SQ hiss, shape change (cat, polymorph)

ECOLOGY

Environment any terrain, underground, or urban

Organization solitary, pair, or gaggle (3-10)

Treasure standard

SPECIAL ABILITIES

Hiss (Su) When a barathelar hisses like an angry cat, any creature within 30 feet must make a DC 14 Will save or be frightened of the barathelar for 1d4+1 rounds. The save DC is Charisma-based.

Suffocating Kiss (Su) While in cat form, a barathelar's kiss can steal the very breath from a helpless target causing the onset of respiratory arrest. Performing suffocating kiss is a standard action. The target must make a DC 14 Fort save or have the very breath sucked out of its mouth. If the creature is awake, it can attempt to hold its breath; otherwise suffocation begins the following round. A remove curse spell or the death of the barathelar is the only means of saving the creature's life during this period. The save DC is Constitution-based.

Barathelar are wily shapechangers who don the appearance of housecats to infiltrate households. Once inside, the barathelar targets the young children of the home and suffocates them by literally stealing their breath. They then retreat to their lair beneath the bustling streets.

The barathelar appears in one of two forms: its natural humanoid shape or that of a cat. In its actual state, the barathelar is a small, gaunt, childlike humanoid with a dark olive complexion and a thick head of jet black hair. It frequently employs an impish, mischievous grin, and its mysterious amber eyes to disarm suspicious humanoids. Although females account for nine out of every ten barathelar, every barathelar sports a small cluster of barely discernible, thin white whiskers on its upper lips and along the side of its nose. Barathelar stand 3 feet tall and weigh 45 pounds. All barathelar have small retractable claws they use in combat, regardless their current form.

In addition to its physical characteristics, the creature flaunts its riches and style by adorning itself in only the finest attire while in its natural shape. Barathelar possess all of the trappings of wealth and a charming personality, but they remain aloof, interacting with humanoids only to further their agenda. While the barathelar is unable to alter its humanoid appearance in any manner, it displays an astounding prowess to mimic the physical appearance of virtually any cat, a trait that it uses to its maximum advantage.

Barathelar rely upon deception and guile rather than their fairly weak physical attributes to defeat their opponents. Ideally, they prefer attacking a helpless opponent, as in the case of a sleeping child, but if confronted with no readily available escape route, the barathelar stands its ground until it is able to flee. To achieve this end, the barathelar initially performs a hiss, hoping to frighten enough of its opponents to flee the scene. If hiss doesn't work, a barthelar will employ *dimension door* as a second alternative.

BLESSED OF SELKET

The jet black exoskeleton of this giant scorpion is covered in fine hairs.

BLESSED OF SELKET

N Medium vermin

Init +3; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +0

CR 2

600XP

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +4 **Will** +1

Defensive Abilities death-touched; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+3 plus grab), sting +6 (1d4+3 plus poison)

Special Attacks constrict (1d4+3)

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** —, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 19

Skills Perception +0, Stealth +11; **Racial Modifiers** +8 Stealth

ECOLOGY

Environment any desert, warm or temperate forests, plains, or underground

Organization solitary, group (2-5), or cluster (6-20)

Treasure none

SPECIAL ABILITIES

Death-Touched (Su) Blessed of Selket are regarded as the herald of the scorpion goddess and are immune to all negative energy effects. In addition, when a blessed of Selket kills a creature, it gains 1d8 temporary hit points and a +2 moral bonus on all to hit rolls for 1 hour.

Poison (Ex) Sting—*injury*; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Legend says that to be stung by blessed of Selket and survive is to be immune from hornet, wasp, and bee stings, however this is something of an exaggeration; those that survive a blessed of Selket sting gain a permanent +1 bonus to Fortitude saves against the poisonous stings of hornets, wasps, and bees, both of the mundane and monstrous varieties.

The scorpion goddess Selket (or Selquet) is portrayed either wearing a black scorpion on her head or as a giant black scorpion with a woman's head. Blessed of Selket are her heralds and are considered the personification of death.

Blessed of Selket appear as normal giant scorpions except that their black exoskeleton is covered with long, fine, hypersensitive hairs. They are found in a variety of terrains, and even fair well in colder deserts. Because they are cannibalistic by nature, blessed of Selket are solitary creatures. The only exception is during very cold periods when they will congregate in large groups up to 20 or more to share body warmth. Thankfully, during such periods they are sluggish,

acting as if under the influence of a *slow* spell. Blessed of Selket can go 6-12 months between feedings and need no water beyond that supplied by their food.

Blessed of Selket are justly feared for their poisonous sting. What few realize is that the venom is generally used only in self-defense because they have a limited supply and it is slow to replenish. Most can only make two such attacks, taking 1d3 days to replenish each dose of lost poison.

Contrary to popular belief, blessed of Selket do not lay eggs. Instead, the eggs hatch inside their mother and she gives birth to live young, dozens at a time. After a scorpion is born, it climbs onto its mother's back and rides there until it is old enough to fend for itself. These young are the size and lethality of a standard scorpion and in sufficient numbers count as a scorpion swarm. Young leave their mother after between 3 and 14 days, before the ravenous parent begins to simply look upon them as an easy meal.

Infant blessed of Selket are of great value to alchemists and spellcasters. Wizards use them as material components, while alchemists raise them to adulthood in order to harvest their poison. A single infant could sell for as much as 10 gp. Blessed of Selket typical live as long as 25 years.

BLESSED RING

A perfect circle of toadstools encircle a patch of bare ground.

BLESSED RING

LG Large plant

Init -5; **Senses** low-light vision; Perception +15

CR 6

2,400XP

DEFENSE

AC 16, touch 6, flat-footed 16 (-5 Dex, +12 natural -1 size)

hp 76 (9d8+36); fast healing 5

Fort +10, **Ref** —, **Will** +6

Immune acid, plant traits

OFFENSE

Speed 0 ft. (immobile)

Space 10 ft.; **Reach** 0 ft.

Special Attacks acid spray, digest

STATISTICS

Str —, **Dex** —, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Ability Focus (digest), Alertness, Improved Natural Armor (2), Iron Will

Skills Perception +15

SQ soul sense

ECOLOGY

Environment temperate forests, hills, and mountains

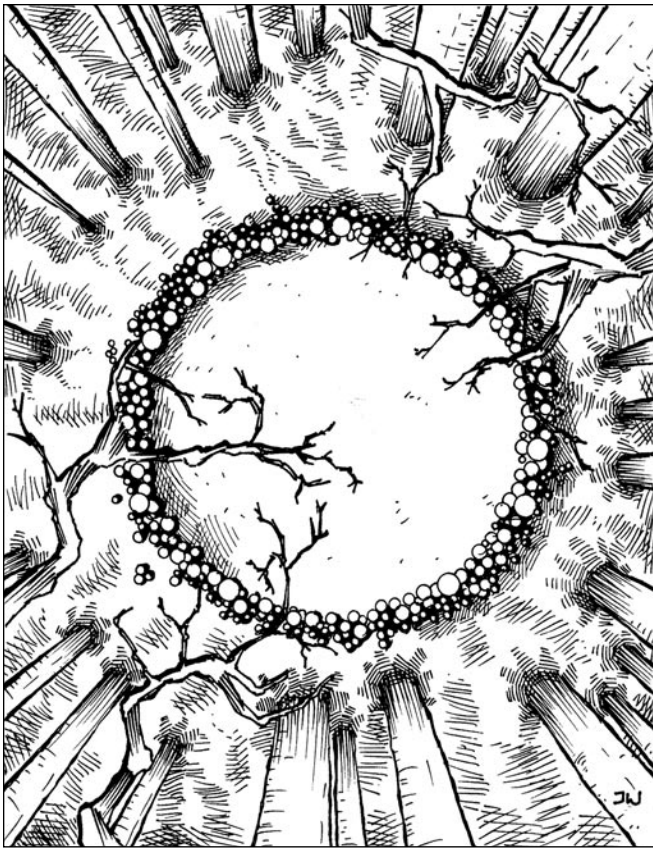
Organization solitary

Treasure none

SPECIAL ABILITIES

Acid Spray (Ex) The blessed ring defends itself by spraying attackers with a 15-foot cone of acid as a standard action. This attack inflicts 3d10 points of acid damage (Reflex DC 18 half). The save DC is Constitution-based.

Digest (Ex) If the blessed ring detects an occupant that is evil or if it is attacked from the inside, it attempts to digest all within its dome as a standard action. Creatures within



the dome are heavily sprayed with acid, inflicting 4d10 points of acid damage (Reflex DC 20 half). On each round of digestion following the 4th, all items within the dome risk dissolving. Attended or magical items can make DC 20 Fortitude saves to survive; determine which of a character's items are affected as if rolling a natural 1 on a saving throw against a magical attack. The save DCs are Constitution-based and include the blessed ring's Ability Focus feat. When the dome recedes after 8 hours, no trace is left of anything digested by the blessed ring.

Soul Sense (Su) Five minutes after its dome is formed, the blessed ring uses this ability to determine the alignment of everyone within it and whether or not they are pure of heart. If it detects any evil-aligned creatures, the blessed ring attempts to digest its contents. It is possible to fool the ring with spells such as *undetected alignment*.

To the weary adventurer, the blessed ring is a gift from the gods. Although rare, these simple rings of common toadstools can be found scattered throughout the wilderness. They are distinguished from normal mushrooms by their perfect ring pattern on the ground and the odd lack of plant growth within their circle. Close inspection reveals nothing special about the ring, but if any living creature lies down within the circle and remains still for 5 minutes, the ring begins to grow up around it, quickly forming an impenetrable dome of mushrooms roughly 10 feet across and 5 feet high. This dome can comfortably hold four Medium creatures. Anyone within the dome can rest completely protected from the elements and any marauding predators. After precisely 8 hours, the dome recedes, and within 1 minute, only the original ring of mushrooms remains. There is little chance that anyone within the dome may be disturbed, as any attempt to attack or harm the dome during these 8 hours (whether from the inside or outside) earns the offender a spray of powerful acid.

The blessed ring is, however, something of a mixed blessing: Five minutes after the dome is formed, the fungus uses its soul sense power on everyone inside of it. If anyone within the circle is evil, the blessed ring attempts to digest everything within it. Player characters trapped inside have only a few rounds to cut themselves out before they become fertilizer for the blessed ring.

Blessed rings are often used by good or neutral adventurers as a safe place to camp in the wilderness. Creatures can recognize a blessed ring for what it is with with a DC 18 Knowledge (nature) check. A less common use for the ring is as a rite of passage for certain tribes or religions. Some druidic groups require all new aspirants to stay a night in the blessed ring in order to prove their purity. Some primitive tribes also use the ring as a rite of passage into adulthood or as a final test for a new chieftain. A blessed ring can also be used against evil, sometimes used to destroy an evil magical item or artifact. The ring is as useful as it is deadly.

The blessed ring does not enter combat directly, but if attacked in dome form, it sprays acid to defend itself. If attacked from the inside, it begins to digest the attacker. Anyone attempting to break through the dome must deal damage equal to one-third of the dome's total hit points (25 for a typical blessed ring) in order to make room for a Medium creature to pass through. As the dome heals 5 hit points per round, this is more difficult than it sounds.

BLIGHT BELCHER

This scaled fleshy creature lumbers on short stocky legs while on land but uses its muscular tail to sheer through the water.

BLIGHT BLECHER **CR 6**
 N Large magical beast (aquatic) 2,400XP
Init +6; **Senses** darkvision 60 ft., low-light vision scent; Perception +8

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +8, **Will** +1

OFFENSE

Speed 15 ft., swim 40 ft.
Melee bite +14 (1d8+7), 2 claws +12 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (30 ft. cone, 1d4 Str and 1d4 Con damage, Fort DC 17, usable every 1d4 rounds)

STATISTICS

Str 24, **Dex** 14, **Con** 16, **Int** 4, **Wis** 8, **Cha** 8
Base Atk +8; **CMB** +16; **CMD** 28
Feats Alertness, Improved Initiative, Multiattack, Stealthy
Skills Perception +8, Stealth +10, Swim +15; **Racial Modifiers** +5 Stealth, +8 Swim
Languages Common (can't speak)
SQ amphibious

ECOLOGY

Environment any coastal
Organization solitary, pair, or family (3-6)
Treasure none



SPECIAL ABILITIES

Breath Weapon (Su) A blight belcher can exhale a 30-ft. cone of poisonous gas. If a blight belcher uses its breath weapon underwater, it rises up to the surface and engulfs all within a 10-foot radius directly above the blight belcher. All those within the poisonous gas must make a DC 17 Fortitude save or take 1d4 Str and 1d4 Con damage.

Blight belchers are 12-foot long amphibious beasts that look like a giant cross between a salamander and an alligator. They have green-brown scales, short, stocky legs, and muscular tails. These scaled amphibious creatures that can move on land, in salt water, and in fresh water. Their powerful tail helps them maneuver in the water while their short stocky legs allow them to move through sand, soil, and mud.

While its typically found in saltwater, it does enjoy bathing on beaches, rolling in mudflats, swimming up inlets, and hunting in freshwater as well. Its jaunts on land eventually lead to water lest its scales dry out.

Blight belchers are typically docile unless they are hungry or other creatures threaten their space. Besides their bite and claws, blight belchers also unleash a noxious gas that affects opponents on land as well as in water.

Young blight belcher can be trained to act as reluctant mounts. A blight belcher must first be helpful toward its trainer (possibly requiring a Diplomacy, Intimidate, or Handle Animal check). After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the beast to be comfortable with its burden, and due to their intelligence, trained blight belchers can be treated as knowing every trick listed in the Handle Animal skill description, possibly even responding to new, simple requests made in Common.

Blight belcher can carry up to 700 pounds as a light load, 1,400 pounds as a medium load, and 2,100 pounds as a heavy load. A blight belcher can drag 10,500 pounds. Riding a blight belcher requires an exotic saddle.

The advantages of blight belcher mount are threefold: the rider is often able to goad the creature into using its breath weapon against foes, blight belchers can move on land as well as in the water, and they make excellent trackers due to their acute sense of smell.

BLOOD BOWLER

This creature appears little more than a mottled boulder until closer inspection reveals retractable spikes and pores.

BLOOD BOWLER

N Tiny aberration

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

CR 1

400XP

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 11 (2d8+2)

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

OFFENSE

Speed 30 ft. (variable, see momentum)

Melee spikes +5 (2d6-3)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks rollby attack

STATISTICS

Str 5, **Dex** 15, **Con** 12, **Int** 2, **Wis** 10, **Cha** 4

Base Atk +1; **CMB** +1 (+9 grapple); **CMD** 8

Feats Weapon Finesse

Skills Acrobatics +6, Perception +4, Stealth +10; **Racial**

Modifiers +8 Stealth in rocky terrain

SQ blood heal, momentum

ECOLOGY

Environment any mountains, hills, or underground

Organization cluster (2-4) or pack (5-8 plus juveniles)

Treasure none

SPECIAL ABILITIES

Blood Heal (Su) A blood bowler can absorb blood to heal itself up to 6 hit points per round. To do this, a blood bowler must stop on a square in which it has previously wounded an opponent. The amount the blood boulder is healed is equal to the amount damage taken in that square. This ability only works with freshly spilt blood.

Momentum (Ex) A blood bowler can build momentum, increasing its base move. When building momentum, a blood bowler moves 30 ft. the first round, 60 ft. the next, 90 ft. on the third round, and then 120 ft. on the fourth round. Due its strange anatomy, a blood bowler does not have to travel in straight lines to gain momentum. A blood bowler with momentum gains a +1 to hit.

Rollby Attack (Ex) When a blood bowler attacks while using momentum, it can take a move action and another standard action at any point during the move. The blood bowler cannot take a second move action during a round when it makes a rollby attack. Any creature hit by a blood bowler performing a rollby attack takes an additional 1d6 damage.

A blood bowler appears as nothing more than a mottled, sphere similar in coloration to the terrain in which it is found. They are found in rocky terrain such as mountains, hills, and underground caverns. The blood bowler's tough hide is almost as hard as the stone that it resembles, making an encounter with this marauder a daunting challenge. Blood bowlers have no legs and move by pushing their bodies into

a rolling motion, reaching high speeds. Closer inspection reveals that blood bowlers are covered with retractable spikes that aid both in movement and in wounding prey.

Blood bowlers are nomadic, always traveling in packs and searching for new food sources. With no discernable mouthparts, blood bowlers feed on blood by absorbing fresh spilt blood through their skin. Their favored hunting tactic is to build momentum, perform a rollby attack, and continue rolling a safe distance away from possible reprisal. However, blood bowlers are opportunistic feeders as well. Besides soaking in the blood of other's kills, blood bowlers are just as likely to spring their spikes on creatures seeking refuge or cover among the bowlers.

Blood bowlers reproduce in a strange mix of sexual and asexual reproduction. A group of blood bowler young appears as little more than a group of pebbles. The parents injure prey so that their clutch of young can feed on the pool of blood.

BLOOD HAG

While bent over, this creature looks little more than a wretched old woman, but when fully erects, she stands 10 feet tall with blood red skin and claw-tipped hands.

BLOOD HAG

CE Large monstrous humanoid

Init +6; Senses darkvision 60 ft.; Perception +28

Defense

AC 27, touch 11, flat-footed 25 (+2 Dex, +4 *mage armor*, +12 natural, -1 size)

hp 170 (20d10+60); fast healing 5

Fort +10, **Ref** +14, **Will** +17

DR 10/magic; **SR** 26

OFFENSE

Speed 40 ft.; *fly 60 ft. (good)

Melee 2 claws +23 (2d6+4)

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

Special Attacks blood domination, horrific countenance, spells

Spells Known (daily casting 4/6/6/7/7/7/7/8/at will, CL 17th)

8th— *horrid wilting* (DC 23), *maze*

7th— *forcecage* (DC 22), *greater teleport* (DC 22), *waves of exhaustion*

6th— *eyebite* (DC 21), *greater dispel magic*, *true seeing* (DC 21)

5th— *baleful polymorph* (DC 20), *feeblemind* (DC 20), *hold monster* (DC 20), *mind fog* (DC 20)

4th— *black tentacles*, *crushing despair* (DC 19), *greater invisibility*, *stoneskin*

3rd— *deep slumber* (DC 18), **fly*, *slow* (DC 18), *stinking cloud* (DC 18)

2nd— *fog cloud*, *hideous laughter* (DC 17), *mirror image*, *touch of idiocy*, *web* (DC 17)

1st— *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *reduce person* (DC 16), *shield*

0— *acid splash*, *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 22, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +25; **CMD** 37

Feats Ability Focus (blood domination), Combat Casting, Empower Spell, Improved Initiative, Improved Natural

Armor, Improved Natural Attack, Great Fortitude, Maximize Spell, Persuasive (+4 Diplomacy and Intimidate if 10 ranks) Toughness

Skills Bluff +15, Climb +12, Craft (alchemy) +19, Diplomacy +19, Fly +17, Intimidate +22, Knowledge (arcana) +26, Knowledge (any one) +21, Perception +28, Sense Motive +25, Spellcraft +26, Stealth +18, Survival +13, Swim +12, Use Magic Device +25; **Racial Modifier** +4 Fly

Languages Common, Giant

SQ eyes of blood

ECOLOGY

Environment any forest

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blood Domination (Sp) If she can obtain a sample of a victim's blood, the hag can transform him into a minion creature under her control. As the process involves an hour-long ritual, the victim is usually restrained. First, the hag cuts the victim with her claws and allows a small amount of blood to fall on her open palm. She then proceeds with the ritual, creating a magical bond between herself and the victim. At the end of this time, the victim must succeed on a DC 27 Will saving throw or be under the hag's control. This functions as a *dominate person* spell. She can then also use the eyes of blood ability through the victim. The spell lasts until removed, and it requires no further attention from a blood hag. Victims always act as ordered, even killing or betraying friends in the name of their new mistress. The hag can end the domination voluntarily or a successful *dispel magic* or *remove curse* spell can end the effect. The save DC is Charisma-based and includes the feat Ability Focus.

Eyes of Blood (Su) The blood hag needs only concentrate to use one of her minion's senses as long as it is within 25 miles of her current location. While using the minion's senses, the hag gets sensory input as if she were actually in the same place as the minion. She can only borrow the senses of a single minion at once, and she is only vaguely aware of her own surroundings while she is doing so. If attacked in this state, she is considered flat-footed, and she takes 1d4 rounds to come out of her trance before she can attack. She defends normally.

Horrific Countenance (Su) The hideous appearance of a blood hag is such that all who gaze upon her for the first time must succeed on a DC 25 Will save or be affected as if by a *fear* spell (CL 15th). Subsequent viewings of the hag have no further effect. The save DC is Charisma-based.

The blood hag lurks deep in the hearts of thick woods, plotting and scheming to set evil plans in motions. She is rumored to be a unique creature, but multiple sightings indicate that more than one may exist. She prefers her solitude and likes to stay out of sight, using her minions to track and terrify anyone in her realm. If she feels that intruders may prove useful to her agendas, she has her servitors attempt to capture them; otherwise she simply watches with pleasure as her servitors hunt the strangers down and slay them. Captured prisoners are brought to the hag, who uses her blood domination power to control them. The blood hag does not enter combat unless she is confident of victory, and if she is threatened with defeat, she *teleports* to safety immediately.

BLOOD WORM

This lamprey-like creature has a ring of jagged teeth.

BLOOD WORM

N Small vermin

CR 1/2

200XP

Init +2; **Senses** tremorsense 100 ft., darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 5 (1d8+1)

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

Immune vermin traits

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee bite +1 (1d4 plus attach)

Space 2 ½ ft.; **Reach** 5 ft.

Special Attacks blood drain (1d4), infection

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 6

Base Atk +0; **CMB** +0 (+8 grapple when attached); **CMD** 10

ECOLOGY

Environment warm deserts

Organization solitary, bunch (2-5), or nest (6-12)

Treasure incidental

SPECIAL ABILITIES

Attach (Ex) When a blood worm hits with a bite, its lamprey mouth latches onto the target, anchoring it in place. An attached blood worm is effectively grappling its prey. The blood worm loses its Dexterity bonus to AC and has an AC of 11, but holds on with great tenacity as it extends a long, sharp proboscis into the grappled target's flesh. A blood worm has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached blood worm can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the blood worm is removed. However, such forceful removal generally harms the target, either ripping off part of the flesh of the afflicted target dealing an additional 1d4 damage or tearing off the proboscis and leaving it buried within the wound, causing the wound to become infected. The only method to safely detach a blood worm is to kill it or let it leave in its own time after feeding.

Blood Drain (Ex) A blood worm drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 damage. Once it has drained 10 hit points, the blood worm detaches from its victim and burrows back into the sand.

Infection (Ex) forceful removal—injury; *save* DC 11; *onset* 1d3 days; *frequency* 1/day; *effects* 1 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Blood worms are overgrown annelids that have adapted to the harsh life in the hot sands. Blood worms superficially resemble lampreys, but their skin is rougher and toughened. Residing in sandy deserts, blood worms spend almost the entirety of



their existence below the dunes, only breaking the surface when they propel themselves out to latch onto victims with their lamprey mouths. What they lack in intelligence, they more than compensate in blood thirst.

BLOODFROG SWARM

Hundreds of small, bright-red, shiny frogs drop from the canopy overhead covering prey from head to toe.

BLOODFROG SWARM

N Diminutive animal (swarm)

CR 10

9,600XP

Init +5; **Senses** low-light vision; Perception +18

DEFENSE

AC 20, touch 20, flat-footed 14 (+5 Dex, +1 dodge, +4 size)

hp 112 (15d8+45)

Fort +13, **Ref** +16, **Will** +6

Defensive Abilities swarm traits; **Immune** weapon damage

Weakness swarm traits

OFFENSE

Speed 5 ft. climb 5 ft., swim 5 ft.

Melee swarm (3d6 plus blood drain)

Space 10 ft.; **Reach** 0 ft.

Special Attacks blood drain (1d4 Constitution damage), distraction (DC 19), hallucinogenic touch

STATISTICS

Str 2, **Dex** 20, **Con** 14, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +11; **CMB** —; **CMD** —

Feats Ability Focus (hallucinogenic touch), Alertness, Dodge, Great Fortitude, Lightning Reflexes, Run, Stealthy, Toughness

Skills Acrobatics +15, Climb +17, Perception +18, Stealth +19, Swim +17; **Racial Modifiers** +10 Acrobatics, +8 Climb (uses Dexterity), +8 Swim (uses Dexterity)

SQ leap

ECOLOGY

Environment warm forests

Organization solitary, tangle (2-4 swarms), or colony (5-7 swarms)

Treasure none

SPECIAL ABILITIES

Hallucinogenic Touch (Ex) The bloodfrog's skin secretes oil that is a potent hallucinogen. Any living creature that begins its turn with a bloodfrog swarm in its space must succeed on a DC 21 Fortitude save or suffer the effects of the secretion. The save DC is Constitution-based, and includes Ability Focus. The effects of the hallucinogenic touch are determined randomly from the table below and last for 1d4 rounds.

1. Victim becomes enraged and attacks nearest creature (other than the bloodfrog swarm).
2. Victim becomes hysterical and begins manically swatting at the frogs on his body. Victim is nauseated.
3. Victim becomes agitated and begins screaming and flailing about wildly. Victim is frightened.
4. Victim becomes panicked.
5. Victim becomes enlightened and sits down, stupefied at the meaning of it all. Victim is dazed.
6. Victim becomes pleased and strips off all of its gear and lies on the ground. Victim is fascinated.

Leap (Ex) Bloodfrogs are great leapers. The Acrobatics DCs for both long jumps and high jumps are halved, and no running start is required.

The bloodfrog is an amphibious predator, equipped with razor-sharp fangs, psychedelic oil on its skin, and a thirst for blood. A captive bloodfrog presents little danger, and many jungle dwellers keep a few around for recreational use; however, a nest of wild bloodfrogs is a different matter. The bloodfrog's deadliness lies in the fact that it hunts in massive swarms, easily capable of bringing down even the largest creatures in the jungle.

An individual bloodfrog is a small, bright-red, shiny, amphibian about two inches long, one inch wide, and one inch high. The frog's brilliant color comes from its strict diet of blood. The frog obtains blood by slicing its prey with its razor-sharp jaws and then sucking on the wound. Like many other types of jungle frogs, the amphibian's skin secretes a very toxic, psychedelic oil, highly prized in local religions and rituals.

Bloodfrogs spend their adult lives in the treetops but stay within about 10 feet of the jungle floor. As their name implies, bloodfrogs feed only on blood, and they prefer reptilian blood. Bloodfrogs are efficient creatures; they conserve energy by remaining motionless except when mating or feeding. A bloodfrog needs to feed once every three days to survive. Bloodfrogs have few natural predators.

Bloodfrogs are only dangerous during the warmer seasons. When winter hits, the frogs leave their tree and head towards water. Here they mate, lay eggs, and then die. A bloodfrog can lay hundreds of eggs, but fish eat most of them before they can hatch. The eggs hatch in late winter, and the frogs spend spring as tadpoles before reaching adulthood and leaving the water in search of a suitable tree.

Bloodfrogs are not intelligent, and they depend wholly upon instinct for their actions. As tadpoles, the creatures live in water and share identical roles. Gender is not determined until adulthood, but only roughly 20% turn out to be male. As adults, the males are more active and act as sentinels, looking

for prey while the females rest. When the males leap out at a target, the females instinctively follow. Bloodfrogs generally occupy the upper slot on the food chain they can easily devour even the largest and most effective predators.

Bloodfrogs cling en masse to the branches of jungle trees, waiting for suitable prey to pass within range. When doing so, they appear as small red fruits, allowing them to hide in plain sight, and unwitting creatures attracted to the illusory fruit become victims when they approach the tree. When the frogs spot prey, swarms of them pounce from the tree and onto the creature, literally covering it from head to toe, biting, drawing blood, and slithering under any clothing and gear. Skin contact with the frogs proves toxic to most creatures, and within a few seconds the prey is helpless. At this point, the fight is essentially over, and the bloodfrogs drain the limp creature of its remaining blood before returning to their tree.

BOG BEAST

This large, shaggy creature looms over prey with its tusked mouth and sharp claws.

BOG BEAST

CR 5

N Large monstrous humanoid

1,600XP

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 57 (6d10+24)

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

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+5 plus disease), bite +8 (1d8+2)

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

Special Attacks disease, rend (2d6+7)

STATISTICS

Str 20, **Dex** 11, **Con** 18, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 22

Feats Alertness, Multiattack, Power Attack

Skills Climb +9, Perception +9, Survival +5, Swim +9

Languages Common and Orc

ECOLOGY

Environment temperate and warm swamps

Organization solitary or pack (2-5)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Claw – injury; *save* Fort DC 17; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Rend (Ex) A bog beast that hits with both claw attacks latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage.

The bog beast is a large, shaggy, fur-covered, vaguely humanoid creature that makes its home in bogs and swamps. It has two large upright tusks of pale white protruding from its mouth. Its hands sport sharp claws with filthy nails. Its eyes are dull brown in color and its fur is brownish-yellow. The bog beast stands over 9 feet tall and weighs around 1,100 pounds.



Bog beasts make their lairs amid overgrown swamplands, and when hungry, they attack just about any creature that travels too close to their lair. Bog beasts attack with their claws and bite, but rarely fight to the death, preferring to flee and allow their disease to weaken the prey before tracking them down for the kill. A creature killed by a bog beast is dragged back to the lair where it is devoured.

BOG CREEPER

This creature looks like a man-sized rotting tree trunk with several thorny tendrils sprouting from its body. A single limb protrudes from its central form as well.

BOG CREEPER

N Medium plant **CR 8**
4,800XP
Init +4; **Senses** low-light vision, marshsense 60 ft.; Perception +13

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)
hp 114 (12d8+60)
Fort +13, **Ref** +4, **Will** +6
Immune plant traits

OFFENSE

Speed 10 ft., swim 20 ft.; marsh move
Melee 4 tendrils +13 (1d6+4 plus grab), bite +11 (2d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tendril)
Special Attacks constrict (tendrils, 1d6+4), spit acid

STATISTICS

Str 18, **Dex** 10, **Con** 20, **Int** 3, **Wis** 14, **Cha** 6
Base Atk +9; **CMB** 13 (+17 grapple); **CMD** 23
Feats Alertness, Diehard, Endurance, Improved Initiative, Improved Natural Attack, Multiattack
Skills Perception +13, Stealth +9, Swim +12; Racial Modifiers +8 Swim
SQ camouflage

ECOLOGY

Environment warm marsh
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) When at rest, a bog creeper appears as a normal plant. It takes a successful DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use those skills instead of Perception to notice the plant.
Marsh Move (Ex) A bog creeper can move across marshy terrain without incurring any movement penalties.
Marshsense (Ex) Bog creepers can automatically detect the location of anything within 60 feet that is in contact with the same marshy ground.
Spit Acid (Ex) Three times per day, a bog creeper can spray a cone of digestive acid to a range of 30 feet that deals 2d8 points of acid damage to all creatures in the area (Reflex save DC 21 for half). It cannot use this ability if it is currently holding a creature in its mouth. The save DC is Constitution-based.

Bog creepers are carnivorous plants lurking amid dead trees and stumps waiting to ambush unsuspecting prey. A bog creeper lies in wait for someone or something to wander nearby. When prey comes within range, it lashes out with its tendrils, grabbing its prey and bringing it towards its hungry maw. The shattered boles and stumps make perfect camouflage for the sly bog creeper.

Marshes and swamps are home to the bog creeper, and it moves through the territory with ease. It can swim the waters and shamble across the rare patches of dry or swampy ground in pursuit of its prey. The treasure of a bog creeper is located in its pulpy gullet, and consists of the inorganic, indigestible remains and possessions of its victims.

BOGWING

This creature is covered in downy brown fur and flies using black bat-like wings.

BOGWING

NE Tiny magical beast **CR 2**
600XP
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)
hp 19 (3d10+3)
Fort +4, **Ref** +6, **Will** +1
Immune fear
Weakness light sensitivity

OFFENSE

Speed 10 ft., fly 30 ft. (good)

Melee bite +10 melee (1d3-1 plus poison/19-20/strangle)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attack poison, strangle (1d6)

STATISTICS

Str 8, **Dex** 20, **Con** 12, **Int** 5, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +0 (+8 grapple while strangling); **CMD** 13

Feats Ability Focus (poison), Weapon Finesse

Skills Climb +4, Fly +17, Perception +4, Stealth +13; **Racial Modifiers** +4 Fly

ECOLOGY

Environment underground

Organization solitary, pair, nest (3-10), or flock (11-25)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; *save* Fortitude DC 14; *frequency* 1/round for 8 rounds; *effect slow* (CL 8th); *cure* 1 save. The save DC is Constitution-based.

Strangle (Ex) When a bogwing makes a critical attack on a creature, its prehensile tail curls around the target, automatically grappling the victim and strangling it. Each round a victim is strangled, it takes 1d6 bludgeoning damage.

Bogwings are small, flying, poisonous mammals covered with downy brown fur between their black bat-like wings. A bogwing is 18-24 inches long and weighs 5-9 lbs, and its long prehensile tail secures their landings and account for almost half their weight.

A bogwing attacks by biting its prey, injecting a poison that slows the target, and on very successful attacks, the bogwing wraps its muscular tail around the neck of the target in order to strangle its prey. Bogwings despise sunlight and find dark alcoves or caves during the day and hunt in the evening. Their immunity to fear (both natural and spell-like) bolsters their ferocity, and they often attack creatures much larger than themselves, especially when they hunt in groups.

BONE SOVEREIGN

This hulking creature is an amalgamation of bones from numerous sources.

BONE SOVEREIGN

CE Huge undead

Init +5; **Senses** darkvision 60 ft., Perception +13

Aura *desecrate* (CL 9th)

DEFENSE

AC 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, -2 size)

hp 67 (9d8+27)

Fort +7, **Ref** +5, **Will** +6

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning, **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d8+5), bite +9 (2d6+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks channel negative energy, skeleton merge, skeleton spawn

Spell-Like Abilities (CL 9th)

At will—*command undead* (DC 15), *detect undead*

STATISTICS

Str 19, **Dex** 13, **Con** —, **Int** 8, **Wis** 8, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 24

Feats Alertness, Dodge, Improved Initiative, Multiattack, Weapon Focus (claw)

Skills Perception +13, Spellcraft +11, Stealth +5

Languages Common

ECOLOGY

Environment any terrain

Organization solitary

Treasure standard

SPECIAL ABILITIES

Channel Negative Energy (Su) A bone sovereign can channel negative energy like an evil cleric; as a standard action, a bone sovereign can choose to deal damage to living creatures or to heal undead creatures every 1d4 rounds up to 6 times per day. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the bone sovereign. The amount of damage dealt or healed is equal to 5d6 points. Creatures that take damage from channeled energy receive a Will save (DC 20) to halve the damage. The save DC is Charisma-based.

Command Undead (Su) Skeletons that are commanded by a bone sovereign are drawn towards the creature and permanently merged into its form when they make contact. Other types of undead can't be merged with it, but a bone sovereign usually keeps commanded wraiths, shadows, ghouls, and other lesser undead nearby for as long as possible. Because of the desecration aura created by its presence, such beings frequently follow a bone sovereign even after its domination has lapsed. In some cases, the gruesome entourage that accompanies a bone sovereign can be more dangerous than the bone sovereign itself.

Desecrate Aura (Su) The bone sovereign benefits from all of the spell's powers (included in the statistics block), but undead allies do not gain *desecrate's* profane bonus to attack and damage rolls.

Skeleton Merge (Su) When a bone sovereign comes into contact with an animated skeleton under its control, it can merge the other monster into its form as a free action, adding the normal skeleton's Hit Dice to its own. For example, a Large 6 HD bone sovereign that merges with a troll skeleton (6 HD) becomes a Huge 12 HD bone sovereign. The skeleton ceases to exist as a separate entity and becomes part of the bone sovereign. 5-8 HD (Large); 9-12 HD (Huge); 13-16 HD (Gargantuan); 17+ HD (Colossal)

Skeleton Spawn (Su) As a standard action, a bone sovereign can create any number of skeletal monsters from its body. Skeletons spawned by the bone sovereign are under its complete mental control. The Hit Dice of the spawned creatures are deducted from the bone sovereign's Hit Dice and return to the sovereign when it again merges with the spawn. If a skeleton spawn



is destroyed, it cannot be merged back into the bone sovereign; its Hit Dice are lost. Spawned skeletons are treated in all ways like standard skeletons and can act as the remains of any creature the sovereign desires. A bone sovereign can lose no more than half its Hit Dice in one round and cannot reduce its Hit Dice to fewer than 4 through this process. Spawned skeletons can be of any variety of types. For example, a bone sovereign with 24 Hit Dice could create any combination of skeletons which adds up to 12 Hit Dice or fewer. There is no limit to the number of spawned skeletons a bone sovereign can control at once.

Bone sovereigns are terrible amalgamations of skeletons whose animating enchantments coalesce to form a single, self-aware undead entity. A bone sovereign becomes larger and more powerful, with a proportionally increased appetite for necromantic energy, as it assimilates other undead. No two bone sovereigns are identical, as each is an accumulation of the bones of many smaller skeletons. Usually they take a bipedal humanoid form, though some resemble demons, dragons, or other beasts, especially if the bones of such creatures have been collected by the monster. As a bone sovereign becomes larger and more powerful, it becomes less recognizable as any one type of creature.

Usually encountered near the ancient tombs and other fell places that spawned them, these undead creatures are driven by the need to assimilate other skeletal monsters into their own bodies, feeding off the animating enchantments that bind such creatures in undeath. Since they lack any ranged attack, bone sovereigns favor frontal assaults, and they make strategic use of their channel negative energy ability. Like many undead, these creatures harbor no small hatred for life, and they usually wade into melee combat with a chilling confidence.

BRAINWEED

This creature is a small flowering plant encircled with leaves at its base and sprouting a single fleshy crimson bloom from the top.

BRAINWEED

N Small plant

Init -5; **Senses** tremorsense 15 ft.; Perception +10

CR 3

800XP

DEFENSE

AC 10, touch 6, flat-footed 10 (-5 Dex, +4 natural, +1 size)

hp 26 (4d8+8)

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

Immunity blind, plant traits

OFFENSE

Speed 0 ft. (immobile)

Space 5 ft.; **Reach** 0 ft.

Special Attacks pollen spray

STATISTICS

Str -, **Dex** -, **Con** 12, **Int** 1, **Wis** 10, **Cha** 10

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

Feats Ability Focus (pollen spray), Toughness

Skills Perception +10, Stealth +6; **Racial Modifiers** +10

Perception

ECOLOGY

Environment warm deserts

Organization field (4-16)

Treasure standard

SPECIAL ABILITIES

Pollen Spray (Ex) Three times a day, a brainweed can spray a 15-foot-radius cloud of pollen out of its flower as a standard action, momentarily covering the area around itself. Any living creature inhaling the pollen must make a DC 15 Will save or be overcome by hallucinations. Those who succumb feel as if their blood has begun to boil, and are compelled to lie prone on the ground next to the brainweed and cut open their veins, suffering 1d4 points of Constitution damage each round. The effects of the pollen last for 2d4 rounds. Killing the brainweed does not stop the effects of the pollen, although it does prevent the weed from spraying more into the area. Once the pollen has affected a creature, it is immune to additional doses for 24 hours. The save DC is Constitution-based and includes a +2 bonus from the brainweed's Ability Focus feat.

Brainweed is a small flowering plant growing in arid deserts, plains and hills. It has broad, leathery, yellow leaves which spread out from its base. A single fleshy, crimson bloom tops a tall, flexible stalk sprouting from the middle of the plant. A brainweed grows to a height of about 2-1/2 feet.

Although mostly indistinguishable from more ordinary plants, the brainweed is quite a dangerous form of life. Strapped for water in their arid environments, brainweeds survive on the blood of living creatures. Although they have no means of mobility, the brainweed has one exceptional feature: the pollen of a brainweed has strong psychoactive properties, compelling anyone inhaling it to spill their blood onto the brainweed's soil.

Although blind, the brainweed has a delicate sense for sounds and ground vibrations. Anyone touching the ground or who makes any noise within 15 feet of a brainweed is sprayed with a pollen spray. The brainweed releases additional volleys of pollen if it detects other creatures entering its area, typically those coming to help their fallen comrades.

As fallen corpses tend to attract additional scavengers, the brainweed is provided with an endless supply of food and fertilizer. The brainweed hides its tainted soil and past victims from viewers with a multitude of large leaves that cover over the layer of dead bodies and equipment rotting beneath (a DC 18 Perception check allows a creature to notice the corpses). Those who know about the brainweed seek it out, fully aware of the wealth of money and items that tends to pile up around colonies of these flowers.

Most people know that plants are an indication of nearby water. Of course, the brainweed isn't a sign of water at all, it just wants their blood. Although native to the desert, it does just as well in more temperate climates. Evil beings may plant brainweed around their domains in order to defend them from invaders.

The pollen of the brainweed can be extracted and used for many purposes with a DC 20 Survival check. Without the presence of the plant, the pollen simply gives creatures the impression that their blood is on fire, and that they must let it out. This pollen is highly prized by other creatures that prey on blood, such as vampires. These races often collect the pollen of brainweeds to use as a missile weapon, hurling brainweed pollen grenades at foes before attacking to collect their blood.

BRINE CRUST

This creature is a patch of sandy, grey-white salt dotted with bubbles and pockets gleaming in the merciless sun.

BRINE CRUST

N Huge ooze

CR 5

1,600XP

Init -5; **Senses** blindsight 60 ft., tremorsense 60 ft.; **Perception** +10
Aura desiccation (10 ft., 1 Dex damage)

DEFENSE

AC 9, **touch** 9, **flat-footed** 9 (-5 Dex, +6 natural, -2 size)

hp 52 (7d8+21)

Fort +4, **Ref** -3, **Will** +3

Immune cold, electricity, fire, ooze traits

OFFENSE

Speed 20 ft.

Ranged touch 2 salt jets +1 (1d8+2 plus blindness and desiccation)

Space 15 ft.; **Reach** 10 ft.

Special Attacks engulf

STATISTICS

Str 15, **Dex** 1, **Con** 15, **Int** 1, **Wis** 13, **Cha** 1

Base Atk +5; **CMB** +9; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (salt jet)

Skills Perception +10

SQ camouflage, reform

ECOLOGY

Environment any desert (salt flats)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blindness (Ex) A creature struck by a salt jet must make a DC 15 Reflex save or be blinded for 1d4 rounds by salt in its eyes. The save DC is Constitution-based.

Camouflage (Ex) A brine crust can hide under a thin layer of sand. It takes a DC 15 Perception check to notice hidden brine crust. Brine crust can stay camouflaged even when moving and can try to move under a character within range. If the character spots the moving crust, he gets an attack of opportunity and the crust cannot move underneath him. If he fails to spot the crust or misses the attack, the crust positions itself beneath him, and he may be engulfed by it when he moves.

Desiccation (Su) The air around a patch of brine crust is so dry, it leeches moisture and vitality from the skin of creatures. Any creature within 10 feet of a brine crust takes one point of Dexterity damage each round. Furthermore, the flakes of salt adhere to flesh each time the brine crust shoots its salt jet at its victims, reducing their speed by 5 ft (DC 15 Reflex save to avoid). Creatures engulfed by the brine crust take 1d4 points of Dexterity damage each round. This damage can be removed by drinking a day's worth of water and scraping off the encrusted salt. The DC save is Constitution-based.

Engulf (Ex) Although it moves slowly, a brine crust can simply mow down Large or smaller creatures as a standard action. It cannot make a salt jet attack during a round in which it engulfs. The brine crust merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the brine crust, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 15 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the brine crust moves forward. Engulfed creatures are subject to the brine crust's desiccation, are considered to be grappled and trapped within its body, and take 1d8 damage each round engulfed. The save DC is Strength-based.

Reform (Ex) Killing brine crust is very difficult — sonic attacks and acid can permanently destroy or dissolve a patch, but melee attacks will only shatter the crust. A brine crust slain by weapon damage shatters and slowly reforms in 1d4 months.

Salt flats are the harshest and most dangerous part of the desert. Vast stretches of the surface are encrusted with the mineral. The sunlight reflects off the crystalline whiteness, and the air is impossibly dry. Few travelers dare to go through the salt flats, but, sometimes, the salt flats come to them.

Brine crust is a bizarre form of mobile, living salt, possibly related to fungi. It is technically an ooze, but it is dry and brittle to the touch. A patch of brine crust consists of a large block of sandy, gray-white salt about six inches thick, dotted with bubbles and pockets of loose salt. It moves slowly, expanding outwards like a fast-growing crystal. The typical brine crust measures 15 feet across and weighs about 5,000 pounds.

The primary attack of brine crust is its desiccation ability, but it can also harass opponents by bursting the bubbles in its body to fire sudden jets of salt out of the ground. These salt jets pummel and abrade their target with chunks of rock salt and dirt.

BULL OF HEAVEN

Rolling out from the sky is a large bull made of thick dark storm clouds. Its eyes flash like lightning and bolts of electricity dance between its horns and crackle near its hooves.

BULL OF HEAVEN

CN Large outsider (air, elemental, extraplanar)
Init +4; Senses darkvision 60 ft.; Perception +15

CR 12

19,200XP

DEFENSE

AC 27, touch 14, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, -1 size)

hp 168 (16d10+80)

Fort +10, Ref +14, Will +10

Defensive Abilities elemental traits; Immune cold, electricity, elemental traits, sonic

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee gore +23/+18/+13 (2d6+10)

Space 10 ft.; Reach 10 ft.

Special Attacks lightning, thunderclap, trample (2d6+7, DC 25)

STATISTICS

Str 25, Dex 18, Con 20, Int 3, Wis 10, Cha 10

Base Atk +16; CMB +24 (+26 bull rush); CMD 36 (38 against bull rush)

Feats Alertness, Dodge, Improved Bull Rush, Improved Natural Armor, Improved Natural Attack, Mobility, Power Attack, Weapon Focus (gore)

Skills Fly +15, Intimidate +13, Perception +15, Sense Motive +15; Racial Modifiers +8 Fly

Language Auran

ECOLOGY

Environment Plane of Air (any plains)

Organization solitary, pack (2-10), herd (11-30)

Treasure none

SPECIAL ABILITIES

Lightning (Su) As a full round action, the bull of heaven may cast a *lightning bolt* from its horns. This is a line 5 feet wide and 100 feet long, which strikes everything along its length for 5d6 electricity damage. A successful Reflex save (DC 18) reduces the damage to half. A bull of heaven may use this attack once every 1d10 rounds. The save DC is Charisma-based.

Thunderclap (Su) As a move equivalent action, a bull of heaven may produce a thunderclap by striking its hoof against the ground. This sonic attack has a spread range of 60 feet and forces all creatures within the area of effect to make a Fortitude save (DC 25) or become stunned for 1 round and deafened for 1d4 rounds. A bull of heaven may produce a thunderclap every 1d6 rounds. Thunderclap is a sonic effect, and the save DC is Strength-based.

Trample (Ex) Bulls of heaven can trample Medium-size or smaller creatures for 2d6+7 points of bludgeoning damage. Targets of a trample can make attacks of opportunity at a -4 penalty. Those that forgo an attack of opportunity can attempt to avoid the trampling creature and receive a Reflex save (DC 25) to take half damage. The save DC is Strength-based. A bull of heaven may not trample while flying.

A bull of heaven appears roughly as a large bull, but its skin is the color of dark storm clouds. A bull of heaven stands 8 feet tall at the shoulder and is over 16 feet long. Its body is composed of thick rain-laden clouds, and it weighs about 1,000 pounds.

Although tribesmen of the plains have dubbed these creatures the bulls of heaven, they are actually elementals that can only appear on the material plane when storms form. Bulls of heaven may only stay on the material plane for as long as the storm lasts plus one additional hour after the last drop of precipitation, so they try to enjoy their time to its fullest, spreading as much destruction and mayhem as possible before the storm breaks and calm returns to the plains. Generally, larger storms tend to attract more bulls. Truly great storms, like hurricanes, can attract up to three times as many bulls as would a normal large storm. Bulls of heaven often start combat with their lightning ability followed by their thunderclap before closing with their trample or their massive horns.



CADAVER

This creature resembles a humanoid dressed in tattered rags except that their rotted flesh reveals corded muscles stretched tightly over its skeletal frame.

CADAVER

CE Medium undead

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

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 19 (3d8+6)

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

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4+1 plus disease), bite -2 (1d6 plus disease)

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 14

Feats Improved Initiative^b

SQ reanimation

ECOLOGY

Environment any terrain

Organization solitary or gang (2-5)

Treasure standard

SPECIAL ABILITIES

Filth fever (Ex) claw or bite—*injury*; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Reanimation (Ex) When reduced to 0 hit points or less, a cadaver is not destroyed; rather it begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt from magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by a cleric's turning ability, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it reaches 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half its normal rate (i.e., 1 hit point every other round).

Cadavers are the undead skeletal remains of people who have been buried alive or given an improper burial (an unmarked grave or mass grave for example). They can be found haunting graveyards and cemeteries. Cadavers are infused with a hatred that rivals many other undead creatures. This hatred includes its own existence as well as the existence of all living creatures.

They have a distinct hatred for light, but it does not damage them. All encounters with cadavers are at night or places cloaked in darkness. Encounters are most often with a solitary creature. Multiple cadavers do not work in concert with each other; being mindless they simply charge into combat,

killing all creatures they can. Cadavers are sometimes found in the employ of greater undead (such as wights or ghosts). Most cadavers are 5 to 6 feet tall and weigh about 120 pounds.

A cadaver attacks by raking with its filthy claws or biting with its sharp, disease-infested teeth. They often lie in shallow graves, waiting for potential victims to wander too close, where they immediately spring to the attack, raking and biting until destroyed or until all foes are dead.

CANOPY KRAKEN

This gigantic squid has a soft mottled dark green body and a chitinous beak, and its barbed tentacles bear a strong resemblance to leafy vines.

CANOPY KRAKEN

CR 16

NE Huge magical beast (aquatic)

45,200XP

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +31

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, -2 size)

hp 241 (21d10+126); fast healing 1

Fort +17, **Ref** +10, **Will** +15

DR 5/piercing; **Immune** disease, poison; **Resist** electricity 10, fire 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 40 ft.

Melee 6 tentacles +27 (2d6+8 plus grab) and bite +25 (2d6+4)

Space 15 ft.; **Reach** 10 ft. (40 ft. with tentacles)

Special Attacks constrict (2d6+8), spell-like abilities, spells, swallow whole (2d8+8 bludgeoning damage plus 2d6 acid damage, AC 19, 20 hp)

Spell-Like Abilities (CL 18th)

At Will—*charm animal* (DC 15), *charm person* (DC 15), *dominate animal* (DC 17), *obscuring mist*

Spells Prepared (CL 9th)

5th—*animal growth* (DC 21), *summon nature's ally V*

4th—*command plants* (DC 20), *rusting grasp*, *spike stones*

3rd—*greater magic fang* (DC 17), *plant growth*, *poison* (DC 17), *speak with plants*

2nd—*bear's endurance*, *chill metal* (DC 18), *gust of wind* (DC 18), *resist energy*, *soften earth and stone*, *summons swarm*

1st—*detect animals or plants*, *entangle* (DC 17), *faerie fire*, *hide from animals* (DC 17), *longstrider*, *magic fang* (DC 17)

0—*create water*, *detect magic*, *flare*, *guidance*, *read magic*, *resistance*

STATISTICS

Str 26, **Dex** 13, **Con** 20, **Int** 17, **Wis** 22, **Cha** 19

Base Atk +21; **CMB** +31 (+35 grapple); **CMD** 42

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Improved Initiative, Improved Natural Attack (tentacle), Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Use Magic Device), Toughness

Skills Acrobatics +18, Climb +16, Knowledge (nature) +16, Perception +31, Stealth +17 (+25 in heavy foliage), Survival +26, Swim +16, Use Magic Device +27; **Racial Modifiers** +8 Climb, +8 Stealth in heavily foliate areas, +8 Swim

Languages Aquan, Auran, Common, plus 1 local language
SQ amphibious

ECOLOGY

Environment warm forests and swamps

Organization solitary

Treasure double

SPECIAL ABILITIES

Amphibious (Ex) Although canopy krakens are aquatic, they can survive indefinitely on land.

The canopy kraken looks like a gigantic squid with a soft, mottled dark green body and a heavy, chitinous beak. This would not be so shocking if it weren't propelling itself through the jungle foliage with its multiple vine-like tentacles. The canopy kraken is a relative of the ocean-dwelling kraken. It lairs in treetops near bodies of water and fiercely guards its territory from intruders and others of its kind.

Although they are quite evil, canopy krakens have a great deal of respect for nature and the druids that protect nature. In fact, they possess druidic abilities of their own, although they use them primarily to control the denizens of their home to act as sentinels.

Each of the creature's six barbed tentacles has about a dozen leafy protrusions that give it a vinelike appearance. Its beaklike mouth is located where the tentacles meet the lower portion of its body. A typical canopy kraken is about 20 feet long and weighs around 5,000 pounds.

The canopy kraken's coloration and habitat give it an excellent opportunity to surprise its opponents. A kraken usually drapes its camouflaged tentacles across foliage (where they are often mistaken for thick vines) and simply waits for prey to approach. It is capable of functions perfectly well both on land and in water and often chooses a lair on or near water, allowing it to take advantage of its amphibious nature.

Within its domain, a canopy kraken is difficult to surprise as its charmed minions will report any unusual activity. If it feels threatened by a particular report, the kraken will often send one or two of its more powerful and aggressive minions to "investigate," while it learns about or observes the encounter through other creatures or spells. If the intruders prove to be competent but no terrible threat, the kraken may engage in hit-and-run tactics, relishing the thrill of the hunt, and then simply make the interlopers its slaves. However, if the intruders present a serious threat, the canopy kraken will prepare to buff itself with preparatory combat spells and look for a good opportunity to kill them. Canopy krakens are fond of using magic items and wearing the trinkets of fallen foes.

CAVE HERMIT

This creature is a pink-fleshed grotesquely hunchbacked humanoid walking on all fours sporting a pair of horns on its head.

CAVE HERMIT

CN Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 68 (8d10+24)

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

OFFENSE

Speed 20 ft., climb 20 ft.

Melee gore +11 (2d6+6)

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

Special Attacks sneak attack +3d6

STATISTICS

Str 18, **Dex** 8, **Con** 16, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 22

Feats Alertness, Endurance, Improved Initiative, Skill Focus (Appraise)

Skills Appraise +10, Climb +12, Bluff +8, Diplomacy +8, Perception +10, Stealth +2 (+12 in shell); **Racial Modifiers** +8 Climb, +10 Stealth in shell

Languages Common and Undercommon

SQ acid burst, shell

ECOLOGY

Environment any underground

Organization solitary or family (2-4)

Treasure standard + 50%, no coins (all magic or gear)

SPECIAL ABILITIES

Acid Burst (Ex) In dire emergencies, cave hermits spray acid through tiny pores in its shell filling a 10 ft. radius around the creature. The corrosive substance deals no damage to living matter, but wreaks havoc on equipment and other inanimate objects. The acid deals 3d6 points of damage to all unattended objects within the area of effect. Creatures in the midst of the spray receive a Reflex save (DC 17) to avoid the acid; otherwise, any objects on their person also take damage from the corrosive. It takes the cave hermit one hour to replenish its supply of acid; therefore, cave hermits rely upon this special ability only as a last resort. The save DC is Constitution-based.

Shell (Ex) Cave hermits can withdraw into their shell and seal it tight as a move action. This action provides a +8 cover bonus to AC but prohibits the cave hermit from moving or attacking. A sealed shell is airtight, allowing the cave hermit total protection against gases and other airborne attack forms and giving the cave hermit buoyancy and a ten minute supply of oxygen. A destroyed shell regenerates in one month.

Trade flourishes even in the deepest depths below the surface, selling rare and valuable products to travelers and the indigenous residents. The enigmatic cave hermit tops the list of these intrepid subterranean businessmen, inspiring glorious words of praise in some circles and outright scorn in others. Some view them as an oasis in a stony desert, while others perceive the eclectic salesmen as greedy, amoral charlatans solely concerned in making a hefty profit. The creature's solitary nature and irritable, unpleasant, demanding personality effectively reinforces the latter, opinion.

Cave hermits appear as grotesquely hunchbacked humanoids with reddish pink flesh, and a fiendish looking face equipped with a set of dangerous horns. The enormous weight of its hunchback often forces the creature to walk on all fours, using the knuckles of its padded hands for added support. In actuality, its hunched back is really a hollow, hard shell containing its assorted goods and belongings. Often covered in rags sacks, pockets, and pouches, the carapace is made of bone protruding from its shoulder joint and extending about two feet beyond its terribly bowed legs. The debris attached to its shell makes it appear like a massive trash heap whenever the creature lies flat on the ground. Cave hermits stand 8 feet tall and weigh 500 pounds including all of the gear stashed into its hollow carapace.

Despite their abrasive demeanor, cave hermits do not relish violence and abhor any physical confrontations with customers. Nonetheless, the creature's obnoxious nature only goads individuals looking for a fight or an easy mark to rob. Under these circumstances, they usually withdraw into their shell, melting the equipment of any creature threatening them as a last resort. Cave hermits short of marketable goods sometimes ambush weaker opponents, lying in wait along well-traveled routes before springing out from a concealed position and unleashing a surprise attack.

Cave hermits are intensely solitary beings, perceiving other of their kind as business rivals. Cave hermits are territorial, driving off competitors while killing weaker creatures traveling through their specified domain. The opportunistic carnivores provincially kill two birds with one stone by stealing the items from their prey for resale while devouring the hapless creature for sustenance. Cave hermits often lair in close proximity to powerful monsters that draw the interest of adventurers and subterranean travelers. Although they usually strike up a tenuous business relationship with these potent underground denizens, they are not averse to selling items and equipment to adventurers seeking to slay their benefactors. Because they are often the only merchants in a wide area, their prices are exorbitant, sometimes as much as five times more expensive than the costs of obtaining similar items on the surface.

Despite their gruff personality and distrust of their kin, cave hermits feel the primordial urge to procreate once every five years. Physically hermaphrodites, they still require another cave hermit to complete the mating ritual. After copulating, the pair immediately separates, laying 1d4 eggs that they store within their shells. When the eggs hatch, squirming, gibbering larvae emerge that cling to the creature's skin and slough off gradually over the course of several days, practically left to fend for themselves. Cave hermits despise potential business rivals including their own offspring.

CEILIDH HORROR

This swift predator has a crocodilian snout upon a scaled wolf-like body with a trail of protective spines along its back.

CEILIDH HORROR

N Large magical beast **CR 1**
400XP
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)
hp 15 (2d10+4)
Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.
Melee bite +3 (1d8+1)
Space 10 ft.; **Reach** 5 ft.
Special Attacks vocalize

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)
Feats Weapon Focus (bite)
Skills Perception +5, Stealth +2



ECOLOGY

Environment cold or temperate forests
Organization solitary, pair, or pack (3-12)
Treasure incidental

SPECIAL ABILITIES

Vocalize (Su) When a ceilidh horror bites a target, the victim must make a DC 13 Will save or begin singing, chanting, or story-telling in a booming voice. Creatures that have no language bellow or make whatever noise is typical for their species. This effect continues for 6 hours after the bite and causes those affected to suffer a -2 on to hit rolls during this period. Also, it is impossible to communicate normally during this period as affected creatures do not have any ability to choose what they vocalize. Any creature who makes its saving throw is immune to that particular ceilidh horror's vocalize for 24 hours. The save DC is Constitution-based.

A ceilidh horror looks like a mix of crocodile, wolf, and porcupine. Ceilidh horrors are quite agile. A pack will bay back and forth to one another, sounding much like a pack of bellowing alligators. They have pale, luminous green eyes.

Ceilidh horrors tend to travel in packs through misty wilderlands, moors, and forests. When in a group, they coordinate their hunting with remarkable ability. Their fierce bite is augmented with vocalize; the noise is audible for a great ways and makes it easy to follow injured prey. Some sages speculate that the effect also helps the ceilidh horror attack more ambitious prey—as long as it is bitten once and vocalizing, the sounds attract more powerful predators and allow the ceilidh horror to scavenge.

COBLYNAU

Short and stooped with hard, warty, toad-like skin, this creature has two stumpy horns, huge gray eyes and a pug nose.

COBLYNAU

CE Small fey

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

CR 1

400XP

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 10 (3d6)

Fort +1, **Ref** +4, **Will** +3

SR 16

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee club +0 (1d4-2)

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

Special Attacks shape earth

STATISTICS

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

Base Atk +1; **CMB** -2; **CMD** 9

Feats Alertness, Stealthy

Skills Craft (trapmaking) +4, Escape Artist +8, Perception +7, Sense Motive +7, Stealth +12

Language Coblynau, Dwarven, and Undercommon

ECOLOGY

Environment underground

Organization gang (6-9), band (10-20), tribe (20-100)

Treasure none

SPECIAL ABILITIES

Shape Earth (Su) As a full round action, four or more coblynau can magically alter the shape or stability of stone or earth. The creatures must designate a 10-ft. square area they wish to imbue with one of the following three effects.

- **Collapse:** causes a 10ft. x 10ft. square area of ceiling to collapse. Creatures caught in the falling debris take 2d6 hit points of damage (Reflex DC 11 half).
- **Dead end:** blocks an existing passage with a 1 ft. thick wall of stony earth.
- **Open pit:** causes a 10ft. x 10ft. square area in the floor to suddenly open up. Creatures falling into the pit take 1d6 hit points of falling damage (Reflex DC 11 half).

The effect is stored in the designated area until the coblynau desires to trigger it. The effect can be triggered by any of the creatures that created it. A coblynau group can only designate one area at a time. The save DCs are Dexterity-based. To trigger the effect, a coblynau must knock seven times (1 turn) on a wall that is adjacent to and within 30-ft. of the designated area.

These foul-tempered and moody fey creatures live deep in the earth, usually inhabiting mineshafts or any other underground areas frequented by humans. They are prone to misleading and playing harmful tricks upon any creatures they encounter. They have a 2-foot-long non-prehensile tails and typically dress in miniature mining gear and clothing.

CORRUPTED OTYUGH

This creature is mottled fleshy mucus-covered blob with a truly terrifying mouth, long tentacles for grabbing prey, and one lone yellow eye with two pupils.

CORRUPTED OTYUGH

NE Large aberration

Init +1; **Senses** darkvision 60 ft., scent; Perception +9

CR 7

3,200XP

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 85 (10d8+40)

Fort +6, **Ref** +4, **Will** +8

Immune disease, polymorph

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 tentacles +12 (1d6+5 plus grab), bite +10 (1d8+2 plus disease)

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

Special Attacks belch, swallow whole (5d6 acid damage, AC 16, 15 hp)

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 24

Feats Ability Focus (belch), Multiattack, Toughness, Weapon Focus (bite and tentacle)

Skills Climb +9, Perception +9, Stealth +4 (+12 in lair), Swim +13; **Racial Modifiers** +8 Stealth in lair, +8 Swim

Languages Common (can't speak, telepathy 100 ft.)

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Belch (Ex) Three times a day as a standard action, a corrupted otyugh can release a roiling cloud of nauseating gas filling a 10 ft. radius, 10 ft. high. The cloud lingers for 1d4+1 rounds before dissipating naturally. Those within the cloud that do not succeed a DC 20 Fortitude save are nauseated for as long as they are in the cloud and for 1d4+1 rounds after leaving the cloud (roll separately for each creature). Any creature that succeeds on its save but remains in the cloud must continue to save each round on their turn. The save DC is Constitution-based and includes Ability Focus (belch).

Disease (Ex) *Filth fever*. Bite—injury; *save* Fortitude DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Given the habitat of common otyugh, it is not surprising that, upon occasion, the consumption of magically imbued offal, dung, and carrion perverts even their impressive immune system. These unfortunate otyugh seem to undergo the same universal evolution, regardless of the trigger source. Corrupted otyugh constantly ache and suffer, and eventually their limited minds twist into evil remnants of what they once were, eventually becoming avaricious and cruel creatures.



The foreparts of a corrupted otyugh are fairly similar to a very large otyugh. A corrupted otyugh has almost a head-like structure with a truly terrifying mouth, well defined with stronger muscles and harder teeth than those of a normal otyugh. The hindparts of a corrupted otyugh resemble a fleshy, mottled, mucus-coated worm. A corrupted otyugh has but one yellow eye with two pupils fringed with a beautiful sky-blue iris.

A corrupted otyugh often starts combat with its belch. Once its noxious cloud is in place, it prefers to attack and grab opponents with its tentacles, tear into them with its ferocious bite, and swallow them whole the following round.

CRIMSON MOTH

This creature is a moth of grand proportion, sporting many eyes as well as fake eyes on its massive multi-hued wings.

CRIMSON MOTH

CE Huge vermin

Init +1; **Senses** darkvision 60 ft.; Perception +11

CR 11

12,800XP

DEFENSE

AC 25, touch 9, flat-footed 25 (+1 Dex, +16 natural, -2 size)

hp 152 (16d8+80); fast healing 5

Fort +15, **Ref** +6, **Will** +6

Defensive Abilities uncanny dodge; **DR** 10/bludgeoning;

Immune flanking, mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee 2 slams +20 (2d10+8)

Space 15 ft.; **Reach** 10 ft.

Special Attack blood drain, improved grab, lightning wings, pounce

STATISTICS

Str 26, **Dex** 13, **Con** 20, **Int** —, **Wis** 13, **Cha** 5

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 33

Feats Flyby Attack^B

Skills Fly +9, Perception +11; **Racial Modifiers** +8 Fly, +10 Perception

SQ all-around vision

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

All-Around Vision (Ex) A crimson moth's many eyes give it a +2 racial bonus on Perception checks, and it cannot be flanked.

Blood Drain (Ex) A crimson moth can drain blood from a living victim by making a successful grapple check. It if pins the foe, it drains blood, dealing 1d6 points of Constitution damage each round the pin is maintained.

Improved Grab (Ex) To use this ability, a crimson moth must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its blood drain ability.

Lightning Wings (Sp) A crimson moth's wings generate electricity during flight. Once per minute, a crimson moth can discharge a wild surge of electrical power that functions as a *chain lightning* spell (CL 16th, DC 17). The save DC is Wisdom-based.

Pounce (Ex) If a crimson moth charges a foe, it can make a full attack.

Uncanny Dodge (Ex) The compound eyes of a crimson moth allow it to see in every direction, and its antennae provide a heightened sense of smell. Thus, a crimson moth retains its Dexterity bonus to AC when flat-footed.

Crimson moths are blood-eating insects that grow to enormous heights. Their blood thirst drives them to attack the living and dead alike, laying waste with little warning. Crimson moths nest in remote places, and their cocoons are sought after, said to have the strength of steel.

Like all vermin, crimson moths have no intelligence. This means they fight by instinct alone. Natural predators, crimson moths stalk their prey and then pounce. A crimson moth tries to pin a foe and then draw out its blood, draining the opponent of precious vitae through its proboscis. If opposition is too stiff, they break off from combat and fly away in search of easier prey.

CROWN COILER

This large serpent with mottled green and brown scales slithers through the forest and high in the trees.

CROWN COILER

N Large animal

Init +7; **Senses** low-light vision., scent; Perception +9

CR 3

800XP

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 32 (5d8+10)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +7 (1d6+6 plus grab)

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

Special Attacks constrict (1d6+6), improved grab, poison

STATISTICS

Str 18, **Dex** 16, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 21

Feats Ability Focus (poison), Improved Initiative, Toughness

Skills Acrobatics +15, Climb +16, Perception +9, Stealth +8

(+12 in tall grass, +20 in tree canopy); **Racial Modifiers** +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth (+8 in tall grass, +16 in tree canopy)

ECOLOGY

Environment warm forest

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *initial effect* 1d6 Strength damage; *secondary effect* paralyzed 1d6 hours; *cure* 1 save. The save DC is Constitution-based.

Improved Grab (Ex) A crown coiler snake can attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, the crown coiler can constrict its victim.



The crown coiler is a very large serpent with mottled green and brown scales. A typical crown coiler is around 40 feet long and weighs close to 1,000 pounds. They move with grace and silence through the forests they call home.

An unusual combination of poisonous and constricting snake, crown coilers lurk in the trees above game trails or pathways. Uncoiling from the canopy, the snake strikes lone creatures that walk underneath, lashing downward to bite the victim and injecting a paralytic poison. If its prey succumbs to the venom, the coiler then pulls its quiescent meal up to the canopy to eat in peace. Otherwise it pulls up the prey and resorts to constriction. Crown coilers rarely attack Large prey, and they sometimes stalk a group of people through the canopy for hours, waiting for stragglers to separate from the group.

A crown coiler will typically focus on a single target until it is paralyzed and then move on to another if outnumbered. If attacked while feeding, its initial response is to flee with its meal, carrying the paralyzed prey (held in its jaws) away through the canopy if a reasonable escape route is present. A crown coiler can sometimes be frightened away from a meal by a bright light or an open flame, especially if part of the forest canopy has been ignited. However, a mated pair of canopy creepers will usually fight to the death.

A canopy creeper can lift and carry a creature weighing up to 200 pounds without being hampered; 201-400 pounds constitutes a medium load, and 401-600 pounds heavy.

DARK VOYEUR

Out of the darkness emerges two green pinprick eyes.

DARK VOYEUR

NE Medium undead (incorporeal)

Init +6; **Senses** darkvision 120 ft.; Perception +8

Aura fear ((5 ft., DC 15, 1d6 rounds)

CR 3

800XP

DEFENSE

AC 15, touch 15, flat-footed 13 (+2 Dex, +3 deflection)

hp 30 (4d8+12)

Fort +4, **Ref** +3, **Will** +5

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses light vulnerability

OFFENSE

Speed 40 ft., fly 70 ft. (perfect)

Melee incorporeal touch +5 (1d4 plus corruption)

Special Attacks corruption (1d2 Con damage, DC 15 Fort save)

STATISTICS

Str —, **Dex** 15, **Con** —, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 18

Feats Flyby Attack, Improved Initiative

Skills Fly +18, Intimidate +10, Perception +8, Sense Motive +8, Stealth +13; **Racial Modifiers** +8 Fly, +4 Stealth

Language Common

SQ mirror bound, mirror travel

ECOLOGY

Environment any land or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Light Vulnerability (Ex) Dark voyeurs are severely hampered when exposed to any form of light; they are unable to do anything but move at half speed. They usually retreat from the light through their mirrors as swiftly as possible, but a dark voyeur trapped in light for 3 consecutive rounds are destroyed.

Mirror Bound (Su) A dark voyeur is linked to a home mirror. The mirror is always a glass of the inhabiting voyeur's size category or larger with a hardness of 1 and 5 hit points. All damage inflicted upon a dark voyeur's mirror is also inflicted upon the undead creature itself. Due to the dark voyeur's light vulnerability, this mirror is always kept in a dark area so the voyeur might rest in it during the day. If its mirror is shattered, the voyeur instantly returns to the broken glass, its body transforming 1d6 shards into exact copies of itself, but of Diminutive size and with only 1 hit point. These copies must all be destroyed to kill the dark voyeur, otherwise they will each flee to another mirror of their home mirror's original size or larger and will reappear at full size and with total hit points in 1d4 days. A mirror bound to a dark voyeur has the properties of a ghost touch item and may be manipulated by ethereal and incorporeal creatures. Such an item retains its properties even if its inhabitant is destroyed.

Mirror Travel (Su) Dark voyeurs may travel between any two mirrors known to them much like the spell *tree stride* allows druids and rangers to walk between trees (CL 10th). The mirrors traveled through can be no more than one size category smaller than the voyeur, lest they be too small to travel through, and dark voyeurs have a transport range of 1 mile. Dark voyeurs may emerge and travel without the use of mirrors but avoid doing so due to their light vulnerability.

A dark voyeur is an incorporeal undead that lives and travels in mirrors. A dark voyeur appears only as dark non-corporeal shape with two green pinprick eyes. They can become semi-material (Str 16) at will to attack but spend the majority of their time in their non-corporeal (ethereal) state or inside their mirrors. A dark voyeur's affinity for mirrors is caused primarily by its link to one special mirror, the mirror that reflected its death and trapped a portion of its departing soul within its glass. Dark voyeurs are ultimately cowards and retreat from all confrontations when the tide turns against them. Only in darkness will they actively fight but rarely to a swift fatal outcome, preferring to watch their opponent's fear of the unknown overtake them.

DARK WOODSMAN

Emerging from the trees is what appears as a wooden carving of a humanoid with thick bark-like skin and dark pensive eyes wielding an axe made entirely of wood.

DARK WOODSMAN

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +9

CR 1

400XP

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 natural)

hp 15 (2d10+4)

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

DR 5/magic and slashing or piercing

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+2) or greataxe +4 (1d12+3/x3)

Special Attacks animate trees, draw strength

STATISTICS

Str 14, **Dex** 11, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 14

Feats Alertness

Skills Climb +7, Disguise +5, Perception +9, Sense Motive +9, Stealth +5, Survival +7; **Racial Modifier** +10 Stealth while in protected area

Language Sylvan (and Common with high Int)

SQ draw life force, tree bond, tree gate

ECOLOGY

Environment any evil-aligned plane or temperate forests

Organization solitary, pair, gang (3-5), tribe (6-12)

Treasure none

SPECIAL ABILITIES

Animate Trees (Su) A dark woodsman can animate trees from his bonded area within 60 feet as a standard action, controlling one tree for every four Hit Dice the dark woodsman has. It takes a full round for a tree to uproot itself. Thereafter it moves at a speed of 10-ft. and fights as a treant in all respects. Animated trees lose their ability to move if the dark woodsman who animated them is incapacitated or moves out of the ability's range. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid. Animated trees have the same vulnerability to fire that a treant has.

Draw Lifeforce (Su) As a full round action, a dark woodsman can touch a tree in its bonded area to draw life from it. Doing so heals the dark woodsman 1d6 hit points. If the dark woodsman is already at full hit points, he gains any additional hit points as temporary hit points. A dark woodsman cannot gain more than five temporary hit points in this manner, and all temporary hit points last for 1 hour. A dark woodsman cannot draw life from a tree if he has drawn strength or lifeforce from the tree within the past day, nor can he draw lifeforce from an animated tree.

Draw Strength (Su) As a full round action, a dark woodsman can touch a tree in its bonded area to draw strength from it. This grants the dark woodsman a +2 enhancement bonus to Strength for 1 hour. This bonus can be increased to a maximum of +10 by drawing strength from up to five different trees. A dark woodsman cannot draw strength from a tree if he has drawn strength or lifeforce from the tree within the past day, nor can he draw strength from an animated tree.

Tree Bond (Ex) Once a dark woodsman has been in his bonded area for 2d6 months, he forms a bond with the surrounding trees. A bonded area typically consists of 5d10 trees. This bond allows the dark woodsman to use its animate trees, draw lifeforce, draw strength, and tree gate abilities.

Tree Gate (Su) A dark woodsman can cause two bonded trees within 20-foot radius to grow towards each other until their upper branches form an entwined archway. This archway process takes 10d10 years to complete. Once the archway is in place, the dark woodsman can create a 20-foot diameter extra-dimensional portal within it by spending a full round action touching the tree. The portal remains open as long as the dark woodsman continues to touch the tree and for 1d3 additional rounds after the contact has been broken. Once per day, the dark woodsman may call one or more other dark woodsmen through the portal. Otherwise, once opened, any creature may travel through the portal as the *gate* spell.

Dark woodsmen are long-lived, stocky beings of humanoid shape that are locked in an ancient power struggle with their own kind. With thick, bark-like skin colored deep brown or black, most dark woodsmen have deep green eyes while a few have red or obsidian eyes. Eye coloration distinguishes the race's warring factions, acting as a dividing force among these creatures. In all other aspects, the dark woodsman vaguely resembles a wooden carving of a human, elf, or other Medium-size humanoid wielding odd axes made entirely of wood but are as sharp as steel. The average dark woodsman is approximately six feet tall and weighs about four hundred pounds. A dark woodsman's favored class is fighter, but most leaders are druids or clerics with the Evil or Plant domains.

Dark woodsmen live in small tribal groups within the forests, dwelling among their bonded trees. These tribes prefer to move into new-growth forests, drawn to secluded areas where the barriers between the planes are weakest. These mysterious creatures adopt these locales as their own, forming a mystical bond with the environment. The dark woodsman protects the trees from invaders until the forest matures, and in exchange, they allow the dark woodsmen to draw strength and lifeforce from them.

Dark woodsmen zealously guard their forest, deeming any intelligent creature that enters into their area as an invader. Creatures failing to heed their warnings are met with lethal force derived from the power that the dark woodsman can draw from bonded trees. Dark woodsmen rely predominantly on their prowess with an axe in combat, seeking to keep their tree wards unharmed. However, if an invader is considered to be a sufficient threat, a dark woodsman employs its ability to animate trees to end the fight more quickly.

Under the watch of the dark woodsman, the forest will eventually mature, and the dark woodsmen transports the protected area of forest to another plane, where they use the trees as an animated army in their endless struggle against their own kin. This ancient rift between certain factions within dark woodsmen society divides the dark woodsmen into three factions discernable by eye color. Each faction seeks control of the vast root system that feeds the Great Oak, which covers the entirety of their native plane. For countless ages, these factions engaged in a vicious civil war with no one side gaining advantage over the other. Although generally wary of other beings, in some cases, dark woodsmen will strike deals with creatures they believe useful in their struggle.

DEADWOOD

Thick boil-like lumps protrude from the trunk of this tree whose bark looks like cracked and burned flesh. Bloated purple fruit hang from a slimy mass of tissue dangling from one of its branches.

DEADWOOD

NE Gargantuan plant

Init -5; **Senses** low-light vision; Perception +3

DEFENSE

AC 27, touch 1, flat-footed 27 (-5 Dex, +26 natural, -4 size)

hp 230 (20d8+140)

Fort +19, **Ref** —, **Will** +9

DR 10/—; **Immune** plant traits; **SR** 22

OFFENSE

Speed 0 ft. (immobile)

Space 20 ft.; **Reach** 0 ft.

Special Attacks absorption, carrion stench, foul influence, subjugate undead

STATISTICS

Str —, **Dex** —, **Con** 25, **Int** —, **Wis** 16, **Cha** 21

Base Atk +15; **CMB** —; **CMD** —

ECOLOGY

Environment temperate and warm forests

Organization corpse-copse (1 deadwood plus any number of controlled undead)

Treasure standard



SPECIAL ABILITIES

Absorption (Ex) A low mound of pulpy, glistening, decomposing animal matter extends in a 20-foot radius from the deadwood's base for a typical adult tree. Any creature lying prone within this area is quickly enveloped in the muddy, festering earth around the tree's roots; a character may avoid this fate with a DC 27 Reflex save (helpless creatures get no save). Complete envelopment takes 2 full rounds, during which time the victim may make a DC 27 Strength or Escape Artist check each round to break free. The save and check DCs are Constitution-based.

Once fully enveloped, a victim begins to suffocate and takes 1d6 points of acid damage each round. The victim may be freed only by another character who makes a successful Strength check (DC 20, +1 per round the victim has been enveloped). A dead creature has its flesh and other bodily tissues sloughed away from its bones after 30 minutes, and the bones are ejected back onto the ground's surface while the rest of the body is slowly drawn into the tree over the course of several weeks.

Carrion Stench (Ex) Once every 3 rounds, a deadwood tree can expel a wave of carrion stench. Several ulcers in its bark open and vent their putrid contents, and all living creatures within 30 feet of the tree must make a DC 27 Fortitude save or be rendered unconscious for 1d6 rounds; those who save are instead sickened for 1d6 rounds. The save DC is Constitution-based.

Foul Influence (Su) The deadwood exerts its foul influence to a radius of 300 feet for every 2 HD of the tree. Any animal, giant, humanoid, or monstrous humanoid corpse within this range that remains in contact with the ground for 1 full round is animated into a zombie or skeleton. Corpses of humanoids with 2 or 3 class levels are instead turned into ghouls, while those with 4 or more class levels are instead turned into ghosts; there is a 5% chance that a ghoul or ghost so created also retains half of its class levels (round down).

These undead creatures are the deadwood's primary defense. In addition to the undead it accumulates with its subjugate undead ability, it may animate the circle of bones that surrounds it. Every round, it may cause 1d6 skeletons to assemble themselves, moving to attack any opponents of the tree in the next round. Roll an additional 1d6 to determine the size of each skeleton formed: 1 = Small; 2-3 = Medium; 4 = Large; 5 = Huge; 6 = Gargantuan. Enough bones are normally present for the tree to create up to five times its own HD worth of skeletons in this way.

Subjugate Undead (Su) Any undead within the area of the deadwood's foul influence (300 feet per 2 HD) must make a DC 25 Will save every hour or be compelled to move toward the tree. (The save DC is Charisma-based.) Weak corporeal undead are simply brought to the tree to be absorbed, but those with 3 or more HD or having the incorporeal subtype are spared this final fate and instead linger near the tree, compelled to protect the deadwood from attackers. At least 6d6 undead, mostly ghouls, ghosts, and zombies of various sizes, strengths, and compositions (those animated by the tree), with perhaps a few incorporeal undead, typically roam near a fully grown deadwood.

The deadwood is a nightmarish tree that feeds on decomposing corpses and raises others to protect it. A deadwood can grow to a height of nearly 100 ft. with some ancient specimens reaching even higher. The deadwood's bark looks like cracked and burned flesh. The stench of rotting flesh rises from the surrounding ground upon which lie scattered bones and partly rotted limbs. Several thick lumps, like tumors or boils, move a few inches up the tree's trunk and a slimy mass of tissue falls from one of its branches, landing with a squishy thud. It bears a few drooping, leafless branches which sprout asymmetrically along its trunk. A single bloated, purple fruit, about the size of a muskmelon, ripens on one of the branches.

A deadwood's power over the undead is awe-inspiring. Its influence over a forest is so strong that the body of any animal or person who falls dead within miles of a deadwood rises as undead creatures, which will most likely spend the rest of their existences guarding the deadwood.

Besides a tendency to sway in non-existent breezes, deadwood trees are immobile. However, their abilities to animate and control undead guardians and to exude waves of incapacitating stench leave them far from defenseless.

DEADWOOD FRUIT

The mottled, semi-transparent skin of this sickly growth is a deep, unhealthy purple in color, straining in uneven bulges over the fruit's rosy innards. At its core is a large, woody kernel. When the deadwood tree has absorbed 100 HD worth of corpses, a new fruit ripens and falls to the ground. Nearby corporeal undead immediately attempt to devour it, kernel and all.

Any undead that eats the fruit immediately gains 1 HD for every 4 HD of the deadwood that produced the fruit, regardless of normal HD maximums for that undead creature's advancement range. The creature then wanders away from the parent tree and searches for, or attempts to create, a place of great carnage. When the deadwood seed within it senses a large supply of fresh corpses, it immediately slays its undead host and takes root in the earth. A new deadwood tree usually grows at the unnatural rate of 5 feet (and 1 HD) per month, and perhaps even more quickly if a particularly large supply of bodies is nearby.

A living creature consuming even a single bite of ripe deadwood fruit dies instantly unless it makes a DC 27 Fortitude save (the save DC is Constitution-based); even on a successful save, the eater takes 3d6 points of Constitution drain. If the creature survives, this single bite grants it a small measure of the deadwood's power — it may thereafter channel negative energy as an evil cleric CL 2nd or be considered 1 caster level higher for the purpose of channeling negative energy if it already had the power to do so. Surviving multiple bites might provide other benefits or carry certain penalties, at the GM's discretion.

Few mortal creatures have ever attempted to eat an entire deadwood fruit, and none who has is known to have survived. Tales of what might happen to those who "live" through such an attempt vary. Some believe they would gain permanent command over the dead and others that they would be transformed into strange, powerful, and unique undead.

DEATHPOOL

Indented in the jungle floor lies a giant plant that forms a great shallow basin with its large waxy leaves. The still pool beckons you to come nearer.

DEATHPOOL

N Huge plant

Init -5; **Senses** low-light vision; Perception +1

CR 7

3,200XP

DEFENSE

AC 8, touch 8, flat-footed 8 (-5 Dex, +5 natural, -2 size)

hp 85 (10d8+40)

Fort +11, **Ref** —, **Will** +4

Immune plant traits

OFFENSE

Speed 0 ft. (immobile)

Space 15 ft.; **Reach** 0 ft.

Special Attacks acid spray, digestion, enclose, soma, sopotrophic spray

STATISTICS

Str —, **Dex** —, **Con** 19, **Int** —, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** — (+9 grapple against enclosed targets);

CMD —

SQ healing waters

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Acid Spray (Ex) 10-foot spread; once every 3 rounds (maximum once per day for every 3 HD of the plant); 4d8 acid; Reflex DC 19 half. The save DC is Constitution-based. This acidic chemical harms only animal matter; other plants and organic materials are unaffected.

Digestion (Ex) A creature trapped within a deathpool takes 4 points of acid damage every minute, but feels no pain. A creature slain in this manner is fully digested and incorporated into the plant after another 48 hours.

Enclose (Ex) The deathpool lifts its great fronds and slowly envelops bathing creatures in its cozy but fatal embrace.

It takes 2 rounds for the deathpool to completely trap bathing creatures. A trapped creature can wrestle its way free by making two successful grapple checks against the plant. Alternately, an enclosed creature can cut its way out using a light slashing or piercing weapon to deal 15 points of damage to the plant's interior (AC 12). Once the creature exits the plant by cutting its way out, vascular action closes the hole; another enclosed creature must cut its own way out. A Huge deathpool's interior can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

Healing Waters (Su) A living creature heals 1d4 hit points in each round spent drinking from the deathpool's pool. No creature can regain more than 10d4 hit points per day by drinking from a deathpool. For every 10 minutes spent bathing in the plant's pool, a living creature heals 5 hit points; after bathing for 30 minutes, the creature is cured of all diseases or poisons that currently affect it, and for every 30 minutes thereafter it heals 1 point of ability damage. A creature cannot be healed up to more than its normal hit point total by drinking or bathing; any excess healing is ignored.

In addition to the healing powers, the deathpool's fluid is a mild muscle relaxant. Every 10 minutes spent bathing in the plant's pool, a creature must make a DC 19 Fortitude save or suffer a -1 penalty to grapple checks to escape an enclosed deathpool. These penalties are cumulative. The save DC is Constitution-based.

Soma (Ex) Due to the inviting odor of the plant's fluids, any animal, humanoid, or monstrous humanoid that comes within 30 feet of the deathpool must make a DC 15 Will save to avoid drinking from its waters. A creature immune to poison is immune to this effect.

Any creature that drinks from the pool must make a Will save (DC 15, +1 for each round spent drinking beyond the first) to avoid bathing in the plant's waters. A bathing creature must make another Will save (DC 15, +1 for every 10 minutes spent bathing) to leave the pool. Once a creature has failed its Will save to leave, the plant encloses the victim and begins to digest it. The save DCs are Charisma-based.

Sopotrophic Spray (Ex) 20-foot-radius burst; once every 3 hours; Will DC 19 negates. Any living creature that fails its save is put into a deep sleep (as the *sleep* spell) for 1d4 hours, during which time it has remarkable and memorable dreams. The save DC is Constitution-based.

The deathpool is a carnivorous plant with an amazing method of luring prey. The plant forms a great, shallow basin in the jungle floor with its large, waxy lower leaves. This basin then fills with rainwater and the excretions of the plant. The resulting subtly sweet fluid is clear and warm, as if heated from some deep source. Most miraculously, it closes and heals the wounds of those that drink from it and purges poison and sickness from any brave enough to bathe. A typical deathpool covers an area 30 feet in diameter, which includes its fronds, leaves, and the basin formed by its leaves.

When anything lingers in the pool for a length of time, the deathpool releases increasingly stronger narcotic and healing fluids, leaving the target tingling with pleasure and new health. Then the plant slowly closes over the top of its prey, releasing its intoxicating digestive fluids. Few even think to attempt escape as the strange leaf drifts casually over them; even those who do wish to free themselves rarely find the strength in their relaxed muscles to move.

If the plant is attacked by creatures outside of its leafy embrace, it sprays a soporific and psychotropic chemical outward at its attackers. This chemical is emitted through pores on the bottom of the plant's enormous leaves. If this chemical does not halt the attacks, it sprays a second chemical that burns flesh and continues to do so until the attacks cease, it runs out of the chemical, or it is killed.

DELUSION HUMMER

This dark green insect looks much like a dragonfly except that it intermittently glows faintly like a fire fly.

DELUSION HUMMER

N Diminutive vermin

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 2 (1d8-2)

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

Immune vermin traits

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee sting +7 (1d3-5 plus poison)

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

Special Attacks song of delirium

STATISTICS

Str 1, **Dex** 17, **Con** 6, **Int** —, **Wis** 10, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 4

Feats Weapon Finesse^B

Skills Climb +5, Fly +17, Perception +2; **Racial Modifiers** +2 Perception, +10 Climb

ECOLOGY

Environment warm swamps

Organization solitary, pair, mating flight (2-8)

Treasure none

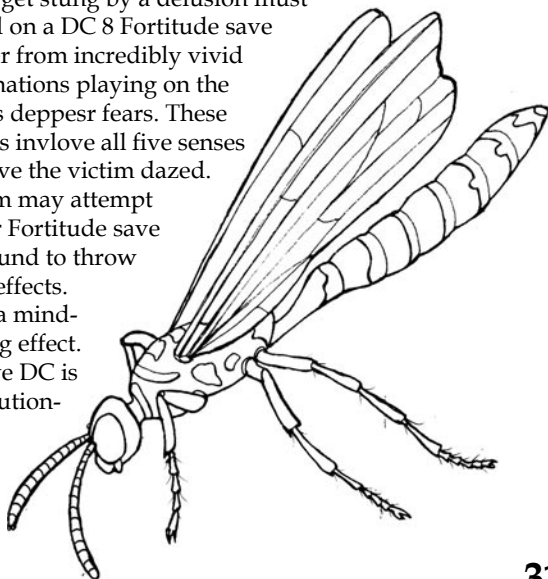
SPECIAL ABILITIES

Poison (Ex) A delusion hummer's main defense is its venomous sting, which causes terrifying hallucinations.

Any target stung by a delusion must succeed on a DC 8 Fortitude save or suffer from incredibly vivid hallucinations playing on the victim's deepest fears. These illusions involve all five senses and leave the victim dazed.

A victim may attempt another Fortitude save each round to throw off the effects.

This is a mind-affecting effect. The save DC is Constitution-based.



Song of Delirium (Su) A delusion hummer's song works to amplify the powers of its venom. Any creature within 30 feet of a delusion hummer that can hear its song has a -7 penalty to its saving throws against the venom's effects. This is a sonic, mind-affecting effect.

A delusion hummer is a dark green insect, much like a dragonfly. It hovers in the air with a faint humming drone. Its tail intermittently glows faintly in the darkness, much like a firefly. Mostly a harmless insect, the delusion hummer's disposition changes when its eggs are threatened. It attacks immediately, darting in quickly to sting its victim and then flying up and out of reach where its song can begin work on the hapless individual's senses. It maintains its song until the victim flees the area; the insect does not travel more than 10 yards from its eggs for any reason during this season.

DIOCTOPUS

This enormous creature powerfully undulates through the water with its many tentacles, its rubbery skin flush with color as it moves across the scenery.

DIOCTOPUS

NE Gargantuan magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +17

CR 12

19,200XP

DEFENSE

AC 27, touch 12, flat-footed 21 (+5 Dex, +1 dodge, +15 natural, -4 size)

hp 168 (16d10+80); fast healing 1

Fort +14, **Ref** +15, **Will** +5

OFFENSE

Speed swim 50 ft.

Melee 4 tentacles +19 (2d6+6 plus poison and grab), bite +16 (2d8+3)

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

Special Attacks capsize, constrict (tentacle, 3d6+6)

STATISTICS

Str 23, **Dex** 20, **Con** 18, **Int** 5, **Wis** 10, **Cha** 10

Base Atk +16; **CMB** +26 (+30 grapple); **CMD** 41

Feats Alertness, Combat Reflexes, Dodge, Mobility, Multiattack, Stealthy, Toughness, Weapon Focus (tentacle)

Skills Perception +17, Stealth +12, Swim +14; **Racial Modifiers** +10 Stealth, +8 Swim

ECOLOGY

Environment cold and temperate aquatic

Organization solitary

Treasure triple

SPECIAL ABILITIES

Capsize (Ex) A dioctopus can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 30 or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dioctopus, it takes a cumulative -10 penalty on this CMB check.

Poison (Ex) Tentacle - injury; save Fort DC 22; frequency 1/round for 6 rounds; effect paralysis 1d4+1 rounds; cure 1 save. The save DC is Constitution-based.

Dioctopi resemble enormous giant octopi possessing 16 tentacles. The suckers of each tentacle are lined with a row of stinger cells, not unlike those found in jellyfish. Dioctopi are 80 feet long and weigh over five tons. The skin of a dioctopus is rubbery and filled with chromatophores, allowing it to blend into almost any aquatic environment and communicate with each other. The neutral color of a dioctopus is a deep gray.

True terrors of the temperate and cold seas, dioctopi strike fear into the hearts of seasoned sailors. These rare creatures possess immense size and sixteen poisonous, grasping tentacles. They can capsize even the largest ships and soon the terrible tentacles find their way to the deck. They generally attack with 12 of their tentacles, using the remaining to anchor themselves.

Once a dioctopus has a victim in its grip, the only way to get a dioctopus to release a struggling victim is to sever the tentacle by causing 12 hit points of damage to it. This does no damage to the body of the dioctopus, but if more than 6 tentacles are severed, a dioctopus release a massive ink cloud through which nothing can be seen and it will retreat into the depths. Dioctopi can regenerate one severed tentacle each day.

Non-struggling targets are dropped into the water to drown and be consumed at leisure while the dioctopus searches for new victims. Once the dioctopus can find no more victims, it begins eating the dead and the paralyzed.

Dioctopi live in deep underwater caves. The terrain near dioctopi lairs is littered with wrecked vessels for once a dioctopus has eaten its fill, it breaks apart the boats it attacks and drags them to rest close to its lair. Taken together as a whole, the area around a dioctopus lair is usually filled with truly vast amounts of treasure.

DOOM HAG

This creature appears as a gaunt crone dressed in rotting black cloth, but when standing erects she is six-feet tall and large shadowy wings emerge from behind her cloak.

DOOM HAG

LE Medium monstrous humanoid (cold)
Init +8; **Senses** darkvision 60 ft.; Perception +30

CR 18

153,600XP

DEFENSE

AC 35, touch 15, flat-footed 30 (+4 Dex, +1 dodge, +20 natural)

hp 312 (25d10+175); **vengeful regeneration**

Fort +16, **Ref** +18, **Will** +21

DR 25/+2 magic; **Immune** cold, death effects, disease, mind-affecting effects, paralysis, poison, stunning; **Resist** acid 20, sonic 20; **SR** 30

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft, fly 60-ft. (average)

Melee 2 claws +31 (1d8+5 plus 4d6 cold/19-20), bite +28 (2d6+2 plus 4d6 cold)

Special Attacks icy blast, spell-like abilities

Spell-Like Abilities (CL 20th)

At Will — *animate dead*, *blasphemy* (DC 19), *cone of cold* (DC 17), *create undead*, *darkness*, *desecrate*, *dispel magic*, *fear* (DC 16), *freezing sphere* (DC 18), *greater scrying* (DC 19), *magic circle against good*, *suggestion* (DC 15), *true seeing*, *unhallow*, *unholy aura*, *wall of ice* (DC 16)

1/day — *finger of death* (DC 19), *time stop*, *wail of the banshee* (DC 21)

STATISTICS

Str 20, **Dex** 18, **Con** 23, **Int** 19, **Wis** 24, **Cha** 15

Base Atk +25; **CMB** +30; **CMD** 44

Feats Ability Focus (icy blast), Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (claw), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Mobility, Multiattack, Weapon Focus (claw), Toughness

Skills Bluff +17, Craft (alchemy) +20, Diplomacy +17, Fly +20, Intimidate +20, Knowledge (arcana) +20, Knowledge (the planes) +20, Knowledge (religion) +20, Perception +30, Sense Motive +17, Spellcraft +24, Stealth +17, Survival +20, Use Magic Device +22

Languages Common, Giant, Infernal

SQ determine fate

ECOLOGY

Environment any cold land and underground

Organization coven (3)

Treasure standard coins and items, double goods

SPECIAL ABILITIES

Determine Fate (Su) Doom hags possess the unique ability to alter the outcome of future events, affecting all creatures within a 100-ft. radius. This power forces anyone within the area to make two dice for every attack roll, skill check and saving throw. The result more beneficial to the doom hag is the valid one. A Will save (DC 24) negates the ability's effect on that creature for one round and is the only roll that is not affected. Doomhags can use this ability three times per day, and it lasts for an entire encounter.

Icy Blast (Su) Three times per day as a standard action, doom hags can unleash a 40-ft. cone of ice, snow and hail. Anyone within the blast's area of affect must roll a successful Reflex save (DC 26) or sustain 9d6 points of cold damage; half damage if the saving throw succeeds. In addition, regardless of the saving throw's outcome, the affected creature must also roll a successful Will save (DC 26) or be *slowed* for 2d8 rounds.

Vengeful Regeneration (Su) Any doom hag slain in combat regenerates its material body 1d4 days later somewhere within 5 miles of her death. She then immediately undertakes a quest to track down and slay her killer. Should the original killer succeed again, the doom hag is permanently dead.

Doom hags stand six-ft. tall and possess large shadowy wings. They appear as atrophying, gaunt crones with sharp, jagged claws, coal black eyes and thin tufts of decaying grey hair clinging to their wrinkled scalps. They bundle their emaciated bodies in rotting, black cloaks and adorn themselves with grisly necklaces of interlocking bones.

Doom hags serve as unwavering instruments of vengeance, reaping suffering and agony upon their terrified victims. Although their motives remain unknown, their actions indicate they act adhering to some higher authority. Doom hags demonstrate no compassion, enacting their brutal sentences with calculated efficiency and sadistic delight. Doom hags prefer swooping down upon their opponents using their icy blast ability or physical attacks, but they have also make strategic use of their spell-like abilities as well. They never retreat, regardless of the circumstances. Outside of combat, doom hags are skilled alchemists and possess a great amount of knowledge that is available for barter if one is willing to agree to the doom hags terms.

DROTH'YAR

This creature resembles an oversized two-legged lizard with large horn that curves back towards its tail.

DROTH'YAR

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

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

hp 22 (3d8+9)

Fort +6 (+14 against poison), **Ref** +6, **Will** +1

OFFENSE

Speed 50 ft.

Melee butt +5 melee (1d8+4), kick +0 (1d4+2)

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

STATISTICS

Str 18, **Dex** 16, **Con** 16, **Int** 2, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 20

Feats Alertness, Run

Skills Acrobatics +15, Sense Motive +2, Survival +9; **Racial**

Modifiers +6 Acrobatics, +8 Survival

ECOLOGY

Environment any plains

Organization solitary, pair, or herd (3-20)

Treasure none

CR 2

600XP

Droth'yar are swift, two-legged herbivores, used as mounts and beasts of burden. A droth'yar's body resembles that of an oversized lizard, bearing two thick legs but lacking forelimbs. Its head is vaguely draconic and sports a large horn which curves back toward its tail. Though a droth'yar walks upright, it keeps its neck lowered to help maintain its balance. Its tail drags behind it, nearly the same length as its body. An adult droth'yar stands about 6 feet high, is 12 feet long from its head to the base of its tail, and typically weighs in excess of 1,000 pounds. Droth'yar have tough, mottled hides, colored in earth tones.

Droth'yar are highly adaptable, and several different breeds have evolved in different regions. Those found in arid lands are leaner and have longer legs than most, while droth'yar in areas with particularly harsh winters have been known to grow sleek coats of fur. All droth'yar are strict herbivores, and regularly eat plants poisonous to most species.

Droth'yar herds are usually led by a single dominant male. During mating season (the timing of which varies according to breed), droth'yar establish dominance by butting heads. Two competing droth'yar will fight until one dies or flees from the battle. In domestication, droth'yar are used to help plow fields, pull chariots, and transport goods between cities. They are occasionally used as mounts for soldiers, when more powerful exotic beasts are unavailable or too expensive. Droth'yar have a life expectancy of about fifteen years. Wild droth'yar only fight when cornered or defending their young. Droth'yar trained and bred for war are somewhat more vicious, but even they often require urging from their riders to fight.

A droth'yar requires training before it can bear a rider in combat. Training a droth'yar requires six weeks of work and a DC 20 Handle Animal check. A droth'yar can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Droth'yar trained for combat are worth 200 gp apiece on the open market, while domesticated droth'yar are worth 75 gp each. Professional trainers charge 150 gp to rear or train a droth'yar. A paladin or druid of sufficiently high level can take a droth'yar as a mount or animal companion.

Droth'yars can carry up to 200 pounds as a light load, 400 pounds as a medium load, 600 pounds as a heavy load, and can drag 3,000 pounds. Riding a droth'yar requires a saddle.

ENGRAVED

This creature bears the likeness of a tribal warrior in ceremonial regalia equipped with weapons of sacrifice carved from the stone.

ENGRAVED

N Medium construct

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

CR 4

1,200XP

DEFENSE

AC 19, touch 11, flat-footed 17 (+1 Dex, +8 natural)

hp 47 (5d10+20)

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

DR 10/magic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (2d6+4)

STATISTICS

Str 18, **Dex** 12, **Con** —, **Int** —, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +9; **CMD** 20

SQ Haste





ECOLOGY

Environment any
Organization solitary or gang (2-4)
Treasure none

SPECIAL ABILITIES

Haste (Su) An engraved can use *haste*, as the spell CL 4th, as a free action once per minute.

Immunity to Magic (Ex)

An engraved 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 an engraved (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the engraved's structure but negates its damage reduction and immunity to magic for 1d4 rounds.

An engraved is one of a multitude of minor golems, common among primitive cultures and typically charged with guarding sacred sites. They are carved from stone of exceptional quality (worth at least 4,000 gp) and usually located as part of embossed murals. Often, but not always, these murals will give warning as to the purpose of the engraved. An engraved always appears as a tribal warrior, usually in ceremonial regalia and often equipped with weapons of sacrifice, rather than war. Engraved weigh over 1,000 pounds.

An engraved is created for the sole purpose of guarding something of great importance, such as a king's tomb. The creation of an engraved is a solemn and holy ritual. It involves the voluntary sacrifice of a great warrior whose spirit gives life to the construct. Parameters can be set to allow passage of certain creatures, often a gesture or password. This secret is known only to those who must know and is well guarded, but it is not unheard of for an engraved to have no password. If this is the case, it will attack any creature that approaches, even its creator, because its mission is to guard. An engraved is usually under orders not to stray from an area, and once created an engraved will carry out its service until it is destroyed.

An engraved fights in a fairly straightforward manner, attacking with its ceremonial weapons. If the engraved is victorious in its combat, it will return to its wall to await the next intruder.

CONSTRUCTION

An engraved's body is chiseled from a single block of hard stone such as granite, weighing at least 2,000 pounds.

ENGRAVED

CL 8th; Price 10,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *geas/quest*, *haste*, creator must be caster level 8th; **Skill** Craft (sculpture) or Craft (stonemasonry); **Cost** 5,000 gp

EPICUREAN

This creature resembles a giant mottled green-skinned caterpillar with emerald eyes and exudes the odor of chestnuts.

EPICUREAN

NE Large magical beast
Init +2; **Senses** blindsense 30ft., darkvision 60ft.; low-light vision; Perception +13

CR 4
 1,200XP

DEFENSE

AC 12, touch 7, flat-footed 12 (-2 Dex, +5 natural, -1 size)
hp 45 (6d10+12)
Fort +7, **Ref** +3, **Will** +6

OFFENSE

Speed 20 ft.
Melee tongue slap +9 (1d8+4 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks antipathy/sympathy, constrict (1d8+4), spell-like abilities
Spell-Like Abilities (CL 10th)
 At will — *calm emotions* (DC 17), *enthrall* (DC 17)
 3/day — *crushing despair* (DC 18), *suggestion* (DC 17)
 1/day — *glibness*

STATISTICS

Str 16, **Dex** 7, **Con** 14, **Int** 17, **Wis** 19, **Cha** 20
Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 18
Feats Deflect Arrows^B, Improved Disarm^B, Improved Initiative, Persuasive, Stunning Fist^B, Weapon Focus (tongue slap)
Skills Acrobatics +7, Appraise +9, Bluff +9, Climb +11, Diplomacy +9, Intimidate +9, Perception +13
Languages Common, Draconic, Sylvan

ECOLOGY

Environment temperate and warm lands
Organization solitary
Treasure double

SPECIAL ABILITIES

Antipathy/Sympathy (Su) By taking 1 day to focus on an object, an epicurean can affect the object with an *antipathy* or *sympathy* effect for 2d6 days. A successful Will save DC 18 resists the object's power, and is Charisma-based.

Epicureans are masters of taste and desire, creatures who have achieved a perfect understanding of hunger. Epicureans have 7-foot-long bodies resembling mottled, green-skinned caterpillars. They have no legs, however, and are barely strong enough to push themselves across the ground. Their emerald eyes sit above their prominent mouths, barely reachable by their fat and stubby arms. Most remarkable are their tongues. Half the length of their bodies, deep purple, and incredibly strong, they are tipped with tiny buds that add to their sensitivity. Epicureans carry an odor of chestnuts about them.

While most races claim that epicureans received their bodies as a punishment for gluttony, the epicureans (who refer to themselves as na-sashlan) say that the gods offered



EROLITH

This tall birdlike creature has short legs and elongated arms with dark earthy plumage.

EROLITH **CR 4**
 N Medium aberration 1,200XP
Init +0; **Senses** blindsight 30 ft., darkvision 60ft.; **Perception** +22

DEFENSE

AC 10, touch 10, flat-footed 10
hp 37 (5d8+15)
Fort +3, **Ref** +1, **Will** +10
Defensive Abilities beak deflection

OFFENSE

Speed 20 ft.
Melee beak +3 (1d8)
Special Attacks spells
Spells Known (CL 12th; 3/4/4/5/6/7/at will)
 6th—*stone tell, summon nature's ally VI*
 5th—*awaken, commune with nature*
 4th—*dispel magic, freedom of movement, repel vermin* (DC 20), *scrying* (DC 20)
 3rd—*daylight, protection from energy, quench* (DC 19), *speak with plants, wind wall*
 2nd—*animal messenger, barkskin, hold animal* (DC 18), *owl's wisdom, spider climb, tree shape*
 1st—*calm animals* (DC 17), *detect animals or plants, detect snares and pits, longstrider, obscuring mist, pass without trace, speak with animals*
 0—*detect magic, detect poison, know direction, mending, read magic, virtue*

STATISTICS

Str 10, **Dex** 10, **Con** 14, **Int** 18, **Wis** 22, **Cha** 18
Base Atk +3; **CMB** +3; **CMD** 13
Feats Alertness, Combat Expertise, Toughness
Skills Acrobatics +8, Knowledge (any four) +22, Perception +22, Stealth +8, Survival +14; **Racial Modifiers** +10 Knowledge, +8 Perception
Languages Common, Dwarven, Elven, Gnome, Halfling, Undercommon; see multilingual
SQ perfect memory

ECOLOGY

Environment underground
Organization solitary
Treasure none

SPECIAL ABILITIES

Beak Deflection (Ex) An erolith that uses its beak for fighting defensively gains a +6 bonus to Armor Class rather than the usual +2 bonus.

Multilingual (Ex) If an erolith encounters a creature that speaks a language it is not familiar with, the erolith can learn that language rapidly. If an erolith listens to a creature speaking an unfamiliar language for 2d6 minutes, the erolith will become conversant in that language, and the erolith will become fluent in that language if it continues to hear the language for a total of 24 hours.

their ancestors mastery of a single sense. The na-sashlan chose taste, and they have since become exquisite connoisseurs of flavor. In addition, they have mastered the nature of hunger—not only hunger for food, but lusts for power and beauty. This mastery is a part of their being, and despite their grotesque bodies, they can incite passions in living creatures through secret motions and magic.

Epicureans are consummate gluttons, and most spend their lives searching for exotic tastes and lesser sensory experiences. While many are amused by manipulating other creatures, they avoid each other, despising their appearance. Their morals tend to be questionable, but they rarely aid truly evil beings; their greed is for small pleasures, not power or destruction.

In their search for new and intriguing experiences, some epicureans have adapted to humanoid societies. They prefer to live in luxurious homes away from cities, attended to by slaves and servants. Much of the time, an epicurean's servants work in exchange for training. Some hope that the na-sashlan's knowledge of taste will allow them to perfect their cooking, but most seek to refine their own abilities to control others' emotions. Some epicureans take harpies as servants, seeing them as lesser kindred spirits.

Epicureans prefer to have their servants fight for them, and to set traps with sympathetic and antipathetic objects. When cornered, they use crushing despair and suggestions, deflect attacks and disarm opponents with their tongues, then choke those who resist their magic.



Perfect Memory (Ex) An erolth has total recall on any event it has ever witnessed or experienced and any information it has ever heard.

Eroliths are 7-foot-tall birdlike creatures that live in subterranean lairs. Their pronounced beaks, elongated arms, and relatively short legs demonstrate an odd avian heritage. They have unremarkable plumage composed of dark earthy tones, and their voices are inhumanly melodious.

Eroliths are peaceful hermits seeking to learn all they can know. While they have a way with languages, picking new tongues up quickly, erolths generally do not wish to arouse undue attention to themselves. Among subterranean races, eroliths are renowned as soothsayers and wisemen. The dwellers in the dark often seek an erolth's advice in times of trouble or ask erolths to arbitrate disputes.

Eroliths lair in isolated caves unreachable to any that cannot pass through stone. They usually have a false lair, where they spend a significant portion of their time, allowing those seeking them to have a location at which to consult with their wisdom. They are avid acquirers of knowledge, but due to their prodigious memory, they rarely keep anything after reading, preferring to trade or sell for something new. Eroliths are sages of the highest caliber, most twice or even thrice as knowledgeable as those of other races, and rarely does it take more than a turn before a complete answer to any question is delivered.

They prefer to avoid combat and flee when possible. They would rather not kill any non-evil creature, but are fierce opponents when forced - and woe be to the character that angers an erolth as their enmity is permanent until death. A few erolths are neutral evil. They are hated by their kin, who seek to destroy them whenever possible. These eroliths enjoy masterminding vast and complex plots, some of them even shaking entire continents to their bones.

FACELESS ONE

This creature is one of many appearing as muscular humans with no facial features.

FACELESS ONE (16)

LE Medium construct

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

CR 1/2

200XP

DEFENSE

AC 15, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +3 natural)

hp 25 (1d10+20)

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

DR 10/magic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d8+3)

Special Attacks concerted spell use

Spell-Like Abilities (CL 7th)

3/day – any one spell from the cleric 1st level spell list

STATISTICS

Str 16, **Dex** 13, **Con** –, **Int** 15, **Wis** 18, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 16

Feats Dodge, Improved Unarmed Strike^B

Skills Craft (alchemy) +3, Knowledge (religion) +3,

Perception +5, Stealth +2

Languages Common (cannot speak)

SQ rebirth, telepathic link

ECOLOGY

Environment underground

Organization gang (1-3), troupe (4-10), or cadre (11-30)

Treasure standard

SPECIAL ABILITIES

Concerted Spell Use (Ex) There are exactly 30 faceless ones, and each possesses the ability to cast one cleric spell of level 1-4 three times per day. A faceless one can cast no other spells than the one assigned to them, and will use its spell in an intelligent manner in conjunction with its comrades. Within the cadre, there are 16 1HD faceless ones that can cast 1 1st level spell, 8 2HD faceless ones that can cast 1 2nd level spell, 4 3HD faceless ones that can cast 1 3rd level spell, and 2 4HD faceless ones that can cast 1 4th level spell. The members of the cadre share many similarities, and the following only present the variations from the core stat block.

Immunity to Magic (Ex) A faceless one 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 or fire damage slows a faceless one (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the faceless one 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 faceless one to exceed its full normal hit points, it gains any excess as temporary hit points. A faceless one gets no saving throw against attacks that deal electricity damage.

Rebirth (Ex) A slain faceless one can be reborn in 24 hours if its body is returned to the cadre's birthing vat.

Telepathic Link (Ex) Each faceless one has a constant telepathic link with all the other members of the cadre; all know what one knows.

FACELESS ONE (8)

LE Medium construct

hp 31 (2d10+20)

Melee unarmed strike +5 (1d8+3)

Spell-Like Abilities (CL 7th)

3/day – any one spell from the cleric 2nd level spell list

Base Atk +2; CMB +5; CMD 17

Skills Craft (alchemy) +4, Knowledge (religion) +4, Perception +6, Stealth +3

CR 1
400XP

FACELESS ONE (4)

LE Medium construct

hp 36 (3d10+20)

Fort +1, Ref +2, Will +5

Melee unarmed strike +7 (1d8+3)

Spell-Like Abilities (CL 7th)

3/day – any one spell from the cleric 3rd level spell list

Base Atk +3; CMB +6; CMD 18

Feats Dodge, Improved Unarmed Strike^B, Weapon Focus (unarmed strike)

Skills Craft (alchemy) +5, Knowledge (religion) +5, Perception +7, Stealth +4

CR 2
600XP

FACELESS ONE (2)

LE Medium construct

hp 42 (4d10+20)

Fort +1, Ref +2, Will +5

Melee unarmed strike +8 (1d8+3)

Spell-Like Abilities (CL 7th)

CR 3
800XP

3/day – any one spell from the cleric 4th level spell list

Base Atk +4; CMB +7; CMD 19

Feats Dodge, Improved Unarmed Strike^B, Weapon Focus (unarmed strike)

Skills Craft (alchemy) +6, Knowledge (religion) +6, Perception +8, Stealth +5

Ages past, the last evil priest of a dying cult provided for the defense of his hidden shrine by creating a cadre of guardians. The priest is long dead, the secret of creation lost with him, but the faceless ones still roam the shrine and destroy all foolish interlopers.

Faceless ones appear as muscular humans with no facial features. It cannot communicate with outsiders, but the entire cadre is in constant telepathic link with one another, therefore, the cadre has no direct leader. The only sounds they make are the utterances of spells in low raspy voices that emanate from within their chests.

Upon encountering intruders, the band will immediately engage them without question or waiting for any sort of communication from the intruders, and they will telepathically call for assistance from another troupe only if absolutely needed. If a faceless one is slain, its comrades will make every attempt to return its body to their birthing vat, hidden somewhere deep within the shrine. So long as a single faceless one still lives and the vat is intact, the entire cadre can be restored within 29 days. A well-used tactic is for one to hide in a secret location with the vat until the intruders have left. The vat is 6 feet tall and 8 feet in diameter and is made of a dark, streaked iron. Its liquid contents are unidentifiable except by an alchemist.

FLUTTERING OOZE

This creature appears little more than a glistening wet patch of stone until it bursts from the wall and flutters about like a translucent moth.

FLUTTERING OOZE

N Tiny ooze

Init +0; Senses blindsight 60 ft.; Perception -5

CR 1/4
100XP

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 size)

hp 4 (1d8)

Fort +0, Ref +0, Will -5

Immune ooze traits

OFFENSE

Speed 5 ft., fly 20 ft. (clumsy)

Melee slam +0 (1d3-2)

Space 2 ½ ft.; Reach 0 ft.

Special Attacks smother

STATISTICS

Str 6, Dex 11, Con 10, Int –, Wis 1, Cha 1

Base Atk +0; CMB -2; CMD 6

Skills Fly -4

SQ confounding appearance

ECOLOGY

Environment any underground

Organization flurry (5-10), swarm (11-30)

Treasure none



SPECIAL ABILITIES

Confounding Appearance (Ex) Fluttering oozes are difficult to see, requiring a DC 15 Perception check to notice one. Even if a creature sees the fluttering ooze, it must then make a second DC 15 Perception check to notice that it is something other than a simple patch of wet stone (if it is resting on a wall or ceiling) or a large moth (if it is flying).

Smother (Ex) A fluttering ooze that hits with its slam attack attempts to start a grapple as a free action without provoking an attack of opportunity. If the fluttering ooze succeeds at this grapple check, it wraps itself around its opponent's head. On the following round, the opponent must hold its breath or begin taking suffocation damage. The victim may attempt to peel that attached cave moth away with a successful DC 10 Strength or Escape Artist check; an ally may also attempt a DC 12 Strength check to pull away the creature. Damage dealt to a cave moth in the process of smothering a victim is split between cave moth and victim (round odd numbers to the moth).

The fluttering ooze appears little more than a glistening wet patch of stone that bursts from the wall and flutters about in a form resembling a moth. Its translucent form and silent motions combine with the darkness to confound the senses and make it quite difficult to keep track of.

Usually found either clinging to walls or flying through dungeon corridors, this creature is attracted by the subtle moisture created through other creatures' respiration. The fluttering ooze attempts to wrap itself around a target's head in an effort to suffocate its prey—it dissolves its prey only very slowly, and its acid is not strong enough to harm flesh even after several minutes of direct contact. Fluttering oozes are also attracted by the gases given off by burning torches and smother them with their bodies, thinking the brands are prey. These unlucky creatures are usually severely wounded if not killed. However, they are rarely solitary, and other moths flock to attack intruders who now flounder in the dark.

FOOL'S DRAGON

Bearing an uncanny resemblance to true dragons, this great reptilian beast is easily over a dozen feet long with glittering emerald scales and fanlike wings.

FOOL'S DRAGON

N Huge magical beast

Init +5; **Senses** darkvision 60ft.; low-light vision; Perception +7

CR 4

1,200XP

DEFENSE

AC 17, touch 9, flat-footed 16 (+1 Dex, +8 natural, -2 size)

hp 51 (6d10+18)

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

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +9 melee (1d8+5) and 2 claws +7 melee (1d6+2) or tail slap +9 melee (2d6+7)

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

Special Attacks crush (2d8+7), venom breath

STATISTICS

Str 20, **Dex** 12, **Con** 16, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 24



Feats Alertness, Improved Initiative, Multiattack

Skills Acrobatics +9, Climb +13, Perception +7, Swim +17;

Racial Modifiers +4 Acrobatics, +8 Climb, +8 Swim

ECOLOGY

Environment temperate and warm hills

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Crush (Ex) A fool's dragon can jump onto opponents as a standard action. This is effective only against Small or smaller opponents. A crush attack affects as many creatures as can fit under the fool's dragon's body. Creatures in the affected area must succeed on a DC 16 Reflex save or be pinned, suffering 2d8+7 points of crushing damage. If the fool's dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Venom Breath (Ex) Twice per day, a fool's dragon can breathe a 20-foot-diameter cloud of toxic mist, centered on the fool's dragon, causing blindness for 2d20 minutes and dealing 3d4 points of damage; a DC 16 Fortitude save negates the blindness and halves the damage. The save DC is Constitution-based. Fool's dragons are immune to the venom breath ability of other fool's dragons.

A fool's dragon gets its name from its uncanny resemblance to true dragons. The great reptilian beast is easily over a dozen feet long. Its emerald scales glitter like gems in the noonday sun as it stretches regally, ruffling its fanlike "wings" to shake away the dust. The fool's dragon is actually an enormous lizard whose "wings" are actually membranes used to collect heat from the sun.

Many a fool's dragon has been slain due to its draconic appearance. On the other hand, many of these beasts have been given wide berth by more dangerous predators. Would-be dragonslayers sometimes hunt these creatures and boast of their prowess, only to later meet a quick death at the hands of the real thing.

A fool's dragon's body is about 15 feet long, with its tail extending nearly another 15 feet. It weighs about 6 tons. Fool's dragons are no more intelligent than a typical lizard, and thus do not speak or understand any languages.

A fool's dragon starts combat with a tail slap, preferring to expend as little energy as possible. If irritated further, the great lizard spits its venomous cloud and then attacks with claws and teeth, focusing on one opponent at a time. A fool's dragon prefers to save its second venom attack as a prelude to fleeing the combat, and will only use it as a last resort.

FOUL SPAWNER

This creature is a mass of undead flesh, its abdomen swollen, bulging, and writhing from within.

FOUL SPAWNER

N Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 10, touch 6, flat-footed 10 (-3 Dex, +4 natural, -1 size)

hp 32 (5d8+10)

Fort +4, **Ref** -2, **Will** +4

Immune undead traits

OFFENSE

Speed 15 ft.

Melee 2 slams +8 (1d8+5), touch +8 (envelop)

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

Special Attacks envelop, paralysis

STATISTICS

Str 20, **Dex** 5, **Con** —, **Int** 2, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +9; **CMD** 16

Feats Great Fortitude, Improved Initiative, Toughness

Skills Intimidate +6, Perception +6

SQ expel

ECOLOGY

Environment any terrain or underground

Organization solitary, pair, gang (3-6), or troop (7-15)

Treasure none

SPECIAL ABILITIES

Envelop (Ex) A foul spawner is big, but its grotesquely distended abdominal cavity is mostly hollow. An empty spawner can attempt to envelop opponents into its body, trapping them inside. Instead of using its slam attack, an empty spawner can make a melee touch attack against a Medium or Small opponent. Although this attack deals no damage, a successful hit initiates a grapple check as a free action. Even if the foul spawner is hit with an attack of opportunity, it may still continue the grapple.

If the spawner establishes a hold, the opponent is drawn into its body and trapped. A trapped creature must save against the paralysis (see below). Trapped creatures are also considered grappled, though the spawner is not considered grappled. Trapped creatures who are not paralyzed can attempt to escape by succeeding at two grapple checks against the spawner on subsequent rounds—the first gets it back to the abdomen's opening and the second allows it to free itself completely. Dealing 10 points of damage to the foul spawner's interior (AC 13) with a light slashing or piercing weapon opens a hole large enough for a trapped creature to slip out. The hole closes immediately after the victim escapes; another trapped creature must cut its own way out.

Large fousl spawners can hold up to 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine creatures within their abdominal cavities.

Expel (Ex) As a standard action, a foul spawner can expel up to 1 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures it has enveloped into any occupied 5-foot squares it threatens. This does not provoke attacks of opportunity upon the spawner itself, but creatures being expelled may provoke attacks of opportunity for leaving the spawner's square and passing through others' as they are expelled.

A newly expelled creature rolls initiative and enters combat normally on the following round unless it is paralyzed.

Paralysis (Su) Living victims trapped by a foul spawner are subject to a potent paralytic effect. Such creatures must make a successful DC 13 Fortitude save each round or be paralyzed until 1d4 rounds after the spawner expels it.

Foul spawners are obese masses of undead flesh. They are truly horrific for their abdomens split open to disgorge a mass of other creatures, both alive and undead, crawling forth in an obscene parody of birth. The bulk, awkwardness, and stupidity of foul spawner make them poorly suited for any but the most auxiliary role in combat; their true value relies upon fear and surprise. The abdomen of these swollen horrors are often bulging with lifeless burdens, allowing relatively few spawners to hide whole troops of undead elite, transporting and then blasphemously expelling them into battle.

If forced to fight, a foul spawner uses its slam attack; if its abdominal cavity is empty, it tries to envelop foes. Living foes trapped by a foul spawner are sometimes born back to its creator or master for torture or conversion into undead.

FUNGAL RENDER

This creature is a colorful mushroom of considerable size with several tendrils extending from its cap.

FUNGAL RENDER

N Gargantuan plant

Init -2; **Senses** darkvision 120 ft.; low-light vision; Perception +0

CR 6

2,400XP

DEFENSE

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

hp 76 (9d8+36)

Fort +10, **Ref** +1, **Will** +3

Immune plant traits

OFFENSE

Speed 0 ft. (5 ft. when uprooted)

Melee 6 tendrils +10 (rend)

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

Special Attacks crush, rend

STATISTICS

Str 26, **Dex** 6, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +6; **CMB** +18; **CMD** 26 (22 vs. sunder attempts against tendrils)

SQ uproot

ECOLOGY

Environment any underground

Organization colony (4-16)

Treasure none

SPECIAL ABILITIES

Crush (Ex) A fungal render that has uprooted itself falls on opponents three or more sizes smaller than itself as a standard action and uses its whole body to crush them. A crush attack affects as many creatures as can fit under the fungal render's body. Each creature in the affected area must succeed at a Reflex save (DC 18) or be pinned, automatically taking 4d10+2 points of bludgeoning damage. Thereafter, if the fungal render chooses to maintain the pin, treat it as a normal grapple attack. While pinned, the opponent takes crush damage each round. It takes 2 rounds for a fungal render to right itself after a crush attack. During this period it can only attack with 4 of its tendrils as the others are occupied by setting itself upright. The save DC is Constitution-based.

Rend (Ex) If a fungal render hits with a tendril attack, the tendril sticks solidly to the opponent's body with a gluey resin. The first tendril that hits deals no damage, but if a fungal render has more than one tendril attached, the fungal render deals 1d6 points of damage per tendril each round as the fungal render pulls its victim apart. A creature can break free, which requires a DC 28 Escape Artist check or a DC 24 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus.



A tendril has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a fungal render's tendril does not provoke an attack of opportunity. If the tendril is currently attached to a target, the fungal render takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tendril deals no damage to a fungal render; only attacks against its cap, trunk, or roots can slay a render.

Uproot (Ex) As a standard action, a fungal render can uproot itself and then fall to the ground, crushing anything below it. While uprooted, the fungal render can move 5 feet per round and still attack with 1d3 tendrils (the others will be caught under its mass). Rooting itself again is a full-round action.

A fungal render is a mushroom of vast magnitude with several tendrils that extend from the cap which it uses to tear apart its food. The trunk is flexible and sways to avoid blows. Fungal renders can grow up to 20 feet tall, but most average around 15 feet. Their caps are a dark purple, their trunks and tendrils a dark red, and their lamellae a dark orange. When uprooted, twelve thick, root-like black tendrils support the lumbering mushroom. Upon its trunk are rows of argent spots, which the render uses as primitive eyes.

Fungal renders are extremely rare giant mushrooms possessing mobility and a predator's instincts. They are typically only encountered in underground fungal forests, but have occasionally been seen on the surface. Averaging 15 feet in height, the render has ten ropelike tendrils dangling from the circumference of its cap. These tendrils are covered in a sticky, saplike substance. The fungal render attacks with these tendrils, dealing no damage with the tendril itself but once the render gets more than one tendril on its prey, it begins pulling its meal apart.

FURROWER

This creature is little more than a writhing mass of tentacles colored green to gray.

FURROWER

NE Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

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

OFFENSE

Speed 30 ft., climb 20 ft. swim 20 ft.

Melee 2 tentacles +7 (1d6+5 plus grab), bite +1 (1d4+2)

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

Special Attacks constrict (1d4 plus -1 morale penalty to hit, DC 13 Will)

STATISTICS

Str 20, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +8 (+12 grapple); **CMD** 19

Feats Toughness, Weapon Focus (tentacle)

Skills Climb +17, Perception +5, Stealth +1, Survival +4, Swim +17; **Racial Modifiers** +8 Climb, +8 Stealth in murky waters, +8 Swim

Language Common

ECOLOGY

Environment any swamps, underground, or urban

Organization solitary, pair, or clutch (3-6)

Treasure double

SPECIAL ABILITIES

Constrict (Ex) While constricted, prey must make a DC 13 Will save or suffer a -1 morale penalty to hit. A successful save negates the blow to morale posed by that tentacle, but a save must be made with each tentacle that hits. The save DC is Constitution-based.

A furrower is a mass of writhing tentacles, varying in color from green to gray. Living in swamps, furrowers leave distinctive trails as they pass which is how they gained their name; however the urban name for these predatory creatures is sewer terror, a name given by the unfortunates forced to work in the underground water systems.

In the center of the wiggling mass, a furrower has a truly impressive-looking mouth, but it is composed of weak and soft teeth coupled with paltry bite strength. Sages speculate that furrowers use their mouths more to scare off dangerous foes than as a tool of attack or defense.

Furrowers attack with their grasping tentacles, and while severing tentacles is fairly easy (AC 9, 2 hit points), the furrower seems to have an almost inexhaustible supply of them, so it is rarely a wise or effective tactic.

Furrowers are very acquisitive creatures and have a horde of treasure in their lair somewhat incongruent to their real danger. Furrowers know a few words of common, but not enough to convey anything but the most basic of matters.

GIANT, NEPHILIM

This wiry giant has lustrous skin and a fiery light in its eyes.

GIANT, NEPHILIM

LN Large humanoid (giant)

Init +4; **Senses** low-light vision; Perception +11

DEFENSE

AC 22, touch 11, flat-footed 22 (+9 armor, +2 natural, +2 shield, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +3, **Will** +7 (+9 against mind-affecting)

Defensive Abilities rock catching

OFFENSE

Speed 40 ft.

Melee longsword +14/+9 (2d6+7/19-20)

Ranged rock +7 (1d8+10)

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

Special Attacks return throw, rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +15; **CMD** 25

Feats Improved Initiative, Cleave, Martial Weapon

Proficiency (longsword), Power Attack, Weapon Focus (longsword)

Skills Climb +8, Intimidate +9, Perception +11, Ride +5

Languages Common, Giant

ECOLOGY

Environment cold and temperate hills or mountains

Organization solitary, gang (2-5), band (6-8), raiding party (9-12 plus 1 elder), or tribe (13-30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th-6th level)

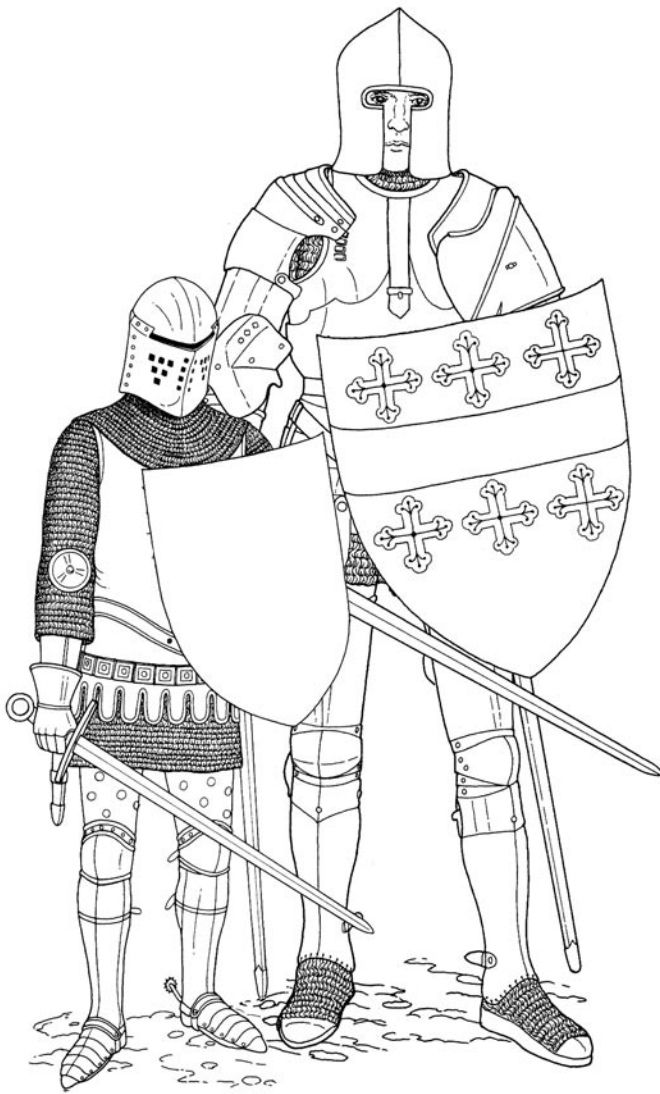
Treasure standard (full plate armor, longsword, other treasure)

SPECIAL ABILITIES

Return Throw (Ex) Nephilim have mastered a discus-like catch and return method; when a nephilim catches a rock and exceeds the required Reflex save by 2, the nephilim can make an immediate free attack with the rock.

Nephilim stand 9 feet tall but are wiry of build, with few weighing much more than 600 pounds. Their facial features and skin, hair, and eye color vary as much as those of humans, but tend towards tan or reddish-brown skin and dark hair. Most have what has been described as a lustrous, almost shining quality to their skin and a fiery light in their eyes. Nephilim are extremely long-lived, with some of them being said to reach 1,000 years old.

Legend has it that the nephilim are a people of divine, magical origin. Some say they were the children of one of the gods but fell from grace; other say their true ancestry is demonic. In any case, when their ancestors came to the material plane, they turned their backs on gods and devils alike, trusting only steel and their own indomitable will.



Their intense hatred of hill giants, coupled with not a passing resemblance, has led some sages to speculate that there may be a link between the two giants, but such speculation is viewed with great disgust by the nephilim - sometimes violent disgust.

The nephilim are a people of extremes - strong emotions, strong loyalties, and strong beliefs. Very few are content to sit around and wait for something to happen to them. They go out actively seeking adventure, and in the areas they are encountered, they will often find their way to positions commanding human armies or leading human mercenary groups. Those having spent long hours with nephilim remark on a rather melancholy streak found within them.

Since all are warriors, they will purchase or otherwise acquire for themselves the best armor and weaponry available, and most are encountered with plate, shields, and two-handed swords that they use one-handed. They take a delight in beauty, and so the majority of their wealth is almost always in the form of jewelry, art objects, or fine quality weapons. Mundane objects will be carried in large belt pouches, or occasionally in backpacks if need be.

Nephilim are expert tacticians and will use whatever weapons and other advantages are available to them. When they have decided on war, they attack uncompromisingly, rarely taking prisoners or showing mercy in battle. Though

they will accept an honest and complete surrender, they will not usually be willing to negotiate or parlay within a combat, and woe betide the foe that feigns surrender only to later betray the nephilim.

Nephilim are courageous to the point of heroism and will have no hesitation in fighting to the death if it will achieve their ends, but they have no wish to throw their lives away unnecessarily. Nephilim occasionally make use of giant war chariots.

GIANT, RIME

This giant has snow-white skin and icy blue hair and eyes.

GIANT, RIME

CR 17

C Huge humanoid (cold, giant)

102,400XP

Init +3; **Senses** low-light vision; **Perception** +26

DEFENSE

AC 30, touch 9, flat-footed 30 (+6 +2 chainmail armor, +2 enhancement, -1 Dex, +15 natural, -2 size)

hp 299 (26d8+182)

Fort +24, **Ref** +9, **Will** +11

Defensive Abilities rock catching, spear catching; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft. in chainmail; base speed 50 ft.

Melee greataxe +30/+25/+20 (4d6+18/19-20 x3 and icicles)

Ranged rock +17/+12/+7 (2d6+18) or spear +16/+11/+6 (3d6+12/x3 and icicles)

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

Special Attacks control ice, rock throwing (140 ft.), spear returning, spell-like abilities

Spell-Like Abilities (CL 12th)

At Will - *chill touch* (DC 13), *obscuring mist*

3/day - *fog cloud*, *gust of wind* (DC 14)

1/day - *control weather*, *ice storm*, *wall of ice* (DC 16)

STATISTICS

Str 35, **Dex** 8, **Con** 24, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +19; **CMB** +33; **CMD** 42

Feats Alertness, Cleave, Combat Expertise, Great Cleave, Great Fortitude, Improved Critical (greataxe), Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (greataxe)

Skills Climb +20, Heal +10, Intimidate +15, Perception +26, Stealth +19 (+23 in cold regions), Survival +13; **Racial**

Modifiers +8 Climb, +4 Stealth in cold regions

Languages Common, Giant

SQ cold empathy

ECOLOGY

Environment cold hills, mountains, and underground

Organization solitary, pair, family (2-4 plus 50% non-combatants) or clan (21-30 led by a 5th-10th level barbarian, plus an adept, cleric or sorcerer of 4th-8th level, plus 35% non-combatants, plus 1-4 juvenile white dragons plus 75% chance of 5-50 frost giants, plus 50% chance of 2-20 hill giants, plus 50% chance of 3-30 trolls, plus 25% chance of 2-12 ogres, plus 25% chance of 2-12 ettins)

Treasure standard

SPECIAL ABILITIES

Cold Empathy (Ex) A rime giant can use body language, vocalizations, and demeanor to improve the attitude of creatures with the Cold subtype due to the rime giant's readily apparent role as an archetype of the powers of cold and ice along with training since childhood in the particular modes of communication of every Cold-subtype creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The rime giant rolls 1d20 and adds its Hit Dice and its Charisma modifier to determine the cold empathy check result. This ability functions otherwise as the Wild Empathy ability of druids and rangers.

Control Ice (Su) Rime giants have an astonishing degree of control over fallen snow and ice, including the capability to melt, re-freeze, and shape it selectively more or less at will. In game terms, this is very much like the effects of either *soften earth and stone* or *stone shape* (CL 12th), depending on the rime giant's intent, but targeting ice and snow rather than stone or earth. For example, the rime giant could soften ice into near-freezing water or slush, causing anyone standing on it to sink in; or he could use ice shape to seal off or create an icy tunnel. In the right place, at the Games Master's discretion, this ability could also be used to start an avalanche of great icy boulders, doing 6d6 damage to any creatures in a 30-foot wide section of mountainside or hillside (Reflex save halves). Used gradually, over many months and even years, control ice can extend the boundaries of tundra terrain or even glaciers over more human-friendly terrains, slowly covering the world with ice just as the rime giants wish. Using the control ice ability is a standard action, but it can be performed an unlimited number of times per day.

Icicles (Su) Any piercing or slashing weapon wielded or hurled by a rime giant deals additional, painful damage, as jagged, stabbing icicles spread out throughout the wound from its ice-cold blade. Any creature hit by such an attack takes 2d10 points of cold damage (Fortitude DC 31 half). A creature that fails the Fortitude save is also stunned for 1d6 rounds. The save DC is Constitution-based.

Spear Returning (Ex) With the same movement in which he caught a weapon hurled at him, a rime giant may spin round, throwing it back at its original wielder. Once per round, a rime giant who has just caught a thrown weapon may use it to make an attack at his highest attack bonus as a free action.

Spell-Like Abilities (Sp) Rime giants have a number of spell-like abilities, but these may be used only when the rime giant is in an environment with a temperature of below 40 degrees Fahrenheit (5 degrees Celsius).

Spear Catching (Ex) A rime giant's war training allows him to catch spears, axes, or other weapons hurled at him. Once per round, a rime giant that would normally be hit by any thrown weapon can catch it as a free action. The giant must be aware of the attack and not flat-footed.

Rime giants closely resemble their smaller cousins the frost giants, with snow-white skin and icy blue hair and eyes. Rime giants though are an older, mightier and more magical race. Adult males stand fully 18 feet tall, weigh upwards of 7,000 pounds and are strongly built, yet without the savage and brutal appearance of frost or hill giants. They can live to be up to 700 years old.

Rime giants consider themselves to be the earthly servants of certain grim and evil deities of the ice and snow. They are utterly opposed to the gods of the humans and other creatures from the warm lands, regarding slaying such folk—and, if possible, their gods—as a sacred duty. The more the rime giants can spread both their foul doctrines and the physical presence of the vast glaciers they inhabit, the more their gods will favor them.

Most rime giants are heavily armed but only lightly armored. Normally wearing little more than tunics or robes, they rely upon their iron-like skin to turn the blades of their enemies while they carry out their gods' wishes. When they are armored, it is usually a very thick hauberk of riveted iron mail so close-set that the links appear to stand out almost perpendicular to the wearer's body, making him very nearly impregnable to attack from human blades and arrows. They bear massive greataxes that look to be capable of slicing through several foes at one stroke, and this turns out to be true in practice also. For long-range combat they hurl similarly enormous spears, up to fifteen feet long and over two inches wide, with the spearhead alone often being longer than the arming swords of lesser races.

Rime giants usually wear several large belt-pouches or satchels, rather than shouldering sacks like their frost giant cousins. Most carry between four and eight spears under one mighty arm and the enormous axe over the other shoulder. Other than these, one large satchel will contain 3d4 mundane items and one or more belt-pouches will hold the giant's treasure hoard.

Rime giants attack with a deadly combination of melee combat, thrown weaponry, and spell-like abilities. Often a rime giant will use its *fog cloud* or *obscuring mist* before combat begins, if it has spotted its opponents before they spotted it, and indeed many inhabitants of mining communities and isolated hill villages do not realize that the unseasonal mists rolling down from the peaks are but the first sign of an imminent rime giant attack. The rime giant begins combat using its ranged weaponry to determine the opposition's strength, only moving onto its more powerful spell-like abilities if they show few ill-effects from the first round of spear-throwing. They will happily use ambushes, trickery and other supposedly unscrupulous tactics, taking a great delight in defeating an opponent any way possible, though they do not shirk from toe-to-toe melee combat when necessary. The massive spears these creatures favor have a range increment of 140 feet when thrown by a rime giant.

GIANT, SEA

This giant is huge with blue-green skin, bright green eyes and brown seaweed for hair.

GIANT, SEA

N Gargantual humanoid (aquatic, giant) **CR 15**
51,200XP
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

DEFENSE

AC 31, touch 11, flat-footed 26 (+8 silvery fish scale armor, +4 Dex, +1 dodge, +12 natural, -4 size)

hp 231 (22d8+132)

Fort +12, **Ref** +17, **Will** +7

Defensive Abilities rock catching

OFFENSE

Speed 40 ft., swim 60 ft.

Melee trident +26/+21/+16 (3d6+13/19-20)

Ranged rock +18/+13/+8 (2d6+19) or trident +18/+13/+8 (3d6+13/19-20)

Ranged Touch net +18 (no damage)

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

Special Attacks rock throwing (200 ft.), net fighting, siren song (females only)

STATISTICS

Str 36, **Dex** 19, **Con** 20, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +16; **CMB** +33 (+35 sunder); **CMD** 44 (46 against sunder)

Feats Combat Reflexes, Dodge, Improved Critical (trident), Improved Sunder, Mobility, Point Blank Shot, Power Attack, Spring Attack, Toughness, Weapon Focus (trident), Weapon Focus (net)

Skills Perception +25, Stealth +17, Swim +21; **Racial Modifiers** +8 Swim

Languages Aquan, Giant

ECOLOGY

Environment any aquatic

Organization solitary, pair, family (2-4 plus 50% non-combatants) or tribe (21-30 led by a 3rd-5th level ranger, plus a druid or cleric of 2nd-4th level, plus 35% non-combatants, plus either 2-12 sharks, 1-2 giant squid, or 2-4 orcas, plus 25% chance of one kraken, plus 50% chance of 2-12 sea lions, plus 30% chance of 1-4 humans)

Treasure standard

SPECIAL ABILITIES

Net Fighting (Ex) All sea giants have racial weapon familiarity with the net. The huge nets wielded by sea giants can be used at anything up to a 40-ft. range, and each have a 40-foot-long trailing rope to control whatever is caught within. Despite the great size of these nets, a sea giant treats his net as a light weapon. A sea giant wielding a properly folded net gains a +2 shield bonus to his Armor Class during any round in which he does not throw the net. A sea giant may fold a net ready for use as a full-round action.

Siren Song (Sp) Female sea giants are notorious for their seductive singing and sensual dances with which they lure sailors down into their watery homes, perhaps being partially responsible for some of the legends of sirens. By

singing for a full round, a female sea giant can produce an effect similar to a *dominate person* spell targeting any male within 60-ft. The DC for the Will save is 22, but this increases by 1 for each week that has passed since the target last saw a female of his own species. If the target fails the saving throw, he is also affected as if by a *water breathing* spell for as long as he remains within 60-ft. of the sea giantess.

Sea giants are distant, imposing, and often silent in demeanor. Most prefer to have little to do with non-aquatic creatures unless absolutely necessary. On the rare occasions that they have business with sailing vessels or land-dwellers, sea giants will rise slowly out from the waves, silent and staring, to ensure such folk have every opportunity to see just how terrifying they are. Sea giants make certain all parties concerned treat the occasion with sufficient gravity before they commence any negotiation.

Sea giants are huge, with blue-green skin, bright green eyes and brown seaweed for hair. Indeed their whole bodies are often draped with weeds. Their skin sometimes resembles fish-scales, but just as often is more like sea-adapted mammalian skin such as that of a dolphin or whale. Sea giants stand some 32 to 35-ft. tall, but are of normal human proportions rather than having the broad and savage build of some of the other giants. They typically weigh 40,000 to 50,000 pounds. A sea giant can live to be up to 1,200 years old.

Sea giants are often found in underwater cave complexes. Sea giants can breathe air or water with equal facility, and are at home in both salt and fresh water. However, they are poorly adapted for life on land and begin to dehydrate if traveling ashore. A sea giant may leave the water for up to an hour without ill effects, but for each hour thereafter is dealt 2d10 subdual damage. This subdual damage is not recovered until the sea giant returns to water, and if it is rendered unconscious in this way it begins to be dealt real damage at the same rate.

Sea giants do not usually carry bags, but tie larger items directly to their belts with lengths of tough seaweed. A sea giant going hunting or fishing will use his net to drag back anything he catches. Sea giants usually carry at least four or five tridents, often clutching the extra weapons under their left arms. Most sea giants prefer to leave the bulk of their treasure in their lairs, carrying only items they expect to be useful on the particular trip they are taking. This usually includes any magic items they have and are able to use, since such items are generally highly portable and potentially lifesaving.

Sea giants armed for war carry tridents and nets, though this is also the typical gear of a sea giant going hunting and fishing for his supper. They wear a variety of armors made from the natural products of the sea. Most prefer to entangle their opponents with nets before either moving in to finish them off with their tridents or dragging them off to a suitable prison. They sometimes collect huge boulders off the seabed to hurl when fighting surface vessels or attacking coastal regions.

Rocks thrown by a sea giant have a range increment of 200-ft., so long as they are thrown through the air rather than the water. Underwater, thrown rocks are not effective weapons at all, as the drag of the water slows them down almost as soon as they are hurled. Here massive tridents are used, with a range increment of 50-ft. (underwater) or 100-ft. (in air).

Female sea giants often look to passing vessels for new husbands, luring sailors into the water. Though their shipmates may assume them drowned, such sailors often find their enormous new 'wives' to be more pleasant company than the often harsh captains and mates they once served

under. These sea giantesses, often known as 'wave maidens,' usually do not bear obvious weaponry such as the tridents and nets carried by sea giants of either sex when they go to war. Some may instead play sweet tunes on harps, lyres, or conch-horns, enhancing their seductive song, or carry combs and mirrors with which to beautify them.

GIANT, WOOD

This giant looks much like an extremely tall elf with brownish-green skin and a large, bald head.

GIANT, WOOD

CG Large humanoid (giant)

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 11, flat-footed 17 (+3 armor, +1 Dex, +1 dodge, +5 natural, -1 size)

hp 76 (9d8+36)

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

OFFENSE

Speed 40 ft.

Melee greatsword +10/+5 (3d6+6/19-20)

Ranged longbow +6/+1 (2d6/x3)

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

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** +11; **CMD** 22

Feats Dodge, Martial Weapon Proficiency (greatsword, longbow), Point Blank Shot, Weapon Focus (great sword)

Skills Climb +10, Craft (wood) +9, Perception +9, Stealth -2 (+13 in forested areas), Survival +6; **Racial Modifiers** +15 Stealth in forested areas

Languages Elven, Giant

ECOLOGY

Environment any forests

Organization solitary, gang (2-5), band (6-8), raiding party (9-12 plus 1d4 dire wolves), or tribe (13-30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th-6th level, 11-16 dire wolves)

Treasure standard

Wood giants are peaceful, good-natured giants found in the forested areas of the world. Wood giants look much like elves, only they stand a full 9 feet tall. Wood giants have large heads and prominent jaws; their elf-like ears sit high on their long, oval heads. Most wood giants (particularly males) are bald. Their skin is usually brownish-green.

Wood giants dress in greens or browns which blend into the surrounding forest and prefer neutral colors to the bright or dull colors of other races. They typically carry greatswords, and huge bows rest upon their backs. They usually attack from ambush, hiding in dense undergrowth and firing at their prey with their bows before closing to melee with their swords.

Wood giants lair in meadows, where they build gigantic homes out of rough-hewn logs. It is easy for the inexperienced to confuse the great houses of the wood giants for a hill giant steading at a distance. Although drab appearing from the exterior, the interior is always filled with intricate and lovingly carved wooden works.

Within this lair there will be a barbarian or fighter chief. Wood giants tend to be led by females, who form the center of families and clans, maintaining the complex genealogies that form much of the focus of wood giant society. Wood giants do not toss rocks, finding such behavior very undignified.

Wood giants typically wear a tough armor made from leather and treated bark. They are able to hide and move silently with 50% success while in the forest.

GOLDENCREST

This creature is a fluid wave that shines a fiery, golden orange.

GOLDENCREST

N Large ooze

Init +5; **Senses** blindsight 100 ft.; Perception +3

DEFENSE

AC 14, touch 14, flat-footed 9 (+5 Dex, -1 size)

hp 85 (10d8+40); fast healing 8

Fort +7, **Ref** +8, **Will** +2

Defensive Abilities glare; **Immune** ooze traits

OFFENSE

Speed 60 ft., swim 70 ft

Melee slam +7 (2d6+1 plus 3d6 positive energy)

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

Special Attacks trample (2d6+1 plus 3d6 positive energy, DC 16)

STATISTICS

Str 12, **Dex** 20, **Con** 19, **Int** —, **Wis** 8, **Cha** 1

Base Atk +7; **CMB** +9; **CMD** 24

Skills Perception +3, Swim +9; **Racial Modifiers** +4 Perception, +8 Swim

SQ positive energy

ECOLOGY

Environment any land or aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Glare (Ex) The glare from a goldencrest's body makes it difficult to look at directly, giving it concealment (20% miss chance).

Positive Energy (Ex) The positive energy infusing a goldencrest is raw and unfocused, too much for living beings to endure. Creatures who take damage from a goldencrest's positive energy suffer a feeling of internal burning. Undead creatures take double damage from a goldencrest's positive energy.

Additionally, goldencrests are so aligned with positive energy that they are subject to the abilities of those that channel positive and negative energy. As a standard action, a creature that channels positive energy can use one of their uses of channel energy to command a goldencrest in the same fashion that a creature who channels negative energy can command undead. In addition, a creature that channels negative energy can turn a goldencrest in the same fashion that a creature who channels positive energy can turn undead.

Beautiful and deadly, goldencrests have been said to be born of the tears of celestials, the blood of the sun, and lakes struck by lightning. Any of these stories might be true, but none fully explains the strange, positive energy-infused creatures.

Goldencrests are most commonly seen on the sea surface, often mistaken for the reflection of the sun. A goldencrest is a fluid wave that shines a fiery, golden orange. In the sections where it is thinnest (such as where it tapers off), the liquid composing it is transparent, but most of its body is too bright to see through. Goldencrests skim quickly across water, and move only slightly slower on land. As they travel, a golden mist rises from their backs, accompanied by a loud hiss.

Goldencrests stay on water whenever possible, and most spend their lives at sea, following winds and currents without concern for food or rest. On land, goldencrests follow the path of least resistance, moving wherever they can easily flow. They generally ignore other creatures, but attack sources of negative energy (such as undead) and any creatures with whom they come into physical contact. Goldencrests race back and forth in combat, splashing over their opponents and moving away before turning and charging forward again.

While their attacks against undead seem genuinely vicious, some scholars speculate that their attacks on other creatures are a form of play. The difference is best appreciated from a distance, as the positive energy coursing through a goldencrest is enough to burn living beings. When a goldencrest suffers enough damage to make it lose cohesion, its energy leaks away, and its body turns into water.

Powerful spellcasters sometimes capture goldencrests, and use them as sentries to patrol moats, hallways, and other enclosed spaces from which a goldencrest cannot escape. Others keep goldencrests trapped in magically warded globes or pools, finding them valuable for magical experimentation.

A melee weapon which has soaked for 1 hour in the positive energy-infused fluid of a living goldencrest can be imbued with the powers of a *sun blade* for 3/4 the normal base price. If the weapon is not a bastard sword, its changed weight allows it to be wielded as if it were intended for a user one size category smaller than normal. All other creation requirements remain the same.

GOLEM, AMALGAM

This hodge-podge of rocky appendages and tar is vaguely humanoid with two curved stone horns protruding just above two black eyes.

GOLEM, AMALGAM

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

CR 19

204,800XP

DEFENSE

AC 35, touch 10, flat-footed 35 (+1 Dex, +25 natural, -1 size)

hp 195 (30d10+30); fast healing 10

Fort +10, **Ref** +11, **Will** +10

Defensive Abilities DR 20/+3 magic, weapon adhesion;

Immune construct traits, fire, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +38 (4d8+10 plus 4d6 fire)

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

Special Attack adhesive orb (40 ft., 4d8+10 bludgeoning plus 4d6 fire plus adhesion, every 1d4 rounds), immolation



STATISTICS

Str 31, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 2

Base Atk +30; **CMB** +41; **CMD** 52

Language Common (cannot speak)

SQ *true seeing*

ECOLOGY

Environment any

Organization solitary

Treasure standard, all weapons

SPECIAL ABILITIES

Adhesive Orb (Ex) Every 1d4 rounds as a standard action, the amalgam golem can throw a flaming adhesive orb as a ranged touch attack. If it hits, the orb deals 4d8+10 bludgeoning damage plus 4d6 fire damage and adheres to the target, and the target is considered entangled for 2d8 rounds. Additionally, the target takes 2d6 fire damage each round as long as the orb is stuck to the target. Entangled targets can make a Reflex save (DC 35) to move normally. The fire of the adhesive orb is normal fire and can be extinguished with typical mundane measures. The save DC is Strength-based.

Immolation (Ex) As a free action, the fiery elemental spirit within the amalgam golem asserts its will and immolates the golem in a flaming inferno for 2d4 rounds, causing 2d6 fire damage to any creature within 10 feet of the golem and 1d6 fire damage within 15 feet (Reflex DC 26 half). The save DC is Reflex-based.

Immunity to Magic (Ex) An amalgam 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 *move earth* spell slows the golem for 5 rounds.
- A *passwall* spell causes 5d4 points of damage.
- Fire-based attacks repair the golem on a 1-to-1 basis.

Weapon Adhesion (Ex) The thick tar that holds the golem together is a powerful adhesive and holds fast any item

that touches it. A weapon striking an amalgam golem is stuck fast unless the wielder succeeds on a DC 35 CMB check to keep a hold of his weapon. Any stuck items are easily removed if the golem is somehow slain. The golems will typically move all adhered weapons to their core after a day on their surface. If slain, a stash of weapons can be found in the center of an amalgam golem. The save DC is Strength-based.

Amalgam golems are roughly humanoid in shape. They stand a full 12 feet tall and weigh over two tons. Globes of sticky black tar connect rocky appendages to their 7-foot-wide torso. Although largely humanoid in appearance, two curved stone horns protrude from their foreheads, just above two black eyes of smoldering tar. Unlike most golems, amalgam golems possess a fluid gait and are able to easily run, a byproduct of their adhesive tar joints.

An amalgam golem always remains under the control of its creator. It is capable of understanding simple commands and performing actions typical to the more powerful golems. In combat, the amalgam golem likes to use its adhesive orb ability on armored foes and target a different creature with its fists. The spirit of the fire elemental within is roused by combat and typically immolates within the first 5 rounds of combat.

CONSTRUCTION

Considered by some as the pinnacle of golem creation, the amalgam golem is a fearsome guardian created from stone and natural tar coupled with a fiery elemental spirit. An amalgam golem's body is constructed from 4,000 pounds of stone mixed with natural tar infused with rare ingredients and chemicals totaling 20,000 gp. The body is then given life by capturing and injecting the spirit of a fire elemental in an esoteric ritual requiring 50,000 gp of the appropriate accoutrements.

AMALGAM GOLEM

CL 18th; Price 390,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *polymorph any object*, *true seeing*, *web*, *wish*, creator must be caster level 18th; **Skill** Craft (alchemy) DC 20; **Cost** 195,000 gp

GOLEM, DRAGONSHIP

This automaton appears as a massive wooden longship.

GOLEM, DRAGONSHIP

N Gargantuan construct

CR 10

9,600 XP

Init -3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 3, flat-footed 23 (-3 Dex, +20 natural, -4 size)

hp 131 (13d10+60)

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

DR 15/adamantine; **Immune** construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed swim 40 ft.

Melee bite +18 (2d6+9), 4 slams + 13 (2d6+4)

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

Special Attack breath weapon (30-ft. line, 10d6 fire damage, Reflex DC 16 for half, usable 3/day)

STATISTICS

Str 28, **Dex** 4, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** +26; **CMD** 33

Skills Swim +17; **Racial Modifiers** +8 Swim

SQ navigate, winds

ECOLOGY

Environment any aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Navigate (Ex) A captain merely has to whisper into the ear of the dragon-head and make a Profession (sailor) check (DC 15) to get the dragonship to understand its course. A dragonship never gets lost on an ocean voyage and has a 50% chance of automatically being aware of any safe coastline, seaside towns and villages, and hidden ocean dangers such as reefs and sandbars (it only knows of such dangers if they are in the volume of sea charts used in its creation).

Winds (Su) At will, a dragonship can cause winds to fill its sails. This operates as the *control winds* spell (caster level 10th) with the restriction that it can only increase the wind's force for the purposes of propulsion. The winds are generated from a point beyond and slightly above the dragonship's stern. A dragonship cannot use these winds to attack; their sole purpose is propulsion.

A dragonship is an animated sailing vessel—identical to a longship in every way except that it is only 40 feet long. It has a standard square-rigged sail, and 10 oars (5 on each side). The front of the ship sports a great wooden dragon-like figurehead. Using its oars or its ability to generate winds on its own, a dragonship is rarely at the mercy of the weather. It has a near perfect knowledge of local sea charts and navigation routes. Its primary function is as a transport that needs no crew; it can be told one's destination and it will sail there by the quickest route possible. As a sailing vessel, a dragonship has a crew of 30 and can carry up to 35 tons of cargo. Its speed is that of a normal longship.

Although generally used as a warship, a dragonship's primary function is that of a sailing vessel. A dragonship is not particularly adept at combat, and it cannot maneuver to defend itself if it is beached, relying on its crew for defense in such cases. A dragonship bites and breathes fire with its dragon-like head and can use up to four oars to slap at foes that approach from the flanks.

CONSTRUCTION

A dragonship's body is a constructed similar to a normal longship fitted with a dragon-head mounted on the bow. The ship costs 10,000 gp and the figurehead costs 1,000 gp. Also required is a volume of sea charts and maps (total value at least 200 gp), to be burned in the mouth of the dragonship's head upon completion of its construction.

DRAGONSHIP GOLEM

CL 16th; Price 99,200 gp

CONSTRUCTION

Requirements Craft Construct, *fireball*, *geas/quest*, *limited wish*, *liveoak*, *polymorph any object*, creator must be caster level 16th; **Skill** Craft (shipbuilding) DC 20; **Cost** 49,600 gp

GOLEM, FURNACE

This towering iron-clad automaton has a large grate-covered opening in its abdomen housing a roaring fire.

GOLEM, FURNACE

CR 14

N Huge construct

38,400 XP

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 32, touch 7, flat-footed 32 (-1 Dex, +25 natural, -2 size)

hp 144 (19d10+40)

Fort +6, Ref +5, Will +6

DR 15/ adamantine; Immune construct traits, fire, magic;

Resist cold 20

OFFENSE

Speed 20 ft.

Melee 2 slams +32 (4d8+15 plus 2d6 fire plus grab)

Space 15 ft.; Reach 15 ft.

Special Attack breath weapon (50 ft. line, 10d6 fire damage, Reflex DC 21 for half, usable every 1d4 round), heat, furnace-interior

STATISTICS

Str 41, Dex 9, Con —, Int —, Wis 11, Cha 2

Base Atk +19; CMB +36 (+40 grapple); CMD 45

SQ rustproof

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Heat (Ex) A furnace golem's entire form is extremely hot.

Any slam attack deals 2d6 fire damage. Creatures attacking a furnace golem unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Furnace-Interior (Ex) As a standard action, a furnace golem can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 22). Note, the golem's damage reduction applies to all attacks against the bars. A Huge furnace golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Immunity to Magic (Ex) A furnace 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 bypasses its cold resistance slows a furnace golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the furnace 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 golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Rustproof (Ex) Though constructed of iron, a furnace golem, unlike an iron golem, is not affected by rust attacks.

Furnace golems are 20-foot tall constructs that look like humanoids clad in black iron armor. A large grate-covered opening in its abdomen houses a roaring fire in its innards. The fires powering a furnace golem are magical in nature, i.e. it needs no source of natural fuel to power it and they cannot be extinguished, though if a furnace golem is destroyed, the fires in its innards burn out.

Furnace golems are most often used to guard some arcane secret or treasure, though some are programmed to seek out objects or individuals. Those used as guards stand motionless, appearing as nothing more than a giant black iron statue until activated.

Furnace golems, like other constructs, obey their creator's commands to the best of their ability. Should the creator die, or should the golem's commands be unattainable, the furnace golem becomes rogue. That is, it is still completely functional but follows no commands or orders from anyone.

Furnace golems open combat using their breath weapon before moving to pulverize their opponents with their massive fists. Grabbed opponents are shoved into the golem's burning interior where they are trapped until they break free or die.

CONSTRUCTION

A furnace golem's body is constructed from 8,000 pounds of iron mixed with rare ingredients and chemicals totaling 12,000 gp.

FURNACE GOLEM

CL 16th; Price 180,000 gp

CONSTRUCTION

Requirements Craft Construct, *fireball*, *geas/quest*, *limited wish*, *polymorph any object*, *wall of fire*, creator must be caster level 16th; **Skill** Craft (armor) or Craft (weapons) DC 20; **Cost** 90,000 gp

GOLEM, IOUN

This central crystalline orb holds three spindle stones: clear, iridescent and pearly white.

GOLEM, IOUN

CR 7

NE Diminutive construct

3,200 XP

Init +3; Senses darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 27, touch 17, flat-footed 24 (+3 Dex, +10 natural, +4 size)

hp 49 (9d10+9)

Fort +5, Ref +8, Will +8

DR 10/magic; Immune construct traits, magic

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 8 rakes +12 (1)

Ranged touch eye rays +16 (see special abilities)

Space 5 ft.; Reach 5 ft.

Special Attacks eye rays, *rainbow pattern*, *suggestion*

Spell-Like Abilities (CL 13th)

At will—*feather fall* (self only), *fly* (self only), *scrying*

STATISTICS

Str 6, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +8; **CMD** 16

Feats Alertness, Great Fortitude, Lightning Reflexes, Iron Will, Toughness

Skills Acrobatics +12, Fly +14, Perception +18, Sense Motive +14, Stealth +20

Languages telepathy 100 ft.

SQ all-around vision

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

All-Around Vision (Ex) Ioun golems are exceptionally alert and circumspect. Their many eyes give them a +4 bonus to Perception checks, and they can't be flanked.

Eye Rays (Su) Each secondary eye capable of producing an eye ray may do so once per round as a free action. The freedom of its orbiting eyes permits the ioun golem to aim any number of eyes simultaneously in any direction. Where applicable, each eye's effect resembles a spell cast by a 13th-level caster. Each eye ray has a range of 150 feet and a DC 17 save. The save DCs are Charisma-based. The possible eye rays include (consult chart to match ioun stone to effect):

- **Ability Damage:** These eye rays deal 1d6 points of ability damage to a living foe unless the victim succeeds at a Fortitude save. This damage heals at a rate of one point per hour of rest and has no chance of becoming permanent.
- **Absorption:** The ioun golem may draw spells or spell-like abilities into itself. Depending on the type and number of *ioun stones*, it may absorb spells up to 4th level (pale lavender) for 20 spell levels or up to 8th level (lavender and green) for 50 spell levels.

- **Blindness:** The target must succeed on a Fortitude save or be affected as though by the spell.
- **Doom:** The target must succeed on a Will save or be affected as though by the spell.
- **Color Spray:** This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell.
- **Mage Hand:** This works like the spell.
- **Nonlethal Damage:** These eye rays deal 1d6 points of nonlethal damage of the appropriate type. Nonlethal damage from starvation or thirst cannot be recovered until the character gets food or water, as needed. Low oxygen nonlethal damage heals normally.
- **Stored Spells:** The last spells stored in the *vibrant purple ioun stone* may be used as a magical ray or to affect the ioun sentinel itself. One spell-like effect may be used each round and works just like the spell, except it follows the rules for a ray where applicable.

Magical Immunity (Ex) An ioun 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.

- An ioun golem is affected normally by any attack that specifically affects objects or crystalline creatures.
- An ioun golem is affected by mind-affecting spells and abilities, even though as a construct it would normally be immune to such effects.
- An *antimagic* effect renders an ioun golem dormant for 3d6 rounds or as for the duration of the effect, whichever is longer, with no saving throw.

Rainbow Pattern (Su) The continual and scintillating orbits of an ioun sentinel's revolving eyes create a *rainbow pattern* as per the spell (caster level 13th). The effect is always centered on the ioun golem itself.

Suggestion (Su) Whether dormant or active, an ioun golem may use its central eye to implant a *suggestion* once per round (caster level 13th). The *suggestion* is given telepathically and is therefore not language-dependent.

ROLL	IOUN EYE COLOR	EFFECT TYPE	EFFECT
1	Dull gray	eye ray	Mage hand
2	Dusty rose	eye ray	Color spray
3	Clear	eye ray	1d6 nonlethal damage (starvation and thirst)
4	Pale blue	eye ray	1d6 Strength damage
5	Scarlet and blue	eye ray	1d6 Intelligence damage
6	Incandescent blue	eye ray	1d6 Wisdom damage
7	Deep red	eye ray	1d6 Dexterity damage
8	Pink	eye ray	1d6 Constitution damage
9	Pink and green	eye ray	1d6 Charisma damage
10	Dark blue	eye ray	<i>Blindness</i>
11	Vibrant purple	eye ray	Stored spells (5 levels)
12	Iridescent	eye ray	1d6 nonlethal damage (low oxygen)
13	Pale green	eye ray	<i>Doom</i>
14	Pearly white	fast healing	Recover 1 hp per round
15	Pale lavender	absorption	Absorb spells up to 4th level
16	Lavender and green	absorption	Absorb spells up to 8th level
17-20	Dull gray unless a dull gray has already been rolled in which case reroll		

First created by an ancient race now long gone, ioun golems are intensely magical in nature. Encased within an ioun golem's central crystalline orb are the three spindle ioun stones (clear, iridescent, and pearly white). It is these three stones that power any secondary ioun stones orbiting the main body, and it is only these three that remain at full potency if an ioun golem is destroyed.

Ioun golems are often found dormant, as they require at least eight *ioun stones* to be within 100 ft. of them to activate. In its dormant form, the body of the ioun golem acts as a *crystal hypnosis ball*, implanting suggestions in its user to find enough *ioun stones* so that the sentinel might complete itself. Once there are eight or more *ioun stones* within 100 feet, the ioun golem may instantly take control of all such *ioun stones* and come to life. An active ioun golem appears as a floating crystalline orb circled by multi-hued ioun stones that trace orbits around the central sphere. An active ioun golem is about 6 inches in diameter and weighs 7 pounds.

Each ioun stone serves as a "secondary eye" for the ioun golem. The ioun golem's eye ray attacks and magic immunities depend on the number and nature of its *ioun stone* secondary eyes. It rarely engages in melee combat, although when cornered it may rake with its secondary eyes as they swirl in orbit. Although it takes eight *ioun stones* to activate a dormant ioun sentinel, once activated, it will stay active until all of its secondary eyes are destroyed or until its central eye is destroyed. Grabbing an *ioun stone* does not stop it from functioning as an eye, but each may be targeted and destroyed individually (AC 24, 10 hp, hardness 5). If the central eye is destroyed, any remaining *ioun stones* that had served as secondary eyes are drained of power and become dull gray. An ioun golem can have a maximum of 14 secondary ioun stones.

On the previous page is a list of possible *ioun stones* the ioun golem may possess as its secondary eyes and their effects. Either select or roll randomly the secondary eyes the sentinel possesses. The sentinel will have one HD for every 2 secondary eyes it controls. It may possess multiple secondary eyes of the same type.

CONSTRUCTION

An ioun golem's body requires the three spindle ioun stones (clear, iridescent, and pearly white) to form the central body, and three months are required to perform the appropriate rituals and rites for construction.

IOUN GOLEM

CL 18th; Price 49,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, feather fall, fly, geas/quest, polymorph any object, prismatic sphere, rainbow pattern, suggestion, wish*; creator must be caster level 18th;
Cost 24,500 gp

GOLEM, LABYRINTHINE

This automaton appears as a large stone minotaur with six arms wielding longswords.

GOLEM, LABYRINTHINE

CR 8

N Large construct

4,800 XP

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 79 (9d10+30)

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

Immune construct traits

OFFENSE

Speed 30 ft.

Melee longsword +12/+7 (1d8+4/19-20), 5 longswords +12 (1d8+2)

Special Attack horned charge (2d8 plus bleeding wound)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 27

Skills Perception +10, Stealth +9, Survival +10; **Racial**

Modifiers +10 Perception, +10 Stealth, +10 Survival

Language Common

SQ magic dampening

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Horned Charge (Ex) When a labyrinthine golem charges, it can make an attack with its horns, goring its opponent for 2d8 damage and creating a bleeding wounding that deals 1 point of damage each round. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Magic Dampening (Ex) A labyrinthine golem radiates a magic-dampening field 15 feet from itself in all directions. This field prevents the functioning of any magic items, spells, spell-like abilities, and supernatural abilities within its confines. It also suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within this field counts against the suppressed spell's duration.

The golem appears as a large stone minotaur with six arms wielding longswords. It stands over 8 feet tall and weighs a little more than 1,200 lbs. A labyrinthine golem is a hulking construct patrolling a maze covering up to a half-square-mile area. The maze always has a central area that serves as the lair for the creature and the hiding place for some important treasure. Every labyrinthine golem has a password which will send it back to its lair if spoken.

The labyrinthine golem does not speak nor attempt to communicate with any interlopers. Once it has detected intruders within its maze, the golem uses Survival to track them down. Combat with a labyrinthine golem often starts with a horned charge, bringing the golem and its magic dampening field to the foe. A barrage of longswords follows until the trespassers or the labyrinthine golem is dead.



CONSTRUCTION

A labyrinthine golem is constructed using the remains of 3 minotaurs. The flesh is rendered from the bones, and the bones are used to form the internal structure of a clay model. This clay model is then turned to stone in a ritual requiring medusa blood.

LABYRINTHINE GOLEM

CL 14th; Price 79,000 gp

CONSTRUCTION

Requirements Craft Construct, *antimagic field*, *geas*, *limited wish*, and *stone shape*; creator must be caster level 14th; **Skill** Craft (sculpture) or Craft (pottery) DC 16; **Cost** 39,500 gp

GOLEM, RESIN

This humanoid figure is translucent, revealing the objects trapped within the fluid, viscous body of this automaton.

GOLEM, RESIN

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

CR 10

9,600 XP

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +4, **Will** +4

DR 10/bludgeoning and magic; **Immune** construct, fire, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +16 (2d10+8 plus grab)

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

Special Attack engulf

STATISTICS

Str 27, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 31

SQ adhesive

ECOLOGY

Environment any forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Adhesive (Ex) A creature that successfully strikes a resin golem with a melee weapon (including natural weapons or unarmed attacks) must make a DC 16 Reflex save or have its weapon become stuck to the golem. If the attacker is armed, he can voluntarily release the weapon as a free action to escape the golem's hold. A stuck weapon can be freed with an opposed Strength check against the golem.

If the attacker is unarmed or using a natural weapon, he is stuck to the golem and can take no action until he frees himself. An opposed Strength check (or an Escape Artist check against the golem's Strength check) is required for the stuck individual to free himself.

Engulf (Ex) A resin golem can simply engulf creatures smaller than itself. It cannot make a slam attack on a round during which it attempts to engulf. To engulf a target, the resin golem need only move into that creature's space; if it is already grappling the creature or if the creature is stuck to the golem, it does not need to move to engulf. The target of the engulf attack may make an attack of opportunity against the resin golem if it is not already held or stuck, but doing so prevents it from making a DC 20 Reflex save to avoid being engulfed. Creatures that do not opt to take an attack of opportunity and who make their Reflex save dodge back or aside (player's choice) when the golem moves into their space. Engulfed creatures automatically take slam damage every round and are also cut off from air. The save DC is Dexterity-based and includes a +4 racial bonus.

Immunity to Magic (Ex) A resin 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.

- *Grease* negates the resin golem's adhesive quality for the spell's duration.
- *Antiplant shell* stuns a resin golem for 1 round, with no saving throw.
- A magical attack that deals cold damage slows a resin golem (as the *slow* spell) for 1 round for every 4 points of cold damage the attack would otherwise have dealt with no saving throw.
- Resin golems are extremely flammable, and while they take no damage directly from fire attacks, they can be set ablaze. A resin golem exposed to open flame (whether magical or mundane) must make a DC 18 Reflex save to avoid catching on fire. The burning resin golem deals an additional 1d6 points of fire damage on each successful strike it makes.

A resin golem is formed from tree sap, sculpted into the shape of a humanoid figure. Its body is translucent, revealing objects trapped within, suspended in its sticky composition. Two trapped stones are found where its eyes would be. Resin golems are most frequently created by druids, used as guardians and avengers of nature. A resin golem cannot speak or make any vocal noise, but it expresses acknowledgement of commands by altering the viscosity of its surface. Resin golems stand about 8 feet tall and weigh over 1,000 pounds.

Resin golems have a sticky outer surface, but they can alter their normally hard state to become viscous (like pine sap). This lets them seep slowly through small (1 inch or larger) cracks or tightly woven branches, although only very slowly—5 feet per minute.

CONSTRUCTION

Forming a resin golem's body requires at least 1,500 gallons of tree sap, along with other rare ingredients, numerous rituals, and a great deal of patience.

RESIN GOLEM

CL 11th; Price 38,000 gp

CONSTRUCTION

Requirements Craft Construct, *control plants, ironwood, liveoak, soften earth and stone*; creator must be caster level 11th; **Skill** CrKnowledge (nature) DC 16 and Craft (sculpting) DC 13; **Cost** 19,000 gp

GRAY LADY

This creature is a shade of a woman clad in long flowing gray robes and scarves that whip around them as if stirred by a brisk wind.

GRAY LADY

N Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; Perception +6
Aura fear (30 ft., DC 13)

CR 2
 600 XP

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection)
hp 19 (3d8+6)
Fort +3, **Ref** +3, **Will** +3
Defensive Abilities incorporeal, +2 turn resistance; **Immune** undead traits

OFFENSE

Speed 30 ft. fly (perfect)
Melee incorporeal touch +5 (*chill touch*, CL 4th, DC 13)
Special Attacks ravages of death

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 14
Base Atk +2; **CMB** +4; **CMD** 16
Feats Ability Focus (ravages of death), Weapon Focus (touch)
Skills Fly +14, Intimidate +8, Knowledge (arcane) +6, Perception +6, Sense Motive +5

ECOLOGY

Environment any coastal
Organization solitary
Treasure none

SPECIAL ABILITIES

Ravages of Death (Su) Any living creature that sees the face of a gray lady suddenly knows her pain, frustration and rage, and has a glimpse of the anguish of what it is like to die broken-hearted. Any opponent experiencing this tragic emotion must make a DC 15 Will save or be wrought with despair. They will fall into a stupor, unable to take any action other than weeping and screaming for 1d6 hours. A *calm emotions* spell will end this effect. The save DC is Charisma-based.

Many a seaman who ventures out into the trackless sea is destined never to look again on the loved ones he left behind. Either death or the lure of foreign lands keeps them from returning to those who wait patiently for them. Pining away on shore for the sight of a lost husband or son and ultimately dying of a broken heart, some women return to haunt the coast as gray ladies.

A gray lady is the shade of a woman who died heartbroken and alone waiting for the return of a loved one from across the sea. They appear either walking along the beach at night, leaving no footprints in their wake, or standing in the surf staring out to sea. They are clad in long, flowing gray robes and scarves which whip around them wildly even when no wind is present. Their faces are usually covered or turned away from those who would see them.

A gray lady will attack any creature that approaches her, her rage and frustration at having lost her loved one knowing no bounds. In melee, a gray lady flails wildly with her ghostly arms and hands, screaming and cursing all the while. If an opponent proves to be particularly strong, a gray lady will pull aside the scarves and cowl that cover her face.

GELID BEETLE

This creature is a stark white beetle with silvery-black legs and dull silver mandibles with dull crimson wing covers.

GELID BEETLE

N Large magical beast
Init +4; **Senses** low-light vision, darkvision 60 ft.; Perception +14

CR 9
 6,400 XP

DEFENSE

AC 23, touch 9, flat-footed 23 (+14 natural, -1 size)
hp 126 (12d10+60)
Fort +12, **Ref** +8, **Will** +4
Immune cold

OFFENSE

Speed 30 ft.
Melee bite +18 (2d6+9 plus 2d6 cold/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks cold cloud

STATISTICS

Str 23, **Dex** 10, **Con** 18, **Int** 2, **Wis** 10, **Cha** 9
Base Atk +12; **CMB** +19; **CMD** 29
Feats Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack, Weapon Focus (bite), Toughness
Skills Perception +14, Stealth +10; **Racial Modifiers** +8
 Stealth in native environment

ECOLOGY

Environment cold forests
Organization solitary or cluster (2-5)
Treasure none

SPECIAL ABILITIES

Cold Cloud (Ex) Once per minute, as a free action, a gelid beetle can emit a cloud of icy cold vapor in a 20-foot radius. The cloud is extremely thick and prevents ranged weapon attacks (except for magic rays) by those in the cloud. Further, melee attack and damage rolls take a -2 penalty. Each round, on the beetle's turn, the cloud deals

2d6 points of cold damage to each creature within it. A DC 20 Fortitude save halves the damage. The cloud lasts 1d4+3 rounds before dispersing and is not affected by wind. The save DC is Constitution-based.

A gelid beetle is a stark white beetle with silvery-black legs and dull silver mandibles. Its carapace is white mottled silver, and its wing covers are dull crimson. The creature has two sets of silvery-black eyes equally spaced on its head. A gelid beetle usually measures about 9 feet in length and weighs about 1,500 pounds.

Gelid beetles make their lairs in hollowed logs and dead trees, surfacing from their lairs at night to prey on insects, both mundane and monstrous. During the daylight hours, gelid beetles like to congregate with others of their kind in warm spots where the sunlight breaks through the trees. Gelid beetles spend much of their time hunting as they are almost always hungry. Taking on larger prey when they congregate, these beetles enjoy the flesh of cold-dwelling animals such as moose, deer, and snow leopards. Gelid beetles use their cold cloud before closing to attack with their powerful bite. Once its cold cloud recharges, the beetle releases it again if it's still in combat.

During mating season, the female digs a small underground chamber in a well-secluded place and lays 1d4+1 silvery-white eggs. These eggs hatch in about 2 weeks producing olive-yellow larvae. The larvae spends their time feeding and growing (and occasionally molting) before passing into the pupa stage after nearly 3 weeks. The pupa sheds its skin for the last time after 8 to 10 days and emerges as an adult gelid beetle. When dried, ground, and reconstituted into a thick paste, the egg shells of the gelid beetle are prized by spellcasters. When a prepared egg shell added as a material component in the cast of a cold spell, the spell is cast as an Empowered spell without raising the spell slot.

GREENFEEDER

This roughly humanoid creature rise from the ground, composed of fallen branches, bone shards, and battlefield debris.

GREENFEEDER

CN Large aberration

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 14 (+1 Dex, +1 dodge, +5 natural, -1 size)

hp 34 (4d8+16)

Fort +5, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee 2 blades +8 (1d8+6)

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

Special Attacks wounding

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 4, **Wis** 10, **Cha** 3

Base Atk +3; **CMB** +10; **CMD** 22

Feats Alertness, Dodge

Skills Perception +6, Sense Motive +2, Stealth +2, Survival +4; **Racial Modifiers** +4 Stealth in forests, +10 Survival when tracking using scent

SQ blood lure

ECOLOGY

Environment temperate forests

Organization Solitary or hunting pack (2-7)

Treasure standard

SPECIAL ABILITIES

Blood Lure (Ex) While in the forest, there is a base 1% chance per five points of damage inflicted in a single attack that a greenfeeder arises. For example, if a fighter inflicts 20 points of damage with one mighty attack, there is a 4% chance that a greenfeeder appears as a result of that attack. If the forest is especially barren of nutrients, that percentage is doubled. It takes 1d4 rounds for the greenfeeders to arise and enter combat.

Wounding (Ex) Any living creature damaged by a greenfeeder's blade continues to bleed, losing 1 hit point per round thereafter. Multiple wounds increase the bleed damage. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic. Creatures immune to critical hits are immune to the bleed damage dealt by this ability.

During battle blood feeds the living earth, and the trees hungrily devour the red rain. A soldier returning to the same battlefield a year later often discovers that verdant greenery cloaks the land. Roots twine around the bones and shattered armor of the dead, and ten thousand flowers now stand where a thousand warriors fell. Sometimes, though, this bounty proves insufficient for the land. The living earth develops a taste for blood and hungers for more sustenance. The hungry earth spawns greenfeeders, and if the surrounding trees are healthy and well nourished, the forest has less of a need to supplement its diet with warm blood.

Greenfeeders arise from this thirst, lured from the forest floor by spilt blood and its desire for nourishing gore. Roughly humanoid, they are composed of fallen branches, bone shards, and scattered battlefield debris. Ivy and vines form their sinewy connective tissues, and red-stained roots form their hearts. A greenfeeder's limbs end in rusty blades plucked from the ground. Combat draws them, and they rush in to ensure that those who bleed do so generously and often. Once they complete their horrific mission, they sink back into the reddish mud, waiting for the next unfortunate victim to venture into the forest.

Greenfeeders are not smart enough to use anything but simple tactics. They only desire to spill as much blood as possible on the forest floor. They do possess enough wit to ambush opponents or flee from ones they cannot injure, but mostly they just charge into melee and start slicing. Greenfeeders only target living creatures, ignoring constructs, undead or bloodless outsiders. They also ignore poisonous or unwholesome monsters like dragons or giant insects. Greenfeeders target the most injured combatant in a melee first. They draw no distinction between sides — an adventuring party attacked by bandits might see a wounded bandit hacked to pieces in one round and then watch in horror as the feeders turn on the surprised party members.

GRIMDEATH VULTURE

This creature resembles a vulture except that its stark bald head is flush with crimson.

GRIMDEATH VULTURE

NE Medium magical beast

CR 4

1,200 XP

Init +2; **Senses** darkvision 60 ft.; low-light vision, scent;

Perception +5

Aura *fear* (15 ft., DC 12)

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 37 (5d10+10)

Fort +5, **Ref** +6, **Will** +2

Immune death effect spells and spell-like abilities, disease

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee 2 claws +6 (1d4+1), bite +4 (1d6)

Special Attacks baleful presentation

Spell-Like Abilities (CL 7th)

At Will – *silence* (only centered on self)

STATISTICS

Str 13, **Dex** 15, **Con** 13, **Int** 5, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 18

Feats Dodge, Multiattack, Toughness

Skills Fly +10, Perception +5, Stealth +10 (+14 at night or in darkness), Survival +3 (+7 when tracking by scent);

Racial Modifiers +4 Fly, +4 Stealth (+8 at night or in darkness), +4 Survival when tracking by scent

ECOLOGY

Environment temperate plains

Organization solitary, pair, or company (2-6)

Treasure none

SPECIAL ABILITIES

Baleful Presentation (Su) Once every 1d4 rounds, the grimdeath spreads its wings and displays the iridescent red plumage underneath to a selected victim. The plumage's magic causes the victim to envision his worst fear, potentially resulting in death. This ability functions like the *phantasmal killer* spell, except that the spell cannot be turned back upon the grimdeath with a *helm of telepathy*. The victim must make a Will save (DC 14) to disbelieve the phantasm. If he fails his Will save, the phantasm touches him, forcing him to make a Fortitude save (DC 14) or die. Even a successful Fortitude save deals 3d6 points of damage to the victim. Grimdeaths are immune to this effect. The save DCs are Charisma-based and include a +2 racial bonus.

Fear Aura (Su) A grimdeath continually emanates a fear effect in a 15-foot radius centered on itself. Any creature within that area that fails a Will save (DC 12) is paralyzed with fear for 2d4 rounds. A successful saving throw immunizes a character to this effect for a period of 24 hours or for the duration of the combat, whichever is shorter. Grimdeaths are immune to this effect. The save DC is Charisma-based.

Grimdeath vultures are horribly ugly birds standing over four feet tall, with wingspans measuring just over 12 feet. Their bald heads are the color of blood, their eyes are black as coal, and their beaks are as hard as sharpened stone. Coarse black feathers cover the vulture's entire body, except for the insides of its wings, where blood-red iridescent feathers that seem to glow like lava are sheathed.

Despite its terrible appearance, the most disturbing thing about a grimdeath vulture is its preternatural silence. It glides effortlessly for hours, riding thermal air currents without even the sound of a flapping feather in its wake. In fact, legend claims that no victim of this silent terror ever had a chance to scream before succumbing to the infernal avian.

Grimdeath vultures are carnivorous scavengers, lairing in high perches and meticulously scanning the landscape waiting for something to die to feast on it. Although their dietary preference weighs heavily towards carrion, they hunt the weak and the infirm in leaner times. In these hunting raids, grimdeaths transform from passive scavengers to tenacious hunters, relying heavily on their exceptional sense of smell. They activate their inherent silence to conceal their approach and descend upon their unsuspecting prey, preferring to attack as a unit rather than individually. They use their fear auras to paralyze as many victims as possible before unleashing their baleful presentation ability to finish them off. They use melee attacks only as a last resort, and they flee from overpowering foes.

Although vicious to their prey, they are extremely close and communal with others of their own kind. Any group encountered is usually an extended family. They roost and also eat together, actually aiding one another in ripping apart meat from carcasses. They rarely communicate vocally; therefore, sight and smell serve as the primary mediums of communication.

GROUNDLING

This creature resembles a large muscular groundhog with curved teeth, black claws, and spotted blue-gray fur.

GROUNDLING

NE Small magical beast

CR 2

600 XP

Init +1; **Senses** dark vision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 22 (3d10+6)

Fort +5, **Ref** +4, **Will** +1

Defensive Abilities undead cloak

OFFENSE

Speed 30 ft., burrows 15 ft.

Melee 2 claws +7 melee (1d4+3), bite +5 melee (1d6+1)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 16

Feats Alertness, Multiattack

Skills Acrobatics +13, Climb +7, Perception +7, Sense Motive +2, Stealth +9, Swim +7; **Racial Modifiers** +8 Acrobatics, +4 Stealth when underground

Language Common, Gnoll



ECOLOGY

Environment underground

Organization gang (2-5), band (4-8 plus 1 2nd level divine spellcaster and 1 2nd level arcane spellcaster), warband (10-18, plus 3 4th level divine spellcasters and 3 4th level arcane spellcasters), or tribe (40-200 plus 1 12th level leader and 6-20 10th level spellcasters)

Treasure standard

SPECIAL ABILITIES

Undead Cloak (Ex) A groundling is undetectable by non-intelligent undead, as if it were the target of a continuous hide from undead effect. However, intelligent undead are not affected by the undead cloak.

Groundlings are a race of mean and hardy burrowers. Groundlings resemble large, muscular groundhogs with wickedly curved teeth and reflective black-blue eyes. They have black claws and spotted blue-gray fur. They are nearly 4 feet long and weigh approximately 60 pounds. They are quite fond of belts made of a strong felt and prefer them in bright colors, such as yellow, red, blue, and purple. Groundlings make their homes in the ground near the tombs and halls of the undead, where there is little competition for space, but they can be found in almost any environment.

Groundlings choose to take up residence deep underground. Many times, they invade old lairs that are filled with undead creatures and establish a settlement there. They don't seek out contact with other creatures beyond what food they need to harvest to survive, and it's very rare for them to make pacts with other living creatures. It is not uncommon for groundlings to become the minions for powerful undead creatures, however. Being intelligent and (mostly) obedient, powerful lichs, vampires, and other undead find them to be capable servants.

Groundlings follow a strict 'survival of the fittest' rule, and those who become sick or injured are commonly left behind to die. Leadership in a tribe of groundlings can change from one challenge to the next, as a leader only leads as long as he's strong enough to fend off challengers. Despite this internal turmoil, groundling tribes in the service to undead creatures generally serve faithfully.

Groundlings are ferocious in combat, attacking any living creature they see and only fleeing when faced with certain defeat. They emit a high-pitched wail during battle, and this cry can be heard for hundreds of feet in all directions. It serves to attract other groundlings to the presence of intruders. A favorite tactic of groundlings is to emerge from their underground tunnels and attack creatures that pass by them (normally surprising them). The tunnels created by a groundling are small enough that only small (or extremely thin) creatures have a chance of entering them. Groundlings are sworn enemies of the derro and will attack them instead of others when provided the opportunity.

Roughly one in every 100 groundlings is born with a special gift and is known as an "unseen". Unseen are invisible to all undead, intelligent or not, and they also possess some innate magical ability. Three times per day an unseen can cast either *cure light wounds*, *entangle*, or *create food and water*. Once per day an unseen can cast either *speak with dead* or *hold monster*.

HAEMOVORID

This creature is a horrid fusion with batlike wings, a sharp proboscis, and humanoid hands and feet.

HAEMOVORID

NE Tiny fey

Init +4; **Senses** low-light vision; **Perception** +9

CR 3

800 XP

DEFENSE

AC 17, **touch** 17, **flat-footed** 12 (+4 Dex, +1 dodge, +2 size)

hp 21 (5d6)

Fort +3, **Ref** +8, **Will** +5

Defensive Abilities invisibility

OFFENSE

Speed 20 ft, fly 40 ft. (average)

Melee touch +8 (attach)

Ranged longbow +8 (1d4/x3)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks blood drain, special arrows

Spell-like Abilities (CL 8th)

Constant – *detect chaos*, *detect evil*, *detect good*, *detect law*

1/day – *detect thoughts* (DC 15), *detect magic*, *lesser*

confusion (DC 14)

STATISTICS

Str 7, **Dex** 18, **Con** 10, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +2; **CMB** +4 (+12 grapple when attached); **CMD** 12

Feats Dodge, Great Fortitude, Weapon Finesse

Skills Acrobatics +12, Bluff +11, Escape Artist +12, Fly +16,

Knowledge (nature) +10, Perception +9, Sense Motive

+9, Stealth +20

ECOLOGY

Environment temperate and warm forest or underground

Organization clutch (2-4), swarm (5-8) or flock (9-13)

Treasure no coins; 50% goods; 50% items

SPECIAL ABILITIES

Attach (Ex) When a haemovorid hits with a touch attack, it uses its sharp pincers to latch onto the opponent's body. An attached haemovorid is effectively grappling its prey. The haemovorid loses its Dexterity bonus



to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A haemovorid has a +8 racial bonus on maintain its grapple on a foe once it is attached. An attached haemovorid can be struck with a weapon or grappled itself – if its prey manages to win a grapple check or Escape Artist check against it, the haemovorid is removed.

Blood Drain (Ex) A haemovorid drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 points of Constitution damage. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the haemovorid's appetite has been sated, the haemovorid detaches and seeks a new target.

Invisibility (Su) A haemovorid remains invisible even when it attacks. This ability is constant, but the haemovorid can suppress or resume it as a free action.

Special Arrows (Su) When a haemovorid fires an arrow from any bow, it may choose to employ arrows that deal no damage but can erase memory or put a creature to sleep by sprinkling magical dust. Doing so is a free action as long as the haemovorid is the one who fires the arrow. A haemovorid can generate a number of uses of dust equal to its Charisma score each day, and the dust is useless to another creature. It takes a standard action to apply the dust to arrow, and the haemovorid chooses which effect the dust will have as it applies the dust to the arrow from the 2 choices below. The save DCs are Charisma-based.

- **Memory Loss:** The target must succeed on a DC 15 Will save or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.
- **Sleep:** Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell.

Haemovorids are a horrid fusion of a stirge and a pixie. The stirge progenitor provides the head structure, wings and appetite for blood, as well as a modification to the pixie's hands and feet, allowing the haemovorid to latch onto its victims yet still have enough manual dexterity to accurately wield bows. As might be expected, this horrible transformation makes it difficult for the haemovorid to maintain the pixie's neutral good outlook. Forced to feed on the blood of living victims while maintaining its own normal intelligence, many haemovorids turn toward evil.

A haemovorid attacks by landing on a victim, finding a vulnerable spot and plunging its sharp proboscis into the flesh. This is a touch attack and can target only Small or larger creatures. Haemovorids often first render their victims immobile with their special sleep arrows, counting on their natural invisibility to grant them a surprise attack.

Since the haemovorids lose their vocal abilities during the transmutation ritual, they have developed a crude sign language that allows them to express simple ideas to one another. Haemovorids still understand all languages they knew as pixies, although generations to follow might lose such skills as they cannot be taught by their parents.

It is most often evil crossbreeders who create haemovorids, usually because they desire easy-to-control creatures capable of spying on their enemies, a function the haemovorid, with its natural invisibility, performs with exceptional ease.

Pixies and other sprites view haemovorids as unnatural abominations to be killed on sight. This hatred is matched in full by the haemovorids, although in their case it is because the pixie represents everything that they have lost. Stirges, on the other hand, accept haemovorids amongst their ranks, failing to differentiate between themselves and the hybrid race. Haemovorids are often found lairing with stirges, seeking additional safety in numbers.

HARBINGER

This skeletal corpse is wearing a darkened suit of full plate.

HARBINGER

CE Medium undead

CR 6

2,400 XP

Init +1; **Senses** Darkvision 60 ft.; Perception +12

Aura paralysis (30 ft., 1d3 rounds, DC 16 Fort)

DEFENSE

AC 21, touch 12, flat-footed 20 (+9 armor, +1 enhancement, +1 Dex)

hp 67 (9d8 +27)

Fort +5, **Ref** +4, **Will** +6

Immune magic, undead traits

OFFENSE

Speed 20 ft.

Melee +1 *greatsword* +13/+8 (2d6+7/19-20)

Special Attacks channel negative energy (CL 7th), death shriek

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 15, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +11; **CMD** 22

Feats Cleave, Command Undead, Power Attack, Weapon

Focus (greatsword), Toughness

Skills Climb +14, Intimidate +14, Knowledge (arcane) +11,

Knowledge (religion) +11, Ride +10, Perception +12,

Sense Motive +12; **Racial Modifiers** +5 Ride

Languages Common
SQ extended sight

ECOLOGY

Environment any
Organization solitary
Treasure standard (magic equipment; no gems, jewelry, or coin)

SPECIAL ABILITIES

Extended Sight (Ex) A harbinger can see into the astral and ethereal plane.

Death Shriek (Ex) Once every 4 rounds, a harbinger may release a death shriek, forcing all creatures within 60 ft. to make a DC 16 Fortitude save or be temporarily deaf and blind for 1d6 rounds. The save DC is Charisma-based.

Immunity to Magic (Ex) A harbinger is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently, as noted below.

- An *atonement* spell will disintegrate the creature.
- A *holy word* will only stun the harbinger for 1d6 rounds.

Paralysis Aura (Su) Any creatures within 30 ft. of a harbinger is subject to its chilling presence, forcing it to make a DC 16 Will save or be paralyzed for 1d3 rounds. A creature that successfully saves is immune to that harbinger's paralysis aura for 24 hours. The save DC is Charisma-based.

If a paladin dies in a state of disgrace without having atoned, there is a chance the abyssal powers will claim his body as well as his soul. The reanimated body becomes a harbinger and serves at the direction of some powerful force for evil. A harbinger appears as a skeletal corpse in a darkened suit of full plate with helm, wrapped in a funeral shroud and armed as he was in life. In aboveground encounters, a harbinger will often ride a nightmare. Harbingers often possess magical equipment but find little use for gems or jewelry; however, such can often be found in their interment locations.

HARMOAI

A carved stone head, stylized and ancient in design, floats above the surface of the desert. Beneath it, a small whirlwind of sand seems to propel it along, and its stone eyes burn with pure white flames.

HARMOAI

N Large outsider (air, earth, elemental, native) **CR 13**
Init +4; **Senses** darkvision 60 ft.; Perception +28
25,600 XP

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)
hp 189 (18d10+90)

Fort +12, **Ref** +13, **Will** +21

Defensive Abilities DR 10/—, elemental traits; **Immune** elemental traits; **SR** 21

OFFENSE

Speed fly 50 ft. (good)

Melee slam +22 (2d6+7)

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

Special Attacks harmonic pulse, spell-like abilities

Spell-Like Abilities (CL 13th)

Constant—*tongues*

At-Will—*control winds* (DC 18), *dimension door*,

hallucinatory terrain (DC 17), *wall of stone*, *wind wall*

1/week—*commune*

STATISTICS

Str 21, **Dex** 10, **Con** 18, **Int** 19, **Wis** 27, **Cha** 16

Base Atk +18; **CMB** +24; **CMD** 34

Feats Alertness, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Natural Attack, Iron Will, Lightning Reflexes, Toughness

Skills Bluff +22, Diplomacy +22, Fly +18, Intimidate +23, Knowledge (arcana) +24, Knowledge (nature) +24, Knowledge (planes) +24, Knowledge (religion) +24, Perception +28, Sense Motive +28, Stealth +19; **Racial Modifiers** +4 Fly

Language Auran, Terran

SQ amalgam

ECOLOGY

Environment warm deserts

Organization solitary, trio, or body (5-7)

Treasure none

SPECIAL ABILITIES

Amalgam (Ex) A harmoai is an amalgam of air and earth elemental. As such, it is not affected by powers or spells that target air or earth elementals alone. For instance, a cleric with either the Earth domain could not command a harmoai.

Harmonic Pulse (Ex) As a full-round action, a harmoai can emit a harmonic pulse that radiates out 30 feet in all directions. Any creature caught in this area takes 10d6 points of sonic damage (Reflex DC 23 half) and must succeed at a DC 23 Fortitude save or be deafened for 2d6 rounds.

This harmonic pulse is also picked up by any other harmoai within range, causing the harmonic pulse to gain in power and resonance. For every harmoai beyond the first within 30 feet of the pulse's originator, the sonic damage increases by 2d6, the duration of the resulting deafness increases by 2 rounds, and the save DCs increase by 2. For instance, a creature in the midst of a trio of adjacent harmoais takes 14d6 points of sonic damage (Reflex DC 27 half) and must make a DC 27 Fort save or be deafened for 2d6+4 rounds. This is a sonic effect, and the save DCs are Constitution-based.

Harmoai are stylized carved stone heads that float above the surface of the desert. A small whirlwind of sand beneath the floating head seems to propel it while its stone eyes burn with pure white flames. Typical harmoai are 10 feet tall and weigh nearly five tons.

Harmoai are mysterious, floating monoliths that sometimes appear to desert travelers, speaking prophecies and cryptic warnings. The origin of these beings are unknown, but it is believed that they were once linked to the Elemental Planes of Air and Earth. These ominous stone heads produce a low hum at most times from their motionless mouths, but when threatened they can increase this harmony to a powerful sonic force.

Harmoai have never been known to initiate combat, but when aggressed upon, they whip up the sand beneath them and use their harmonic pulse or spell-like abilities if threatened. When harmoai are outmatched or a combat lasts more than a few rounds, they use their *dimension door* ability to withdraw and then simply fly away.

HAZE HORROR

From the rolling mists forms the visage of rotten and decayed corpses.

HAZE HORROR

NE Medium undead (incorporeal)

Init +4; **Senses** darkvision 60ft.; Perception +10

Aura fire (5 ft., 1 fire)

DEFENSE

AC 17, touch 17, flat-footed 13 (+4 Dex, +3 deflection)

hp 37 (5d8+15)

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

Defensive Abilities incorporeal; **Immune** undead traits;

Resist fire 10

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. fly (perfect)

Melee incorporeal touch +8 (1d6 fire plus exhaustion)

Special Attacks exhaustion

Spell-Like Abilities (CL 5th)

At Will—*obscuring mist*

STATISTICS

Str —, **Dex** 19, **Con** —, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +7; **CMD** 20

Feats Alertness, Ability Focus (exhaustion), Weapon Focus (touch)

Skills Fly +19, Intimidate +10, Perception +10, Sense Motive +10, Stealth +11; **Racial Modifiers** +8 Fly

ECOLOGY

Environment temperate and warm lands

Organization solitary, pair or gang (3-6)

Treasure incidental

SPECIAL ABILITIES

Exhaustion (Su) Any living creature touched by the haze horror must make a DC 17 Fortitude save or become immediately exhausted. A successful Fortitude save means the creature is only fatigued; however, a creature that is already fatigued instead becomes exhausted. If an exhausted creature fails its save, it collapses to the ground and is unable to attack though it can feebly defend itself. Unlike normal exhaustion or fatigue, the effect ends in 1 hour. The save DC is Charisma-based.

Heat and humidity often manifest as a visible haze, and many people have survived the dangers of a hostile environment only to succumb to heat exhaustion. A haze horror is that fate manifested. It is a malevolent spirit that strongly resembles normal haze until it comes across a living creature. Then, as it lashes out in its hatred for the living, visages of a long-forgotten life surface and become visible in a misty, human-sized outline. The forms are rotten and decayed corpses, usually in the semblance of the person the haze horror used to be or those close to him.

Haze horrors are encountered in naturally misty, foggy, or hazy areas, and a haze horror typically lingers in the area of its death. Its presence causes the temperature in the vicinity to be unnaturally warm. It is as if the heat that killed it originally is being forever re-released into the world. In combat, a haze horror attacks with its burning, exhausting touch, preferring to concentrate on a single foe until that creature drops from exhaustion before moving on to other targets. If a haze horror suffers more than 10 hit points of fire damage in a single attack it will retreat, flooded with memories of its demise.

Some sages claim that there are haze horrors in the terrible northern climes whose touch is deathly cold and who appear as mists upon glaciers and in ice caverns.

HEARTH HORROR

This structure is filled with energy obsessed with restoring itself back to its former glory.

HEARTH HORROR

CE Huge undead (incorporeal)

Init +4 (+8 in manifested humanoid form); **Senses** blindsight

120ft.; Perception +15

DEFENSE

AC 9/18, touch 9/18, flat-footed 9/14 (-5 Dex/+4 in manifested humanoid form, +6 deflection, -2 size)

hp 105 (10d8+60)

Fort +11, **Ref** — (+9 in manifested humanoid form), **Will** +11

Defensive Abilities channel resistance +6, hardness 8, incorporeal; **Immune** sight-based attacks and effects, undead traits

OFFENSE

Speed 0 ft. (immobile); in manifested humanoid form, fly 60 ft. (perfect)

Space 15 ft.; **Reach** 0 ft.

Special Attacks compulsion, *telekinesis*

STATISTICS

Str —, **Dex** — (19 in manifested humanoid form), **Con** —, **Int** 12, **Wis** 15, **Cha** 23

Base Atk +7; **CMB** — (+9 in manifested humanoid form); **CMD** — (23 in manifested humanoid form)

Feats Ability Focus (compulsion), Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Knowledge [engineering])

Skills Fly +12, Knowledge (engineering) +16, Knowledge (local) +14, Intimidate +19, Perception +15, Sense Motive +15; **Racial Modifiers** +8 Fly

Languages Common plus 1 language native to the region
SQ hardness, manifestation, rejuvenation

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Compulsion (Su) As a standard action, the hearth horror can attempt to compel any creature within its boundaries to become its servant. The creature must succeed on a DC 23 Will save or be compelled to rebuild the building and carry out the desires of the hearth horror. The save DC is Charisma-based and includes the horror's Ability Focus feat. Creatures who succeed on the saving throw are immune to further attempts at compulsion for the next 24 hours. This effect is otherwise similar to *dominate monster*.

The horror is clever and tries to be subtle with this compulsion so that it is not discovered by others. Compelled characters may lead nearly normal lives, constructing in their spare time while earning money to buy materials for rebuilding the structure.

Hardness (Ex) If attacked on the Ethereal Plane, a hearth horror has hardness 8.

Manifestation (Su) A hearth horror dwells on the Ethereal Plane; however, it can manifest on the Material Plane, becoming visible but incorporeal to those on the Material Plane. A manifested hearth horror remains partially on the Ethereal Plane, where it is not incorporeal. A manifested hearth horror can be attacked by opponents on either the Material Plane or the Ethereal Plane. The hearth horror's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

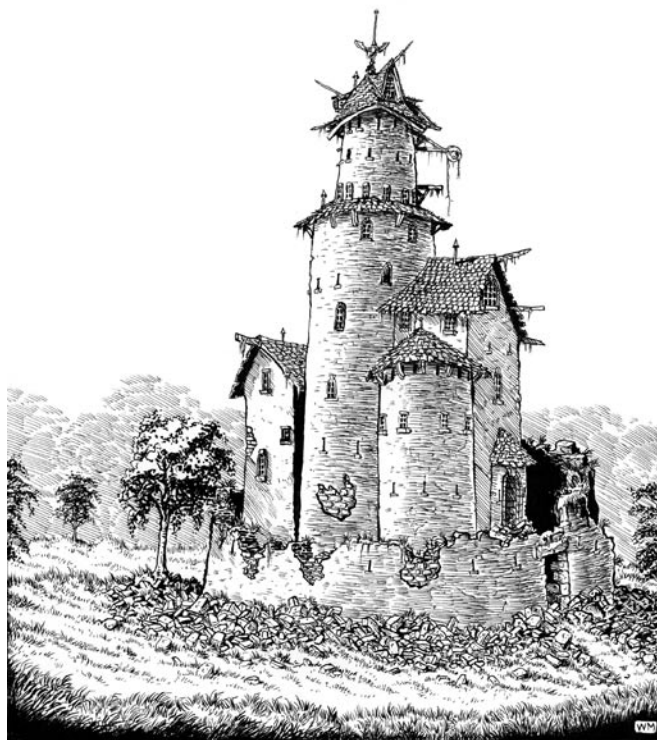
Typically, a hearth horror's manifestation is a ghostly image of what it looked like in its former state, used to guide its servants in their construction efforts. However, three times per day, a hearth horror can manifest itself as an incorporeal vaguely humanoid black form as a standard action. In this form, a hearth horror can attack as the spell *telekinesis* (as sorcerer CL 13th).

Rejuvenation (Su) If a hearth horror is destroyed while its heart is still intact, it completely reforms in 1d4 days. Creatures affected by the horror's compulsion still obey their commands during this time. The only way to permanently destroy a hearth horror is to burn its heart and pour holy water onto the ashes.

A hearth horror is the ghost of a dead place, horribly corrupted by evil and obsessed with restoring itself to its former glory. Hearth horrors are typically houses, although they can be groves, caverns, or even enormous castles or complexes. Hearth horrors may come in many shapes and sizes, but they all have one thing in common: their physical form has collapsed, decayed, or been destroyed. A hearth horror may first be encountered in any state of repair. It may even be a completely blasted hole in the ground, but it rebuilds itself slowly.

A hearth horror manipulates the world by compelling living creatures to rebuild its original form in exact duplicate on its original foundation. This compulsion is subtle, and those doing the building may think that it's their own idea. It's quite possible a hearth horror may go unnoticed in the heart of a city; an old house being restored is likely to be looked on as nothing but urban improvement.

A hearth horror cannot form just anywhere. It forms in a location where great or terrible events have taken place. The horror takes on the personality and alignment of the events that happened there and is typically evil. Once the house is rebuilt, the hearth horror lingers, using its compulsion ability to compel creatures to live in it and to glorify it with the kinds of events it loves. A house where a mass murderer killed all



his victims may turn into a hearth horror that lives on to cause more murders. A rebuilt horror can grow in size and influence as its servants and inhabitants take over other properties and commit further atrocities.

A hearth horror generally does not attack physically, rather it uses its compulsion ability to command its servants to defend it if it is in danger. The servants fight to the best of their ability. Anyone attacking it is likely to be subjected to its compulsion power, so combat may not last long. If the hearth horror is turned, it cannot retreat, but it is unable to use its powers for the duration of turning. If a hearth horror's body is destroyed by turning, it can still rejuvenate itself.

THE HEARTH HORROR'S HEART

The only physical component of the hearth horror that is required for it to continue is its heart. The heart of the hearth horror is formed when blood from victims spills upon the soil and sinks deep into the ground. The clot slowly grows in size over the years until it gradually forms into a heart buried in the earth beneath the area of the original construction.

This heart is the center of the consciousness of the horror and must be destroyed in order for the horror to be put to rest. Hearth horrors of great size and power often compel creatures to guard, move, and protect their hearts to prevent them from coming to any harm. A heart must remain on the property of the hearth horror, although it can be placed as deep as necessary beneath the soil. Some hearth horrors have devised huge complexes of mazes and guardians to protect their hearts.

The heart of a hearth horror is corporeal, has AC 7 and 10 hit points (1 hit point for each Hit Die of the horror). It must remain on the horror's property, but can otherwise be hidden anywhere. If it is moved off the property, the hearth horror cannot use any of its supernatural abilities but continues to exist until the heart is destroyed. When this is done, the horror immediately ceases to exist (though it can still rejuvenate itself unless the heart is burnt and blessed with holy water).

HELIOKARABOS

This large scarab has a golden carapace.

HELIOKARABOS

N Diminutive magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +1

CR 1/2

200 XP

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)
hp 4 (1d10-1)
Fort +1, **Ref** +6, **Will** +1
Resist fire 10

OFFENSE

Speed 30 ft., climb 30 ft., fly 60 ft. (good)
Melee bite +9 (1d4-2 plus 1d3 fire)
Space 1 ft.; **Reach** 0 ft.
Special Attacks solar beam

STATISTICS

Str 6, **Dex** 18, **Con** 8, **Int** 3, **Wis** 12, **Cha** 12
Base Atk +1; **CMB** +1; **CMD** 9
Feats Weapon Finesse
Skills Climb +7, Fly +14, Perception +1
SQ sunlight storage

ECOLOGY

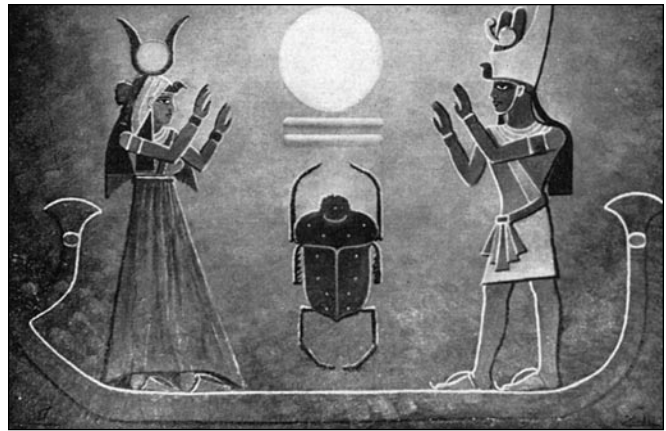
Environment warm deserts and plains
Organization cluster (11-20) or swarm (10-100)
Treasure none

SPECIAL ABILITIES

Solar Beam (Su) While in direct sunlight, heliokarabosi can focus the sun's rays into an intense beam of heat. A heliokarabos must be in flight above a target, although it need not be directly between the sun and its target since a heliokarabos can direct the beam with some precision to a range of 30 feet. Targets must succeed at a DC 9 Reflex save or take 2d4 points of fire damage. A heliokarabos may focus this solar beam during cloudy weather or indirect daylight, but it inflicts only 1d4 points of fire damage. If hard-pressed, a heliokarabos can even release all its stored solar energy to produce one full-power beam that deals 4d4 points of fire damage to a range of 100 feet. The save DC is Constitution-based.

Sunlight Storage (Su) Excited heliokarabosi can release stored sunlight, lighting the area around them in a 60-foot radius with genuine solar radiation. This light counts as pure sunlight for purposes of affecting creatures that are vulnerable to sunlight. A heliokarabos can maintain this luminescence for up to 2 hours before needing to recharge its stores. To refill its stores completely, a heliokarabos must be exposed to direct sunlight for 4 hours.

Heliokarabosi are large scarabs that flourish in areas of bright sunlight, and their carapace is a rich golden hue. They subsist on a diet of both organic matter and solar energy. A heliokarabos measures about 8 inches in diameter and weighs less than a pound. They are more intelligent than typical



beetles, and desert-dwelling rangers, druids, and clerics of sun deities often train them as pets or companions. They are also sometimes taken on quick raids into underground caverns and undead-infested tombs as their sunlight storage can be a great boon when fighting light-sensitive foes.

Heliokarabosi are not particularly aggressive toward most creatures, content simply to eat insects, carrion, deadwood and other scavenged materials. They tend to attack either in self-defense or, peculiarly enough, when in the presence of undead. The beetles swarm overhead any undead that crosses their territory in broad daylight, devastating the creatures with a barrage of solar beams. They are less ready to use up their stores of light at night, but still strobe sunlight overhead, as if hoping either to injure the undead (which might be vulnerable to sunlight) or to attract other entities to deal with the monsters.

HELIX MOTH

This colorful gargantuan insect has a large mandible, a sword-like stinger, and three sets of purple translucent wings

HELIX MOTH

N Huge magical beast
Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +15

CR 10

9,600 XP

DEFENSE

AC 24, touch 11, flat-footed 23 (+2 Dex, +1 dodge, +13 natural, -2 size)
hp 123 (13d10+52)
Fort +11, **Ref** +10, **Will** +4

OFFENSE

Speed 20 ft., fly 60 ft. (good)
Melee bite +16 (2d8+5 plus 1d8 acid), tail sting +14 (2d6+2 plus poison)
Space 15 ft.; **Reach** 10 ft.
Special Attack drone

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 1, **Wis** 11, **Cha** 2
Base Atk +13; **CMB** +20; **CMD** 32
Feats Ability Focus (drone), Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack, Multiattack, Toughness
Skills Fly +13, Perception +15; **Racial Modifiers** +8 Fly

ECOLOGY

Environment temperate forests and hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Drone (Ex) The rapid beating of the helix moth's wings creates a droning sound, audible up to 60 feet away, that clouds the minds of all who hear it. Affected creatures take a -4 circumstance penalty on attack rolls, saving throws, ability checks, and skill checks for the next 1 minute if they fail a DC 22 Will save. A creature that makes a successful Will save is unaffected by the droning of the same helix moth for one day. Droning is a free action as long as the helix moth is airborne. On the ground, it can beat its wings as a move action with the effects as above. The save DC is Constitution-based and includes Ability Focus.

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 2d4 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Helix moths are deadly giant insects found inhabiting forested areas, usually somewhat near civilized areas. A helix moth is a gigantic black insect with spiraling bands of red, green, yellow, blue, purple, and white on its abdomen. Its underbelly is white. Large mandibles jut from its mouth and three sets of purple translucent wings protrude from its back. A small, black, sword-like stinger is located at the end of its abdomen.

Helix moths are solitary creatures, though on rare occasions a mated pair might be encountered. The lair of a helix moth is almost always above ground and usually takes the form of a cave, tunnel, or other such structure. Such places are always well hidden and difficult to reach. When the time comes for a female helix moth to lay her eggs, she hollows out a tunnel in the floor of her lair, forms a large chamber at the end of the tunnel and deposits 2d4 greenish-gray eggs. The eggs hatch two weeks after fertilization, producing helix moth larvae, though typically only about 50% of the larva live past the first day.

The tunnel and chamber are coated with grayish slime that gives off a faint acidic odor, but is harmless to the touch. Occasionally (20% chance), the secretions of a larva mix with the slime to form a deadly inhalant poison. Those breathing the poison fumes must succeed on a DC 15 Fortitude save or take 1d4 points of Constitution damage. A new save must be made every minute a creature breathes the fumes. Once a successful save is made, that creature cannot be affected by the fumes again for one day.

Helix moths are normally passive creatures, but when hunting the creature becomes highly aggressive. A helix moth often journeys up to a mile or more away from its lair in search of prey. Slain prey is carried back to its lair and devoured over a period of several days.

The helix moth attacks by biting or stinging its prey. Its constant droning affects those that combat it, so the helix moth always tries to stay airborne and within range where it can use this ability while staying out of melee range.

HELLSCORN

This ghostly creature bears the physical manifestation of the emotion scars that only love gone bad can engender, oozing phantasmal blood from gaping wounds and poisonous froth from its mouth.

HELLSCORN

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60ft.; Perception +14

CR 9

6,400 XP

DEFENSE

AC 20, touch 20, flat-footed 15 (+4 Dex, +1 dodge, +5 deflection)

hp 133 (14d8+70)

Fort +9, **Ref** +8, **Will** +11

Defensive Abilities incorporeal; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee incorporeal touch +15 (1d6 plus touch of betrayal)

Special Attacks kiss of death, look of longing

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 10, **Wis** 15, **Cha** 20

Base Atk +10; **CMB** +14; **CMD** 29

Feats Alertness, Ability Focus (kiss of death), Blind Fight, Dodge, Improved Initiative, Iron Will, Weapon Focus (incorporeal touch)

Skills Bluff +15, Disguise +15, Escape Artist +14, Knowledge (any one) +10, Perception +14, Sense Motive +14, Spellcraft +10, Stealth +14

Languages Common plus any languages known in life

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Kiss of Death (Su) Hellscorns utilize this terrifying melee touch attack against defenseless foes reduced to tears by the spirit's touch of betrayal ability. Commensurate with its name, the hellscorn approaches its adversary and kisses the despondent enemy, forcing him to make a DC 24 Fortitude save or die. Success results in 5d6 points of damage, but it immediately negates the hellscorn's touch of betrayal and look of longing abilities and grants the character a +4 bonus to his saving throws against these effects for the remainder of the encounter. Kiss of death only functions against creatures moved to pity through its touch of betrayal ability; all other opponents suffer no ill effects from this attack form. The save DC is Charisma-based and includes the bonus from Ability Focus feat.

Look of Longing (Su) Gaze attack, 30 feet; all attack, damage rolls, and saving throws suffer a -4 morale penalty for the duration of the combat; DC 22 Will save negates. The save DC is Charisma-based.

Touch of Betrayal (Su) Whenever the hellscorn's incorporeal touch attack hits a living creature, the foe must make a DC 22 Will save or fall to the ground sobbing and crying uncontrollably for 1d4 rounds. The victim completely ignores his surroundings and offers no resistance to the hellscorn allowing it to strike him at will. The save DC is Charisma-based.

Hellscorns are the undead manifestations of vitriolic hate that only spurned love can engender. Hellscorns predominantly appear as they did in life; however all hellscorns still bear the open wounds dealt by their capricious lover. Phantasmal blood incessantly pours from the gaping punctures and slashes staining the spirit's burial garb. In a similar vein, hellscorns killed by poison continuously froth and foam at the mouth, indefinitely regurgitating the toxin responsible for their death. Despite its primeval urge for vengeance, the apparition's melancholy countenance conveys an expression of disbelief and sadness rather than a maniacal glare. Its pathetic appearance often evokes pity instead of caution from inexperienced adventurers, a mistake that always proves fatal. Hellscorns stand between three and six feet tall depending upon the base creature's race and sex, and weight also varies accordingly.

Hellscorns rise from the grave solely to wreak vengeance against their killers, prompting them to scour their former haunts searching for those that wronged them. In their quest for retaliation, hellscorns sometimes enlist the temporary aid of other sentient undead beings as well as the ranks of the living. These short lived alliances last until the other party expends its usefulness.

Once it locates its intended prey, the malicious phantom commences a slow, deliberate campaign of terror and mischief, haunting them in their sleep and stealing their personal effects. As the plan builds to its inevitable crescendo, the violence rapidly escalates finally culminating in the hellscorn revealing its identity to its murderers before savagely slaying them. Unfortunately, revenge fails to grant them peace or solace, dooming them to spend the remainder of their unnatural existence in perpetual anguish within the immediate vicinity of their earthly remains.

Hellscorns always use their seemingly benevolent appearance to their best advantage. They initiate combat with their potent gaze attack, weakening as many enemies as possible before reverting to melee combat. Hellscorns rely upon their touch of betrayal ability to incapacitate foes and then finish them off with their kiss of death power. Hellscorns retreat if seriously threatened, however they never flee from their treacherous murderers regardless of the situation.

HEPHAESTAN

This vaguely humanoid creature has thick stony skin wrought with fissures releasing waves of heat.

HEPHAESTAN **CR 9**
LE Huge outsider (evil, fire, lawful, native) 6,400 XP
Init -1; **Senses** darkvision 60 ft.; Perception +18
Aura radiant heat (15 ft., 1d6 fire damage, DC 21 Fort negate)

DEFENSE
AC 22, touch 7, flat-footed 22 (-1 Dex, +15 natural, -2 size)
hp 126 (12d10+60)
Fort +11, **Ref** +9, **Will** +13
DR 10/silver; **Immune** disease, drowning, fire, paralysis, poison, sleep, and ability damage, energy drain or any attack that must target a living victim
Weaknesses vulnerability to cold

OFFENSE
Speed 40 ft.
Melee warhammer +19/+14/+9 (3d6+13/19-20x3)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 29, **Dex** 9, **Con** 20, **Int** 14, **Wis** 16, **Cha** 13
Base Atk +12; **CMB** +23; **CMD** 32
Feats Cleave, Great Fortitude, Improved Critical (warhammer), Iron Will, Lightning Reflexes, Power Attack
Skills Appraise +17, Craft (armor) +17, Craft (weapons) +17, Diplomacy +16, Knowledge (arcana) +17, Perception +18, Sense Motive +18, Spellcraft +17
Language Ignan, Terran, Undercommon
SQ curse item, forge magic item

ECOLOGY

Environment any mountains or underground
Organization solitary
Treasure triple standard

SPECIAL ABILITIES

Curse Item (Su) A hephaestan can be persuaded to create items for individuals in exchange for quantities of workable metals — typically twice as much as is necessary to forge the item in question. The hephaestan follows specifications to the letter, and if the individual is not extremely specific as to the characteristics of the item, the hephaestan lays a curse upon it during the creation process. Such items follow all the normal guidelines for cursed magic items.

Forge Magic Item (Ex) Although not a spellcaster, a hephaestan can create any item or construct as though it had the necessary feats and prerequisite spells or other requirements.

Radiant Heat (Ex) A hephaestan radiates heat at all times, but when angered, its heat rages with the intensity of a furnace. Opponents within 15 feet of a hephaestan must make a DC 21 Fortitude save each round or suffer 1d6 points of fire damage. Additionally, any non-magical weapon that strikes a hephaestan and does damage suffers 1d4 points of fire damage itself from the heat. The save DC is Constitution-based.

Hephaestans are a breed of master smiths that live in mountainous regions and underground. They are vaguely humanoid, standing more than fifteen feet tall. Their thick stony skin is wrought with little fissures that release waves of heat. Preferring solitude, hephaestans have refined their skill in metalworking to a fine art and even have the capability to craft magical items. A hephaestan stands about 15 feet tall and weighs 6,000 pounds.

Legends tell of the arrival of these massive giants from a massive volcanic eruption that ripped a portal to the Elemental Plane of Fire. Others place their origins as constructs given life by an evil deity of fire and craftsmanship, sent to the Material Plane to spread evil through the forging of magical items. Whether either is true is probably known only by the hephaestans.

Hephaestans generally avoid combat whenever possible, but when forced, they fight using their huge iron hammers, overcoming combatants with powerful blows and the incredible heat radiating from their bodies. A hephaestan's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

HOLD CREEPER

This hunched humanoid springs to attack with its sharp claws, toothy maw and mad, beady eyes.

HOLD CREEPER

NE Small monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; Perception +6

CR 2

600 XP

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +2 natural, +1 size)

hp 22 (3d10+6)

Fort +3 (+5 vs. poison), **Ref** +4, **Will** +3; +2 vs. spells and spell-like abilities

Defensive Abilities hardy

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+3 plus grab), bite +7 (1d6+3)

Special Attacks constrict (1d4+6)

Spell-like Abilities (CL 3rd)

At will—*spider climb*

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 5, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 17

Feats Alertness, Dodge

Skills Perception +6, Sense Motive +2, Stealth +9, Survival +4; **Racial Modifiers** +5 Survival when tracking in pursuit of treasure

SQ squeeze, treasure hunter

ECOLOGY

Environment underground

Organization solitary or gang (2-7)

Treasure double

SPECIAL ABILITIES

Squeeze (Ex) A hold creeper can squeeze into spaces smaller than itself as if it were a Tiny-sized creature. Hold creepers suffer no penalties for combat in an area that would normally be too small for it to fight effectively.

Treasure Hunter (Su) A hold creeper has the innate ability to locate treasure (coins or gems) within 75 feet. Within a mile, hold creepers can get a general sense of which direction treasure is located without being able to pinpoint its exact location.

Hold creepers stand about 3-4 feet tall, with smooth, earth-toned skin stretched taut over beefy frames. They have mad, beady eyes. Thin remnants of beards partially hide mouths filled with jagged teeth. Though bipedal, a creeper spends much of its time hunched over, running on all four stubby limbs. They are rumored to be an aberrant species of gnomes perverted through contact with a great slumbering evil, and their monstrous attributes do little to discredit this theory. While hold creepers have a toothy maw apt for ripping into flesh, they prefer to attack by clawing with their nails, aiming for the tender throats of their victims so they can squeeze the life out of their victims with their powerful hands.



Found predominately underground, hold creepers are obsessed with treasure. Driven by greed and fueled by their innate abilities, hold creepers roam the dark in search of coins and gems, and a party burdened with such loot attracts hold creepers far and wide. There are even tales of hold creepers that have surfaced to attack these walking treasure troves for the promise of such stashes.

Hold creepers can communicate with animal-like grunts and barks, though some rare individuals are capable of speaking a guttural and primitive gnomish.

HYDRACNID

Two draconic heads sprout from a plump torso covered in coarse fur.

HYDRACNID

CN Large magical beast (fire)

CR 3

800 XP

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size)

hp 30 (4d10+8); fast healing 2

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

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft, climb 30 ft.

Melee 2 bites +6 (1d8+3 plus poison)

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

Special Attacks breath weapon (15 ft. cone, 2d6 fire damage, Reflex DC 14 for half, usable 2/day), web (+6 ranged, DC 14, hp 5)

STATISTICS

Str 17, **Dex** 15, **Con** 14, **Int** 5, **Wis** 11, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 20

Feats Combat Reflexes, Dodge

Skills Acrobatics +6, Climb +11, Perception +9, Stealth +6,

Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Climb, +8 Swim

SQ hydra traits, regenerate head

ECOLOGY

Environment underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A hydracnid's fast healing ability is equal to its current number of heads. This fast healing applies only to damage inflicted on the hydracnid's body.

Hydra Traits (Ex) A hydracnid can be killed by severing all of its heads and slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with a hardness 0 and 4 hp. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals 4 points of damage to the hydracnid's body. A hydracnid cannot attack with a severed head, but takes no other penalties.

Poison (Ex) Bite – injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Regenerate Head (Ex) When a hydracnid's head is destroyed, two more heads regrow in 1d4 rounds. A hydracnid cannot have more than 4 heads at any time. To prevent new heads from growing, at least 5 points of acid or cold damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or cold damage can affect the stumps and the body simultaneously. A hydracnid doesn't die from losing its heads until all the stumps are treated with acid or cold.

A hydracnid is a hideous cross between a giant spider and a pyrohydra. Its spidery torso is covered in short, coarse fur, and two long, gray, scaled, serpentine necks topped with draconic heads sprout from a hydracnid's body.

They dwell deep underground, where they dine on the flesh of dark elves, dwarves, goblins, and just about anything else that crosses their path. These creatures are never encountered on the surface during the day, preferring to spend their lives underground. Hydracnids are solitary creatures and never mix with others of their own kind (except for mating purposes). If a hydracnid moves into another's territory, a fight almost always ensues as soon as they discover each other. When not hunting, a hydracnid spends its time in its lair.

A hydracnid's lair is something most disgusting - a tangled mess of shiny coins and gems mixed with corpses, bones, and rotted flesh. Unlike most webs, hydracnid webs are not flammable. This property makes hydracnid silk highly valued by the spinners of the underworld. The fibers of a typical web will fetch 500 gp from the right buyer.

A hydracnid usually waits in its web until prey passes underneath or nearby. It then rushes forward, initially biting and then releasing its breath weapon. Hydracnid usually bite with one head and breathe fire with the other. If facing a large group of opponents, it breathes with both heads in a large, overlapping cone.

HYDRAMNION

This tall, bony creature equipped with foot-long claws is covered in slime secreted from its rubbery skin

HYDRAMNION

CE Large outsider (chaotic, demon, evil, extraplanar) **CR 10**
Init +5; **Senses** darkvision 60 ft.; **Perception** +15
9,600 XP

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)
hp 136 (13d10+65)
Fort +9, **Ref** +9, **Will** +8
Defensive Abilities DR 15/magic, spell absorption; **Resist** acid 10, fire 10, electricity 10
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.
Melee 2 claws +18 (2d6+5 plus grab), bite +12 (1d8+2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks encase

STATISTICS

Str 20, **Dex** 12, **Con** 20, **Int** 10, **Wis** 10, **Cha** 13
Base Atk +13; **CMB** +19 (+23 grapple); **CMD** 30
Feats Alertness, Ability Focus (encase), Improved Critical (claws), Improved Initiative, Improved Natural Attack, Power Attack, Weapon Focus (claws)
Skills Acrobatics +14, Bluff +14, Climb +15, Knowledge (planes) +8, Intimidate +14, Perception +15, Sense Motive +15, Spellcraft +11, Stealth +13
Language Abyssal

ECOLOGY

Environment any (Abyss)

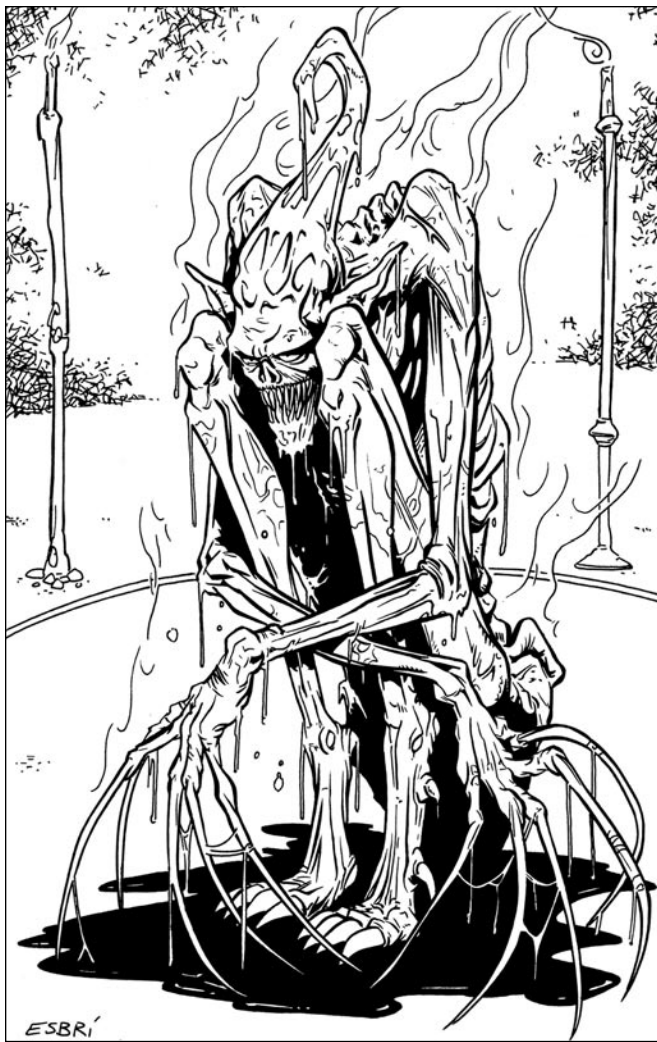
Organization solitary or gang (2-4)

Treasure standard

SPECIAL ABILITIES

Encase (Ex) Once per day as a standard action, a hydramnion may surround a grappled Medium-sized or smaller opponent in a tough translucent case filled with the creature's slime. Encasing a creature still leaves enough slime on the hydramnion's skin for his spell absorption ability, but the slime loses its spell absorption ability once it is used to encase a creature. The slime is oxygen-rich and can be breathed, albeit with a most unnerving sensation.

The real danger of encasement lies in the slime's ability to drain all the salt from the encased creature. Encased creatures take 1d6 damage per round the first 2 rounds, 1d8 damage per round during rounds 3 and 4, 2d6 damage per rounds during round 5 and 6, 3d6 damage per rounds during round 7 and 8; and 4d6 damage per rounds during all subsequent rounds. Creatures killed in this manner resemble perfectly preserved mummies which the Hydramnion collect as trophies in their lairs.



ICE GLARE SNAKE

This serpent bears vestigial wings, arms and legs that can be seen upon its sinuous length and a sharp fin extends along its spine.

ICE GLARE SNAKE

CR 6

N Medium magical beast (cold, reptilian)

2,400 XP

Init +2; **Senses** darkvision 60 ft., low-light vision scent;

Perception +8

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 68 (8d10+24)

Fort +8, **Ref** +8, **Will** +2

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +13 (1d8+6) or slam +12 (1d6+6)

Special Attacks chilling gaze

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 3, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 24

Feats Ability Focus (chilling gaze), Alertness, Weapon Focus (bite), Toughness

Skills Acrobatics +7, Climb +8, Perception +8, Stealth +7 (+15 in snowy or icy areas), Swim +12; **Racial Modifiers** +8 Stealth in snowy or icy areas, +8 Swim

ECOLOGY

Environment cold desert and hills

Organization solitary, pair, or brood (3-5)

Treasure standard

SPECIAL ABILITIES

Chilling Gaze (Su) Paralyzed for 2d4 hours, range 30 feet;

Fortitude DC 16 negates. Assuming a paralyzed victim is not eaten, he takes 2d10 points of cold damage when the paralysis wears off and is considered to be suffering from hypothermia. The save DC is Charisma-based and includes Ability Focus (chilling gaze)

The encased sac can only be damaged by piercing and slashing weapons. The sac has an AC 11 and 20 hit points. The slime heals damage within and seals openings on the surface, requiring all 20 hit points of damage to arrive in a single round's time or the sac is fully healed by the beginning of the next round. Those inside are incapable of spell casting, and they have a -4 to attack and -2 to damage.

Spell Absorption (Su) Hydramnion continually leak a very warm slime that coats and drips from their body, and while it coats their skin, the slime has the ability to absorb up to 10 levels of spells. Once this spell threshold is breached, the slime covering the creature dries up and blows away. A hydramnion who loses its slime coating in this manner cannot encase grappled creatures.

Tall and bony with claws at least 1 foot in length, hydramnion are covered with a light gray slime that is constantly secreted from their dark gray, rubbery skin. They are thin, almost to the point of emaciation, and steam in temperatures less than 70 degrees. They bear iron-hard nails of prodigious length that deal significant damage to those unfortunate enough to combat them in melee, and their mouths are full of teeth. The hydramnion is a collector of sorts, using its encase ability to create mummies when it encounters unique creatures that wander into its native Abyss or as it is summoned to different planes, each having a penchant for certain types of creatures or different gaps in its collection.

Iceglare serpents are arctic reptiles distantly related to the basilisk. The serpentine creature grows up to twelve feet long, although it is difficult to tell given how it coils upon itself over and over. Vestigial wings, arms and legs can be seen upon its sinuous length and a sharp fin extends along its spine. The terrible iceglare serpent is about 12 feet long and weighs about 1,800 pounds.

Iceglare serpents are fearless hunters, and they generally attack anything of Large size or smaller. The iceglare serpent's dread gaze makes it one of the most feared predators of the arctic. The serpent lies in wait for prey and then slams into opponents with its bony head or bites, followed by an attempt to lock eyes with the injured victim. The serpent can then devour the frozen morsel.

INSCRIBER

This corpse is covered with black writing, and its eyes give off a soft yellow glow.

INSCRIBER

N Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +9

Aura confusion (40 ft., DC 14, 2d4 rounds)

CR 14

1,200 XP

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 32 (5d8+10); **fast healing** 1

Fort +3, **Ref** +1, **Will** +5

Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus mnemonic exchange)

Special Attacks mnemonic exchange, spell-like abilities

Spell-Like Abilities (CL 7th)

At Will* — *discern location, find the path, illusory script* (DC 15), *legend lore, secret page, sepia snake sigil* (DC 15)

STATISTICS

Str 12, **Dex** 10, **Con** —, **Int** 19, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 14

Skills Craft or Knowledge (any two) +9 (+12 Knowledge (arcane or religion), Linguistics +9, Perception +9, Profession (any one) +6, Sense Motive +9, Spellcraft +12, Stealth +8)

Feats Skill Focus (any Craft, Knowledge, or Profession) (3)

Language Common and any other 5 languages (cannot speak)

SQ absorb text

ECOLOGY

Environment any terrain

Organization solitary

Treasure standard

SPECIAL ABILITIES

Absorb Text (Su) An inscriber can absorb the text of all written materials within 15 feet as a standard action. By concentrating, the inscriber lifts all writing off nearby surfaces, and the text swirls through the air into the inscriber's mouth. Affected objects are left blank, and the inscriber gains full knowledge of all the absorbed text. Only text written with some form of liquid (whether ink, dye, or blood) is affected. Objects the inscriber is unaware of (such as hidden objects and objects inside containers) are unharmed, and attended or magical items can make DC 14 Will saves to resist. The save DC is Charisma-based. If the inscriber absorbs the text of a scroll, the inscriber gains the ability to cast the scroll's spells once each as a spell-like ability.

Confusion Aura (Su) All intelligent creatures who come within 40 feet of an inscriber have their minds flooded with images and words related to the inscriber's area of study. An affected creature must succeed on a DC 14 Will save or be overwhelmed by the torrent of information and *confused* for 2d4 rounds. Creatures who make successful saves cannot be affected again by that inscriber's aura for 24 hours. An inscriber's confusion aura is a mind-affecting phantasm effect. The save DC is Charisma-based.

Mnemonic Exchange (Su) Intelligent creatures hit by an inscriber's slam attack are affected by one of two possible effects (inscriber's choice). The inscriber can either cause 1d6 points of Intelligence damage to the creature, learning all the creature knows about the inscriber's area of study in the process or infuse the creature with a portion of the inscriber's own knowledge. In the latter case, the creature gains a +6 competence bonus on a Craft, Knowledge, or Profession skill possessed by the inscriber for a number of days equal to the creature's Intelligence modifier. The target must immediately succeed on a DC 16 Will save or be dazed for 2d12 rounds. This is a mind-affecting effect. The save DC is Intelligence-based.

Spell-Like Abilities (Sp) At the start of any encounter, a given inscriber is assumed to have absorbed 1d4-1 scrolls. The inscriber can cast each spell from a scroll once, as a spell-like ability, at the scroll's caster level. The contents of absorbed scrolls can be determined as if they were medium magic items found in treasure. The inscriber can also spontaneously cast spell-like abilities gained from scrolls into any of the following: *discern location, find the path, illusory script* (DC 15), *legend lore, secret page, sepia snake sigil* (DC 15).

Inscribers activate their spell-like abilities by tearing off skin where mystic text is written, and holding the scraps aloft. The skin cannot be used by creatures other than the inscriber.

It has been said that the search for knowledge can be a soul-consuming pursuit. The unfortunate case of the inscribers proves the saying's literal truth. Every inscriber was once a living scholar who obsessed over a certain field of study. Some inscribers devoted their lives to particulars of occult lore, while others strove to catalog every species of plant in existence or to learn the secrets of creating perfect wine. Regardless of their missions, they shared the same end: after death, their lust for knowledge overcame the laws of nature, driving them to search the world for further information. But with their minds shattered and their self-identities subsumed by their missions, inscribers are unable to learn from experience. Instead, they rob the memories of the living and drink the text of books.

Inscribers use their absorbed information to determine where to search for more. They travel to libraries, monasteries, the homes of experts in their fields, and wherever else they might acquire knowledge. Although they rarely cause harm intentionally, inscribers can bring great misfortune to populated areas due to the auras of confusion that surround them.

Inscribers look like corpses on the verge of decomposition, wearing whatever garb they were buried in. Their eyes glow a soft yellow, and their skin is covered with black writing. Many inscribers have a gray cast to their skin due to the bleeding of the magical ink. The writing is an inscriber's summary and analysis of absorbed texts and memories and is constantly scrawled over blank flesh as if by an invisible pen. When inscribers run out of room on their bodies, they tear off strips of skin and press the "pages" into enormous tomes they carry at all times. The skin soon regrows and is filled with writing once again.

A typical inscriber's tome weighs about 4 pounds and is slightly smaller than a human torso. It has no inherent magical qualities but may be warded with *illusory script* and *sepia snake sigil*. The text is written in the inscriber's native language, and its style is confusing and opaque. Nonetheless, an inscriber's tome is an extremely comprehensive and valuable resource on a given subject. A creature using an inscriber's tome for

research must make an appropriate Craft, Knowledge, or Profession check in the inscriber's area of study to understand enough of the text to find useful information. The DC for this check ranges from 15 for relatively common information, to 30 for extremely complicated or obscure topics.

Inscribers do not speak, but understand Common and any languages they knew in life. An inscriber is exceedingly difficult to communicate with, but a creature that gets an inscriber's attention by displaying knowledge of the inscriber's chosen field has a chance of getting through to what remains of the scholar's mind. When this happens, the inscriber's writing slows as it lets its focus slip. There are stories of inscribers who, reminded of their lives, chose to assist those who approached them by giving away some of their knowledge.

While inscribers generally pursue their own tasks and ignore others under the protection of their confusion auras, inscribers who are attacked or whose tomes are endangered or stolen will use any appropriate spell-like abilities they have absorbed upon their opponents. If they are brought into melee, they drain their enemies with their mnemonic exchange. Inscribers will fight to the death to protect their tomes.

JELLYHIVE

Covered in a dome-shaped shell with several fleshy sacs, this creature moves on several fat legs that emerge from beneath its armor.

JELLYHIVE

N Large plant

CR 5

1,600 XP

Init +4; **Senses** darkvision 60 ft., scent, tremorsense 80 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 13 (+4 Dex, +1 dodge, +4 natural -1 size)

hp 66 (7d8+35); **regeneration** 2 (fire)

Fort +10, **Ref** +6, **Will** +0

Immune acid, plant traits

OFFENSE

Speed 25 ft., climb 20 ft.

Melee bite +7 (2d6+3 plus 1d4 acid)

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

Special Attacks ooze dart, swallow ooze whole

STATISTICS

Str 14, **Dex** 18, **Con** 20, **Int** 1, **Wis** 6, **Cha** 6

Base Atk +5; **CMB** +8 (+12 grapple vs ooze); **CMD** 23

Feats Alertness, Dodge, Improved Natural Attack, Stealthy

Skills Climb +10, Perception +8, Stealth +12; **Racial**

Modifiers +8 Climb, +5 Stealth

SQ camouflage

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) A jellyhive can adjust its coloring to match the surrounding stone of caverns, and it gains a +5 racial bonus to Stealth checks.



Ooze Dart (Ex) As a standard action, jellyhive can launch a tiny ooze up to 20 ft. from one of its sacs. Once free from the sac, the oozes attack normally [5 hp; AC 10; melee or ranged touch +4 (1d4 acid)]. A jellyhive has 1d6+10 sacs, each one containing a tiny ooze.

Swallow Ooze Whole (Ex) If the jellyhive is able to make a successful bite attack against a creature that is an ooze, it can make a grapple check as a free action with a +4 bonus. If the grapple is successful, the jellyhive will swallow up as much as it can, holding a maximum of 55 hp of ooze every hour.

The jellyhive is one of the stranger creatures of the subterranean world, specifically noted for its eating habits. A jellyhive is a wide stalk covered with a dome-shaped shell and several fleshy sacs. They have a variety of colors, ranging from dark orange to dark purple. Protruding from under the shell is several fat legs and a toothy proboscis, used to suck up their prey or deliver a bite. The shelled fungus feeds on various oozes, jellies, gelatinous cubes, puddings and slimes, easily stalking and ingesting this foul quarry.

Not only does the jellyhive consume these sloppy creatures, it also cultivates them for future meals. Every time the jellyhive consumes an ooze, it saves a little portion and stores the tiny bit in a flesh-sac for the future. If ever the jellyhive finds an animal or other creatures coming close, several sacs split open and drop a few of the tiny oozes nearby. This method works out splendidly for the fungus; the oozes will devour whatever creatures they can, thereby growing larger to become new meals for the jellyhive to enjoy. If the little slimes happen to escape, they will likely get larger on their own, and the jellyhive will probably hunt them down later. When not hunting or feeding, it hangs patiently from a cavern ceiling.

KINGMAKER SWAN

This swan of tremendous size spreads a fan of purest white feathers.

KINGMAKER SWAN

LG Medium magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Perception +13

CR 3

800 XP

DEFENSE

AC 22, touch 16, flat-footed 20 (+1 Dex, +1 dodge, +4 deflection, +6 natural)

hp 39 (6d10+6); fast healing 1

Fort +6, Ref +6, Will +6

DR 15/magic; Immune spells or spell-like effects that directly or indirectly restrain movement; SR 30

OFFENSE

Speed 10 ft., fly 100 ft. (poor), swim 15 ft.

Melee bite +4 melee (1d4-2), 2 wing slams -1 melee (1d6-2)

Spell-like Abilities (CL 15th)

1/day – *word of recall*

STATISTICS

Str 7, Dex 13, Con 13, Int 18, Wis 18, Cha 18

Base Atk +6; CMB +4; CMD 15

Feats Dodge, Improved Initiative, Mobility

Skills Acrobatics +10, Fly +14, Perception +13, Sense

Motive +10, Stealth +9, Survival +10, Swim +10; Racial

Modifiers +8 Fly, +8 Swim

Language Common (cannot speak)

SQ swan's blessing, wild empathy

ECOLOGY

Environment any terrain

Organization solitary (unique)

Treasure none

SPECIAL ABILITIES

Swan's Blessing (Sp) The kingmaker swan may willingly allow a person to touch it; whoever does so is blessed as a result. The blessed individual gains 2 points of Intelligence, Wisdom, and Charisma permanently, and is thereafter capable of taking the Leadership feat, even if they do not meet the prerequisite level for that feat. Alternately, if a villain destined for greatness slays the kingmaker swan, the slayer permanently gains 2 points of strength, constitution, and charisma through the foul act.

Wild Empathy (Ex) This ability functions like the druid ability, except the kingmaker swan adds its hit dice and Charisma modifier to the roll.

A kingmaker swan is a majestic bird resembling a swan of tremendous size. Its feathers are the purest white, almost seeming to glow with a peaceful inner light. It stands 6 feet tall and weighs close to 150 pounds. Legends tell of the appearance of a kingmaker swan when kings have fallen and kingdoms are in disarray. Upon its appearance, the swan allows a person to touch it, who then goes on to become a wise and benevolent leader, rebuilding a fallen kingdom and enjoying a prosperous reign. Legends also tell of wicked men who kill a swan to steal its gift and become powerful tyrants. These legends have caused some sages to speculate that kingmaker swans are agents of the gods of neutrality, seeking to maintain a balance in the mortal realms.

A kingmaker swan never fights. If anyone should seek to touch it except for those destined to lead kingdoms with an even and fair hand, the swan simply flies off beyond harm to the best of its ability and great intelligence. Once per day they can *word of recall* back to their lairs; those seeking to kill a kingmaker swan must first find its lair or success will be impossible.

KLORTHACK SPINE

This creature appears as a black and gray large five-pointed starfish with connecting skin flaps and many small spines covering its legs.

KLORTHACK SPINE

NE Tiny aberration (aquatic)

Init -2; Senses darkvision 60 ft.; Perception +14

CR 4

1,200 XP

DEFENSE

AC 12, touch 9, flat-footed 12 (-2 Dex, +2 natural, +2 size)

hp 27 (5d8+5); regeneration 1 (fire, acid)

Fort +2, Ref -1, Will +8

OFFENSE

Speed 5 ft., swim 30 ft

Melee claw +2 (1d4-3)

Space 2.5 ft.; Reach 0 ft.

Special Attacks *dominate monster*, leaping grapple

STATISTICS

Str 4, Dex 6, Con 13, Int 20, Wis 18, Cha 15

Base Atk +3; CMB -2 (+8 grapple); CMD 6

Feats Alertness, Athletic, Stealthy

Skills Acrobatics +6, Climb +7, Escape Artist +8, Knowledge (arcana) +19, Knowledge (History) +13, Perception +14, Sense Motive +6, Stealth +20, Spellcraft +19, Swim +15; Racial Modifiers +6 Knowledge (arcana), +4 Stealth, +6 Spellcraft, +8 Swim

Languages Common and 6 other languages

SQ amphibious, blend, sluggish, spawn, spines

ECOLOGY

Environment aquatic (coastal areas)

Organization Solitary

Treasure none

SPECIAL ABILITIES

Amphibious (Ex) The klorthack spine can live on land as well as under water.

Blend (Ex) These creatures change color to blend in with their surroundings, receiving a +4 racial bonus to Stealth checks.

Dominate Monster (Sp) If a klorthack spine successfully grapples an opponent, the target must make a Will save (DC 24) or fall under the effect of a *dominate monster* spell cast by the creature. If the save is failed, the spine takes complete control of the victim's body. As long as it is attached, it is considered to be constantly concentrating on the spell. The victim gains a speech impediment while under the control of the spine, slurring or stuttering words and suffering a -2 penalty to Charisma-based skill checks. If a spine remains attached for more than 10 days the victim becomes a permanent pawn of klorthack and receives no further saving throws. The save DC is Intelligence-based.

If a spine is unwillingly removed from a host, the host takes 1d4 points of temporary Intelligence, Wisdom and Charisma damage.

Leaping Grapple (Ex) Once per day as a full action, a klorthack spine may leap at a target and attempt to grapple it. This is done by forcing water out of its central cavity, creating a form of water-jet propulsion that enables the creature to travel a short distance at great speed. On land, the spine can leap up to 30 feet vertically or horizontally and receives a +2 bonus to grapple checks against the target creature. Underwater, the creature may move 30 feet in a single round and receives a +2 bonus to grapple checks against its target.

Sluggish (Ex) A klorthack spine cannot make double moves or use the run action.

Spawn (Ex) If a host has been inhabited by a spine for 30 days, the creature lays eggs in the hosts stomach which hatch five days later. Once implanted, eggs can only be removed by a *heal* spell. After three days, the victim's stomach begins to bulge and they appear noticeably ill. After five days, the new klorthack spines have matured and rip their way out of the host, killing it. Each spawning process creates 1d4 klorthack spines.

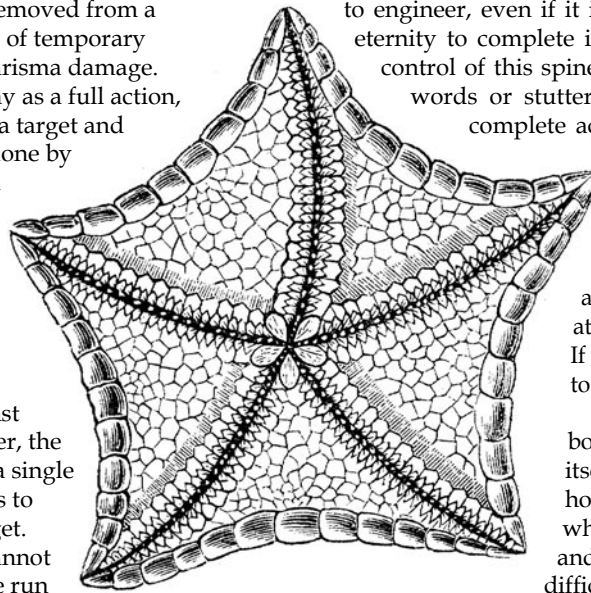
Spines (Ex) Because of the small spines all over this creatures body, it receives a +8 bonus to grapple checks.

These small, black echinoderms are the remains of an ancient being of immense power called Klorthack that lived in the bottom of the ocean. Klorthack was eventually slain by an alliance of aquatic races many centuries ago. Unfortunately for all underwater denizens, not all of Klorthack was destroyed, and these small creatures are what remain of its once immense power.

The klorthack spine is a large, five-pointed starfish with connecting skin flaps. It is roughly eighteen inches from end to end. It is black on its topside, light gray underneath, and has a rosette opening at the center of its gray underside. Its legs are covered in many small spines used for grasping a target. Klorthack spines move by rapidly expelling water from a central cavity, and they can, for very short distances while attacking, move through the water with amazing speed or even leap through the air when on land.

Victims that fall prey to the Klorthack spines influence become living automatons controlled by the Tiny creature. Fortunately, the implanted spine is relatively easy to see (Perception DC 10) once it has attached to a creature. If it has had time to procure clothing to cover the spine, the difficulty increases (DC 20 Perception check). However, if the infestation is not found and the spine removed, the target becomes a permanent servant of Klorthack. Eventually such poor souls die a slow, painful death, giving birth to another Klorthack spine from their internal organs. Each spine born has the knowledge of all of its forefathers, creating a slowly growing storehouse of arcane lore.

Once a Klorthack spine has a host, it uses the body to sow discord among sea folk. It also tries to accumulate all the magical lore it can in the hopes of reforming the body of Klorthack. Fortunately, such a feat would take centuries



to engineer, even if it is possible, but Klorthack has all of eternity to complete its resurrection. A victim under the control of this spine moves normally, but tends to slur words or stutter when speaking. The creature has complete access to the memories of its victim, enabling it to fool most observers and conceal its presence.

Without a host, Klorthack spines are not much of a threat. Their claws are of very limited effectiveness, as is their movement. They prefer to attack unconscious or helpless targets. If attacked, a spine either attaches itself to the attacker or flees.

Once this creature acquires a host body, it uses that body to defend itself in combat. The spine sacrifices a host if necessary but avoids doing so when possible. It uses all the abilities and skills of the host, making it: very difficult to defeat when the host is a powerful creature. Once attached to its victim, a Klorthack spine normally leaves only to obtain a better host or to escape one that is about to die.

LASSOO

This conical creature covered with a thick stony hide appears little more than a stalactite until its long sticky tongue strikes its prey.

LASSOO

N Medium aberration

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 22 (3d8+9)

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

OFFENSE

Speed 5 ft., climb 5 ft.

Melee touch +8 (tongue grab), bite +8 (2d4+6)

Space 5 ft.; **Reach** 5 ft. (25 ft. with tongue)

Special Attacks pin, tongue grab

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** +8 (+10 grapple); **CMD** 20 (22 vs. grapple)^B

Feats Alertness, Lightning Reflexes, Improved Grapple^B

Skills Climb +18, Perception +7, Sense Motive +3, Stealth +16; **Racial Modifiers** +8 Climb, +10 Stealth (+20 if hiding among stalactites)

ECOLOGY

Environment underground

Organization solitary or cluster (2-16)

Treasure standard

SPECIAL ABILITIES

Pin (Ex) If a lassoo successfully pins a Small or larger opponent in a grapple combat maneuver, the opponent always provides soft cover (+4 bonus to AC) against ranged attacks from below. This is in addition to the chance to hit the wrong target when aiming at grappling creatures.

Tongue Grab (Ex) When a lasso makes a melee touch attack with its tongue on a Medium or smaller opponent, it can attempt a grapple combat maneuver as a free action without provoking an attack of opportunity. Breaking free from a grapple with a lasso may involve falling damage if the lasso is clinging to a ceiling.

The lasso is a rare and unusual predator. It is an upside down, cone-shaped beast, with a thick muscular foot at its top used to attach itself to the ceilings of caverns. The lower part of the lasso consists of an alligator-like mouth containing a long sticky tongue. The outside of the beast is covered with a thick, stony hide that makes the lasso look more like a natural stalactite than a living creature. The tongue of the lasso can stretch up to 25 feet to grab food. In addition to its deceptive appearance, a lasso relies on a chameleon-like camouflage ability to surprise its prey.

The lasso waits in caverns for tasty creatures to walk beneath it. When a Medium or smaller opponent comes within its range, it attacks with its tongue and uses it to pick up the victim and bring him to its mouth. The lasso's tongue attack is extremely quick, and unless the lasso was spotted ahead of time, this attack is by surprise.

LATCH FROG

This creature appears as the overgrown version of a frog except for its three prehensile tongues and razorsharp teeth.

LATCH FROG

N Large magical beast

Init +5; **Senses** darkvision 60 ft.; low-light vision; Perception +8

CR 4

1,200 XP

DEFENSE

AC 15, **touch** 10, **flat-footed** 14 (+1 Dex, +5 natural, -1 size)

hp 45 (6d10+12)

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

OFFENSE

Speed 50 ft., swim 60 ft.

Melee 3 tongues bites +10 (1d6+5 plus goo or grab)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tongue bites)

Special Attacks goo

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 23

Feats Alertness, Improved Initiative, Lightning Reflexes

Skills Acrobatics+17, Perception +8, Stealth +2, Swim +17;

Racial Modifiers +12 Acrobatics, +8 Swim

SQ amphibious

ECOLOGY

Environment warm marshes

Organization solitary, pair, or nest (3-12)

Treasure none

SPECIAL ABILITIES

Amphibious (Ex) A latch frog can breathe both on land and underwater.

Goo (Ex) If a latch frog hits a creature with its tongue bite attack, the creature becomes entangled with the toad's sticky saliva, suffering a -4 penalty to Dexterity and a -2

penalty on all attack rolls. Additionally, an entangled target must succeed on a DC 15 Reflex save or become glued to the ground. Otherwise, the creature can still move at half speed. The save DC is Constitution-based.

An entangled character who attempts to cast a spell must make a concentration check or lose the spell. A stuck character can free himself by making a DC 19 Strength check as a standard action or by dealing 10 points of damage to the goo. The check DC is Constitution-based and includes a +4 racial bonus.

Multiple applications of the latch toad's goo do not incur cumulative penalties, although affected creatures must make separate Reflex saves to avoid getting stuck. The goo dries and crumbles after 10 minutes. In open water, no Reflex save is required (as there is no ground to stick to) and the goo fully dissolves after only 5 minutes.

The latch frog is an amphibious, leaf green frog with three tongues, each prehensile, extendable out to 15 feet, and equipped with its own jaw, esophagus, and set of razorsharp teeth. The tongues drip thick saliva that easily gums up and disables most mobile creatures.

A latch frog can cover a large territory, moving amazingly fast by hopping great distances with each bound. It eats pretty much any creature it can get its tongues on and can outrun nearly any potential prey, placing the latch frog rather high up on its local food chain.

The latch frog usually gets the first attack in, as its tongues can stretch out to a sizable distance. If fighting a solitary opponent, it uses its grab ability to hold its prey in place while it devours it with its free tongues. Otherwise, the latch frog bites and releases its foes, relying on its gooey saliva to stop extra attackers. If reduced to 10 or fewer hit points, the frog turns and flees, rapidly hopping away to safety.

The latch frog has the flexibility of being able to fight on land and underwater. The grab ability of the frog may allow it to attack creatures on land and then drag them into the water; this is especially problematic for armored characters. If used as a minion for an underwater villain, the frog can be used to kidnap and deliver victims to his lair. If the tongues are removed from a dead frog with a DC 18 Survival or Heal check, they can be used as weapons equivalent to whips afflicting targets with goo (as above) on a successful hit. Each tongue can be used 1d3 times before becoming useless.



LOSTLING

This shadowy creature looks like an emaciated, nearly skeletal humanoid left to the vagaries of the wilderness.

LOSTLING

CE Medium undead (Incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +23

Aura *confusion* (30 ft., CL 12th, DC 21 Will)

CR 12

19,200 XP

DEFENSE

AC 18, touch 18, flat-footed 13 (+4 Dex, +1 dodge, +3 deflection)

hp 144 (17d8+68)

Fort +8, **Ref** +9, **Will** +11

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +16 (2d6 plus 1d3 Wis drain)

Special Attacks spell-like abilities, wisdom drain

Spell-Like Abilities (CL 12th)

1/day — *control weather*

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +12; **CMB** +16; **CMD** 29

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge,

Flyby-Attack, Improved Initiative, Improved Natural Attack, Mobility, Toughness

Skills Bluff +22, Fly +18, Intimidate +22, Perception +23,

Sense Motive +23, Stealth +24, Survival +20; **Racial**

Modifiers +8 Fly

Languages Common

SQ divination suppression

ECOLOGY

Environment any land

Organization solitary, pair, or tribe (6-12)

Treasure none

SPECIAL ABILITIES

Confusion Aura (Su) Any living creature within 30 feet of the lostling must make a DC 21 Will save or become confused. Affected creatures act as if subject to the *confusion* spell as cast by a 12th-level sorcerer. Once a creature successfully saves against this ability, it is immune to it for the remainder of the combat. The save DC is Charisma-based.

Divination Suppression (Su) An invisible, one-mile radius barrier surrounds the lostling, suppressing any divination spell or magical effect within that radius, although it does not dispel it. Time spent within the lostling's field of divination suppression counts against the duration of the suppressed spell or magical effect.

Wisdom Drain (Su) Living creatures hit by a lostling's incorporeal touch attack must make a DC 21 Will save or suffer 1d3 points of Wisdom drain. On each such successful attack, it gains 5 temporary hit points. A creature reduced to 0 points of Wisdom falls into a deep, nightmare-plagued slumber. As a result of this catatonic state, the unfortunate victim eventually dies from starvation or thirst. Creatures dying in this manner transform into lostlings within 1d3 days. The save DC is Charisma-based.

Lostlings are the pitiful souls of creatures of lost individuals who died in the wilderness from starvation or madness. The lostling's features vaguely resemble its emaciated, nearly skeletal appearance just prior to succumbing to hunger or thirst; however, despite its likeness to its former self, it possesses virtually no understanding or recollection of its former life. Condemned to wander in search of their former homes, these vile creatures develop an intense hatred of the living, and they seek to share their pain by damning their victims to share the same fate that caused their unnatural lives. Although they understand Common, lostlings never speak.

A lostling must remain within three miles of its decomposing body. Spiteful and vindictive, the lostling desires to subject others to the events that caused its horrific, undead state. Lostlings naturally fade away once their corpses fully decompose. The amount of time this takes varies based upon the environment; humid environments can take as little as two years, while deserts can take up to 1,000 years.

Lostlings that succumbed to the elements rather than from hunger or thirst still bear marks of the weather conditions that killed them. While these creatures inflict the same amount of damage with their incorporeal touch attacks, half of the damage consists of the energy type that resulted in their death. For instance, the touch of a lostling that died from exposure to arctic weather deals 2d6 points of damage, half of which is cold damage.

A solitary lostling is usually the sole survivor of some catastrophe, while larger gatherings of these creatures consist of entire parties that lost their way or a lostling's transformed victims. When a lostling encounters a group of potential victims, it follows them relentlessly, relying upon its supernatural abilities to isolate its victims and render them incapable of defending themselves. The lostling then uses its Wisdom drain ability to slowly drive its victims insane.

MADSOME GARGOYLE

This creature appears as a large winged statue with two pronounced horns and an evil grin.

MADSOME GARGOYLE

CE Large monstrous humanoid (earth)

Init +2; **Senses** darkvision 60 ft.; Perception +7

CR 5

1,600 XP

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 51 (6d10+18)

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

DR 10/magic; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +8 (1d8+3), bite +6 (1d6+1)

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

Special Attacks airdrop, improved grab, maddening roar

STATISTICS

Str 17, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 22

Feats Hover, Multiattack, Skill Focus (Fly)

Skills Fly +10, Perception +7, Stealth +7 (+13 in stony areas);

Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze



ECOLOGY

Environment any

Organization solitary, pair, or wing (3–12)

Treasure standard

SPECIAL ABILITIES

Airdrop (Ex) As a standard action, a madsome gargoyle with a grappled opponent can fly up 30 feet and throw the victim to the ground, dealing 3d6+3 points of damage.

Freeze (Ex) A madsome gargoyle can hold itself so still it appears to be a statue. A madsome gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Improved Grab (Ex) If a madsome gargoyle successfully hits an opponent with 2 claws and a bite in the same round, the gargoyle can attempt to start a grapple as a free action without provoking an attack of opportunity. If the madsome gargoyle succeeds in establishing a grapple, it can perform an airdrop the next round.

Maddening Roar (Ex) When 3 or more madsome gargoyles congregate within 30 feet of each other, they can create a cacophony with their roars and flapping wings that affects the humanoid nervous system. Those within 30 ft. of any of the madsome gargoyles participating in the maddening roar must make a Will save DC 15 or be overwhelmed by the sound and unable to fight or move. Fleeing is possible at the rate of 10 feet per round. PCs who stop their ears with a thick substance gain a +4 circumstantial bonus to their save. A successful save makes the target immune to maddening roar for 24 hours. This is a sonic mind-affecting effect. The save DC is Dexterity-based

A madsome gargoyle appears as a large, winged statue with two pronounced horns and an evil grin. It stands over 8 feet tall and weighs roughly 800 lbs. These larger kin to traditional gargoyles share the same penchant for obsessive-compulsive

behavior and collecting totems of various sorts. While they gravitate to a solitary lifestyle, madsome gargoyles are periodically drawn to each other during mating season. Due to their maddening roar ability, they are especially dangerous in groups of 3 or more.

MAGPINE

This creature appears as a slender tree with coarse bark and bright tinkrinks that catch the light among their needles or leaves.

MAGPINE

CG Large plant (shapechange)

CR 3
800 XP

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +4, **Will** +3

Immune plant traits

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+5) or rapier +9 (1d6+5)

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

Special Attacks sap

Spell-like Abilities (CL 4th)

At will – *speak with plants*

1/day – *charm person* (DC 14), *invisibility*

STATISTICS

Str 21, **Dex** 17, **Con** 17, **Int** 13, **Wis** 15, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 22

Feats Improved Initiative, Weapon Focus (rapier)

Skills Acrobatics +6, Perception +9, Knowledge (local) +3, Stealth +5; **Racial Modifiers** +16 Stealth in forests
Language Common, Sylvan, and Treant
SQ change shape (humanoid, polymorph)

ECOLOGY

Environment any forest
Organization solitary or crew (2-4)
Treasure 50% coins, double goods

SPECIAL ABILITIES

Change Shape (Su) Magpines can assume other forms as a standard action. This ability is similar to the *polymorph* spell cast on itself (CL 4th), except a magpine can only assume any Medium-sized or Large humanoid form. When in humanoid form, a magpine wears a courtier's outfit, and the magpine's hair retains the color of its needles or leaves. A magpine in humanoid form loses its sap ability.

Sap (Ex) The extremely sticky sap of a magpine makes it dangerous to attack with a piercing or slashing weapon. Any attack made against a magpine with a piercing or slashing weapon melee weapon provokes an attack of opportunity from the magpine. If it uses that attack for a disarm attempt, the magpine does not provoke an attack of opportunity.

In their natural state, magpines stand approximately 15 feet tall and appear as slender, young pine, aspen, ash, or even olive trees. Their coarse bark ranges in color from blackish-brown to light shades of gray, while their needles or leaves, depending on the tree's species, vary from deep green to grayish-green. Bright trinkets of silver, glass, and other light-catching materials adorn their branches. Their love of these baubles accounts for the magpine's name.

All known magpines are male, and they are usually encountered alone or in small crews of friendly rivals. The various crews interact with one another in a manner very similar to humanoid aristocratic social clubs. Magpines exude tremendous pride in their decorative accoutrements, often judging their peers by the scintillating colors and sparkle of their intricate ornaments.

Individual magpines enjoy friendly and cordial relations with most other sylvan creatures. During their travels, they frequently visit the local sprites and dryads, or they sink their root-like feet into nymphs' ponds, or while away their evenings singing, carousing, and dancing with satyrs. Because of their affiliation with numerous woodland creatures, magpines know a lot of gossip.

Although they appear similar to treants in their natural form, they not as stodgy and condescending as the somber guardians of trees; rather magpines view themselves as the dashing swashbucklers of the forests and woods. However, their whimsy does not undercut the magpines' hatred of evil beings and civilization's wanton destruction of the forest.

Haughty and brash, magpines do not patiently observe opponents or seek diplomatic solutions; instead, they rashly emerge from the forest and audaciously challenge foes. Extremely whimsical and prone to mood swings, bored magpines often assume humanoid form to pursue mischief or beautiful maidens. Despite their eccentric personalities, magpines immediately attack fire-wielding creatures without provocation.

MARLOC

This creature seems no more than a wizened elf; however the ruse is quickly shattered when part of its body transforms seamlessly into a metal object.

MARLOC

LN Medium aberration
Init +3; **Senses** darkvision 60 ft.; Perception +16

CR 8
4,800 XP

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)
hp 102 (12d8+48); **regeneration** 1 (fire, cold)
Fort +8, **Ref** +7, **Will** +11
DR 10/magic; **Immune** charm, fear, hold, and sleep effects

OFFENSE

Speed 40 ft.
Melee 2 arms +15 (2d6+5/19-20)
Space 5 ft.; **Reach** 5 ft. (10 ft. with arm sword)
Special Attacks cooperation, rage

STATISTICS

Str 20, **Dex** 16, **Con** 18, **Int** 16, **Wis** 16, **Cha** 10
Base Atk +9; **CMB** 14; **CMD** 27
Feats Combat Reflexes. Dodge, Improved Critical, Improved Natural Attack, Mobility, Weapon Focus (arms)
Skills Climb +10, Craft (any one) +13, Knowledge (engineering) +16, Intimidate +13, Perception +16, Profession (miner) +16, Sense Motive +16, Stealth +16, Survival +16. Swim +10
Languages Common, Undercommon
SQ metal form, telepathic link

ECOLOGY

Environment any underground
Organization colony (2-20)
Treasure double standard

SPECIAL ABILITIES

Cooperation (Ex) When marlocs congregate, they work better together than alone. If two marlocs flank the same opponent, they have a +4 flanking bonus on attacks instead of the usual +2.

Metal Form (Ex) As a swift action, a marloc can convert its arms into any metal object, including but not limited to tools, shields, or weapons dealing bludgeoning, slashing or piercing damage. Each arm can only be formed into one metal object. When an arm takes the form of a shield, the marloc gains an additional +2 to its AC. When an arm takes the form of a weapon, it deals a set amount of damage regardless the type of damage and physical shape it takes.

Rage (Ex) Once per day, a marloc can fly into a berserk rage for 10 rounds. It gains +4 Strength, +4 Constitution, +2 morale bonus to Will saves, and -2 AC. This ability otherwise functions as the barbarian's rage class ability.

Telepathic Link (Sp) All marlocs can communicate with each other through telepathy, at a range of 200 feet.



MASKER

This bipedal humanoid's back is covered with sharp quills.

MASKER

N Medium magical beast

CR 8

4,800 XP

Init +7; **Senses** low-light vision, darkvision 60 ft., scent; Perception +13

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54)

Fort +11, **Ref** +9, **Will** +3

Immune paralysis

OFFENSE

Speed 40 ft.

Melee 2 claws +12 (1d8+1 plus poison) and bite +10 (2d6)

Special Attacks quill volley, rage

STATISTICS

Str 12, **Dex** 17, **Con** 20, **Int** 5, **Wis** 10, **Cha** 7

Base Atk +9; **CMB** +10; **CMD** 23

Feats Dodge, Improved Initiative, Multiattack, Toughness, Weapon Finesse

Skills Acrobatics +9, Perception +13, Stealth +7 (+17 using chameleon ability); **Racial Modifiers** +5 Perception, +10 Stealth using chameleon ability

SQ chameleon

ECOLOGY

Environment temperate and warm forests

Organization solitary, scouting party (2-3), or pack (4-5 males, 12-16 females, and 12-14 young)

Treasure standard

SPECIAL ABILITIES

Chameleon (Su) A masker's body color changes with its surroundings, granting it a +10 racial bonus to its Stealth checks. This ability requires concentration from the masker.

Poison (Ex) Claw or Quill – injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* paralyzed 1d4+2 rounds; *cure* 1 save. The save DC is Constitution-based.

Quill Volley (Ex) Once per day, a masker can release a volley of quills in a 20-foot radius burst. Creatures within the area must make a DC 17 Reflex save or be hit by 1d4 quills. Each quill deals 1d4 points of damage plus poison. The save DC is Dexterity-based. Its quills grow completely back within one day.

Rage (Ex) A masker that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, +2 morale bonus to Will saves, and -2 AC. The creature cannot end its rage voluntarily.

Marlocs appear like wizened elves, but they are truly made of a malleable metal that they can shape and form into whatever tools they desire. The control over their bodies is so great that there is no way outside of true sight to determine the difference between a marloc and a simple elf.

Marlocs are the result of an unusual mining accident. Created as mindless drilling and mining automatons, the original pair of marlocs delved deep, unleashing a strange creature that breathed life into their changeable metal forms. Fearing enslavement, the pair escaped and mated, forming the first marloc colony ages ago. Marlocs carry little treasure, storing their wealth in their colonies.

Marlocs are antisocial creatures that prefer the company of their own kind. They are always engaging in some sort of work, from building vast bridges to widening tunnels. Other subterranean races often contract marlocs to build their structures. Even the dwarves have a saying, "sound as marloc," based upon the quality of marloc construction. The general locations of marloc colonies are known, but only marlocs are allowed entry. All trading takes place on the outskirts, and although a few individuals have told stories about the cities, their veracity is questionable.

Marlocs are not very pugnacious creatures. Their communal desire is creating order, and they use their tools and intellect to that aim foremost. But marlocs have a nasty temper, especially where their architectural creations and buildings are concerned. Their appendages become deadly weapons, their cooperative spirit turns tactical, and their pride turns to anger.

In addition to their telepathic link to one another, marlocs speak their own language, which sounds like the workings of a forge, blacksmith, mining operation, and construction site combined and is unspeakable by other races.

The masker is a bipedal carnivore whose closest mundane relative is the porcupine. Its body changes color and texture to mimic its surroundings, and sharp, hollow quills filled with poison line the masker's back. Maskers usually travel in packs. These packs include males, females (usually 7 HD) and young (usually 4 HD). Smaller parties sometimes scout ahead. A masker encountered alone is almost always a rogue, most likely banished from its pack or the last survivor of a scouting party. A masker stands 6 feet tall and weighs about 250 pounds.

Maskers are pouncing hunters, counting on surprise to overcome their prey. The masker begins by leaping onto its opponent, clawing and biting the weakest member of any group. It keeps its back to its opponent's allies, and should they attack, it lets loose a volley of quills by quickly crouching and flexing its chest, shoulder and back muscles.

Maskers are used to ambushing lone animals in the forest without taking any damage to themselves. If facing more powerful opposition, the masker is likely to be wounded, causing it to fly into a barbarian-like rage.

Maskers kill those not affected by their paralysis first, waiting to kill paralyzed foes after the battle. They drag dead victims back to their lair, typically in a cave or high in a tree, where they feast, gorging until nothing but bones is left. The consumption of food may take several days, but maskers do nothing else until the prey is entirely consumed. A masker then hibernates for three weeks before needing to eat again.

MUS MAXIMUS

This creature appears little more than a dire rat unless found in its preferred environment where it is swathed in colorful and lush fabrics with unique embellishments.

MUS MAXIMUS

NG Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

CR 2

600 XP

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 22 (3d10+6)

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

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +7 (1d4-1)

Spell-like Abilities (CL 7th)

At will — *ghost sound, silent image, tongues*

3/day — *sleep, blindness/deafness, blur*

1/day — *invisibility, scare*

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10

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

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Climb +3, Perception +7, Stealth +11,

Swim +3, Use Magic Device +7

Language Gnome

ECOLOGY

Environment underground

Organization solitary, gang (2-5), band (6-15), or nest (16-50)

Treasure standard

Mus maximus are intelligent, magic-using, giant mice, the result of a normal mouse population drinking or feeding from a highly magical source for dozens of generations. They are a cautious, some may even say timid, folk favoring retreat. They rely heavily upon their magical abilities when forced to combat.

Mus maximus lair in underground tunnels with multiple exits and entrances. They tirelessly dig new tunnels to form large underground nests not unlike a prairie dog's. They



prefer traveling underground to get to feeding and watering locations, and they only travel on the surface during the night. They are a good people and typically make friends with any local halfling or gnome populations, sometimes trading their labor (such as digging potatoes) for brightly colored cloth with which they adorn themselves in odd fashion.

No two mus maximus are exactly the same in dress: one has a belt around its waist, another scraps of cloth on each ankle, a third with an extensive purple tail wrap, and a fourth a ridiculous bright-orange eye-patch covering a perfectly functional eye. Mus maximus are almost indistinguishable from the common giant rat when they choose to forgo their typical bright body adornments; however, they are true giant mice, not rats. Calling a mus maximus a rat is a dire form of insult.

Mus maximus take full advantage of their many abilities, often using them to fake a haunting, ensuring their folk remain undetected. When encountered in their lair, there will always be a chieftain and a visionary. The lair will also contain young and females equal to, respectively, 150% and 50% of the males present. Females and young fight as giant rats but they do not possess the chance to inflict disease.

Visionaries are the seers of the tribe and possess additional natural magical abilities: 3/day — *cure light wounds, detect lie, and detect magic*; 1/day — *identify and hold monster*; 1/week — *commune* (3 questions). Visionaries possess light blue eyes, and the birth of a new visionary is taken as a sign that a new nest needs be created once the new visionary is an adult. Visionaries can cast spells from arcane and divine scrolls without failure and typically keep them on their persons for emergencies.

Mus maximus speak their own private clan language (which varies from lair to lair) and Gnome, while relying upon their tongues ability to speak with other intelligent species. They may also communicate with any normal burrowing animal, and these are often found in cohabitation with a mus maximus lair.

MYRCLOUD

A bank of thick yellow fog rolls in the distance.

MYRCLOUD

NE Fine plant (swarm)

Init +1; **Senses** blindsight 60 ft.; Perception +18

CR 6

2,400 XP

DEFENSE

AC 19, touch 19, flat-footed 19 (+1 Dex, +8 size)

hp 66 (12d8+12)

Fort +10, **Ref** +7, **Will** +9

Defensive Abilities swarm traits; **Immune** plant traits, weapon damage

Weakness swarm traits

OFFENSE

Speed 40 ft. fly (perfect)

Melee swarm (3d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks embed spores, distraction (DC 16), spell-like abilities

Spell-Like Abilities (CL 10th)

At Will – *blight* (DC 15), *control plants* (fungi only) (DC 18), *diminish plants* (prune growth only), *rusting grasp* (no attack roll necessary) (DC 14), *soften earth and stone*, *speak with plants*

STATISTICS

Str 1, **Dex** 12, **Con** 10, **Int** 13, **Wis** 17, **Cha** 11

Base Atk +9; **CMB** –; **CMD** –

Feats Ability Focus (embed spores), Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Knowledge [nature]), Toughness

Skills Knowledge (nature) +10, Perception +18, Sense Motive +9, Stealth +16

ECOLOGY

Environment temperate and warm land or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Embed Spores (Ex) A creature sharing a space with a myrcloud must hold its breath or inhale the myrcloud's spores. If a creature begins holding its breath before entering the myrcloud's space (or before the myrcloud enters its space), it follows the rules for drowning and suffocation, inhaling spores immediately (but not falling unconscious) if it fails a Constitution check to hold its breath. A creature not already holding its breath can make a DC 18 Fortitude save when first entering a myrcloud's space to begin holding its breath; failure means that the creature inhales spores before it can react. The save DC is Constitution-based and includes the myrcloud's Ability Focus feat.

Inhaled spores die after 24 hours or when the spore-bearer is affected by a *heal*, *neutralize poison*, or *remove disease* spell. A myrcloud can affect creatures within 60 feet who have inhaled its spores in a number of ways, using any of the following abilities as a free action, but only using one effect on a given creature at a time. The myrcloud can end any effect prematurely as a free action, so long as the affected creature is within 60 feet.

- **Madness:** The creature is confused for 2d4 rounds, but is compelled to not attack the myrcloud, taking no action rather than doing so.
 - **Molder:** The spores multiply and attack the creature from within, inflicting 1d4 points of Constitution damage each round for 2d4 rounds.
 - **Reproduce:** The spores reproduce in the moisture of the creature's lungs before floating to join the main cloud. While the creature is within 30 feet of the myrcloud, the myrcloud is cured of 2 points of damage every turn.
- Spell-Like Abilities (Sp)** These abilities can only target creatures, objects, and areas in squares shared by the myrcloud.

Myrclouds are floating masses of fungal spores, bringers of rot and decay. Myrclouds are intelligent, but show few recognizable beliefs or emotions. They spend their time searching for places for their spores to grow. They prefer damp underbrush, rotting trees, and even living creatures they can infect. Myrclouds usually follow the course of gentle winds, but some make permanent homes in moist environments such as swamps and caverns.

From a distance, a myrcloud appears to be a bank of thick yellow fog. Only up close can the floating spores composing the "fog" be seen, indistinct particles clinging to each other in the air. Detailed examination reveals the spores to be tiny yellow spheres covered in spikes, easily crumbled apart under pressure. Myrclouds range from 20 to 100 feet in diameter, but their spore density decreases dramatically in spaces greater than 10 feet.

Myrclouds cannot speak on their own, but spellcasters able to communicate with plants report that they can respond when given the chance. Often difficult to comprehend, myrclouds show as little interest in most humanoid life as humanoids show plants, but they seem to have a sinister love for the beauty of rot and death.

Myrclouds rely on surprise to infect their prey. So long as a myrcloud can infect even one of a group of creatures, it can create dissent through confusion and heal the damage it takes. If all of a myrcloud's opponents manage to keep from breathing its spores, it flees to wait for a better opportunity. A myrcloud will fly away from highly-dangerous opponents, sometimes preparing ambushes to surprise them later. Though myrcloud spores cause normal damage by digging into the skin of enemies, myrclouds prefer not to rely on this attack.

NAGA, MOLT

A humanoid face tops this cobra-like creature whose serpentine body is covered in colorful patterns.

NAGA, MOLT

NE Large aberration

Init +6; **Senses** drakvision 60ft.; Perception +16

CR 9

6,400 XP

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 105 (14d8+42)

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

OFFENSE

Speed 35 ft.

Melee bite +10 (1d8+1 plus poison)

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



Special Attacks charming gaze, spells, spit
Spells Known (daily casting 4/6/7/7/ at will; CL 8th sorcerer)
 4th— *greater invisibility*
 3rd— *haste*, *lightning bolt* (DC 17)
 2nd— *eagle's splendor*, *mirror image*, *touch of idiocy*
 1st— *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*, *true strike*
 0— *acid splash*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *read magic*, *touch of fatigue* (DC 14)
Spells Known (3/4/5; CL 4th druid)
 2nd— *barkskin*, *heat metal*, *summon swarm*
 1st— *cure light wounds*, *faerie fire* (2), *obscuring mist*
 0— *cure minor wounds* (2), *guidance*, *resistance*, *virtue*

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 14, **Wis** 17, **Cha** 18
Base Atk +10; **CMB** +12; **CMD** 24
Feats Ability Focus (poison), Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Silent Spell, Toughness
Skills Bluff +13, Diplomacy +13, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +16, Sense Motive +13, Spellcraft +14, Stealth +11, Survival +15
Languages Abyssal, Common, Infernal
SQ shed skin

ECOLOGY

Environment temperate or warm forests, swamps, and underground
Organization solitary, pair, or coven (13)
Treasure standard

SPECIAL ABILITIES

Charming Gaze (Su) A molt naga's gaze functions like the *charm monster* spell against creatures within 30 feet (DC 21 Will save negates). The save DC is Charisma-based.

Poison (Ex) Bite— injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 2d4 Con; *cure* 1 save. The save DC is Constitution-based.

Shed Skin (Su) This ability allows the naga to *dimension door* out of its own skin, leaving its shed skin behind. The shed skin continues to function, attacking the nearest living creature for another 2d6 rounds or until it is destroyed. A successful DC 15 Perception check by anyone within 10 feet of the animated skin reveals that the naga itself is no longer in its now-hollow skin. The animated skin has 15 hit points and the same armor class, attack, damage and saves as the naga itself. It also has the immunities of a construct (e.g. immune to mind-affecting magic, anything requiring a Fortitude saving throw that does not affect an object, etc.). The animated skin's bite only carries poison for its first successful bite attack.

After using this ability, the naga's natural armor is reduced to +4 as its skin is no longer as thick. The naga can regenerate its flesh back to full thickness in 2d6 minutes and cannot use its shed skin ability again until it has restored its skin.

Spit (Ex) A molt naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see poison) to avoid the effects.

Molt nagas are cobra-like snakes with humanoid facial features. Colorfully patterned, their bodies are heavily scaled and their black beady eyes belie their cunning intelligence. Molt nagas are found either alone or in pairs in ruins, dismal swamps, or deep underground. Their lairs are always well hidden. Cooperatively evil, molt nagas sometimes gather into a coven formed of exactly 13 creatures. A molt naga ranges in length from 15 to 20 feet and weighs between 350 and 500 pounds.

Molt nagas prefer to use their spells and charming gaze to overcome opponents. They often use greater invisibility to cast hidden and silent spells on their enemies. If the naga's presence is revealed, they shed their skins and attempt to escape.

NEVERLASTING

Though fleshy in body, this creature has a skeletal head, clawed hands and feet, and a shadowy banner that sways of its own accord.

NEVERLASTING

NE Medium undead

Init +3; Senses darkvision 60ft.; Perception +16

CR 9

6,400 XP

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +8 natural, +2 shield)

hp 105 (14d8+42)

Fort +8, Ref +9, Will +10

Defensive Abilities DR 10/magical, staff deflection;

Immune cold, enfeeblement, polymorph, undead traits

OFFENSE

Speed 30 ft.; fly 50 ft (good)

Melee claw +13/+8 (1d8+3) or +1 vorpal longsword +15/+10 (1d8+4/17-20)

Ranged Touch shadow banner (1d6 plus grab)

Space 5 ft.; Reach 5 ft. (10 ft. shadow banner)

Special Attacks constrict (shadow banner, 1d6), spells

Spells Prepared (CL 9th)

5th—*cloudkill*, *cone of cold**

4th—*bestow curse*, *ice storm**, *wall of fire*

3rd—*fireball*, *lightning bolt**, *ray of exhaustion*, *sleet storm*

2nd—*acid arrow*, *darkness**, *flaming sphere*, *ghoul touch*, *scorching ray* (x2)

1st—*burning hands*, *magic missile* (x2), *ray of enfeeblement* (x2), *shocking grasp**

0—*acid splash*, *flare*, *read magic*, *touch of fatigue*

Prohibited Schools Enchantment, Illusion

STATISTICS

Str 16, Dex 17, Con —, Int 15, Wis 12, Cha 14

Base Atk +10; CMB +13 (+17 grapple with shadow banner);

CMD 26

Feats Combat Reflexes, Great Fortitude, Improved Critical (longsword), Improved Natural Attack, Lightning Reflexes, Weapon Focus (longsword), Toughness

Skills Fly +16, Intimidate +15, Knowledge (arcana) +15, Knowledge (religious) +15, Perception +16, Sense Motive +16, Spellcraft +17, Stealth +18

Languages Elven

ECOLOGY

Environment any

Organization solitary or group (2-4)

Treasure standard

SPECIAL ABILITIES

Staff Deflection (Ex) Neverlasting often bear their burial staves in one hand, using them as shields. They are so adept with using their staves defensively that they can even knock away missile weapons with it as if they had the feat Deflect Arrow.



Shadow Banner (Su) Once per round as a swift action, the shadow banner of the neverlasting can make a ranged touch attack (10 ft. range). The shadow banner can only grab 1 creature at a time, and the neverlasting cannot fly when the shadow banner has a creature wrapped in its grasp. The shadow banner remains insubstantial to all but the victim. A turned neverlasting releases any creature captured in its shadow banner.

The great elves of old were longer-lived, but even they were still mortal. A proud few could not bear the end and chose the path of unlife; never truly living, yet never dying, these are the neverlasting. Through an evil ritual, the flesh is flayed from their heads, their clan banners animate and turn to shadow, their swords gain a powerful enchantment, and their skin becomes as tough as the strongest iron. Neverlasting are usually found alone or in small groups serving a most puissant lich.

Neverlasting are all very old undead, having only skulls for heads, yet fleshy bodies not unlike that which they had in life, albeit even leaner and gray-skinned. Their hands and feet are clawed, and all bear their clan's ancient banner upon the banner-poles strapped to their backs. The banners were once colorful and proud, but are now only composed of almost-living shadowstuff. These banners spread like bat wings when the neverlasting are in flight.

NOCTUAR

This sleek cat-like creature slinks into the black of night with fluid inky shadows flowing around it.

NOCTUAR

NE Medium magical beast

CR 9

6,400 XP

Init +8; **Senses** low-light vision, darkvision 60 ft.; **Perception** +18

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 114 (12d10+48)

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

DR 10/silver; **SR** 20

OFFENSE

Speed 60 ft., climb 20 ft.

Melee 2 claws +16 (1d8+4) and bite +14 (1d6+2 plus blood drain)

Special Attacks frenzy, spell-like abilities

Spell-Like Abilities (CL 9th)

At Will — *expeditious retreat*, *obscuring mist*, *spider climb*

3/day — *invisibility*, *jump*

1/day — *hold person* (DC 14), *mirror image*

STATISTICS

Str 18, **Dex** 19, **Con** 18, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +16; **CMD** 30

Feats Dodge, Improved Initiative, Improved Natural Attack, Mobility, Multiattack, Spring Attack

Skills Acrobatics +17, Climb +18, Perception +18, Stealth +17, Swim +10; **Racial Modifiers** +10 Climb

Languages telepathy 100 ft. (including animals)

SQ king of jaguars, nocturnal transformation, shadow friend

ECOLOGY

Environment warm forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Blood Drain (Ex) When a noctuar hits with its bite attack, its fangs penetrate its victim and drain blood from him. The noctuar inflicts 1d4 temporary Constitution damage with its bite.

Frenzy (Ex) When a noctuar closes with its prey, it enters a howling fury driven by its insatiable lust for blood. Once per day, a noctuar may enter an intense blood frenzy as a free action. It gains a +4 bonus to Strength for 5 rounds, after which it suffers a -2 penalty to Strength for the rest of the encounter. While in this frenzy, the noctuar cannot use its spell-like abilities.

King of Jaguars (Su) The noctuar's terrible majesty draws mundane animals to its side, turning them into fanatic servants. A noctuar is accompanied by 1d8 normal jaguars (use the stats for a leopard) that obey its mental commands without hesitation. These jaguars willingly give their lives in service to their master.

Nocturnal Transformation (Su) The noctuar is capable of adopting two forms, one it uses by day and another it employs by night. By day, the noctuar appears as a normal jaguar. It is indistinguishable by sight from its mundane cousins. By night, it transforms into an ebon skinned beast with glowing red eyes and monstrous fangs. In both forms, the noctuar has the same abilities.

Shadow Friend (Su) By night, the noctuar is surrounded by an aura of inky, black shadows that flow and move like liquid. The noctuar gains the benefits of one-half concealment, granting all attacks against it a 20% miss chance. In addition, as a free action the noctuar can direct its shadowy aura to flow around creatures within its threatened area, grasping their arms and hindering their attacks. Creatures within the noctuar's threatened area suffer a -2 circumstance penalty to all attacks and skill checks.

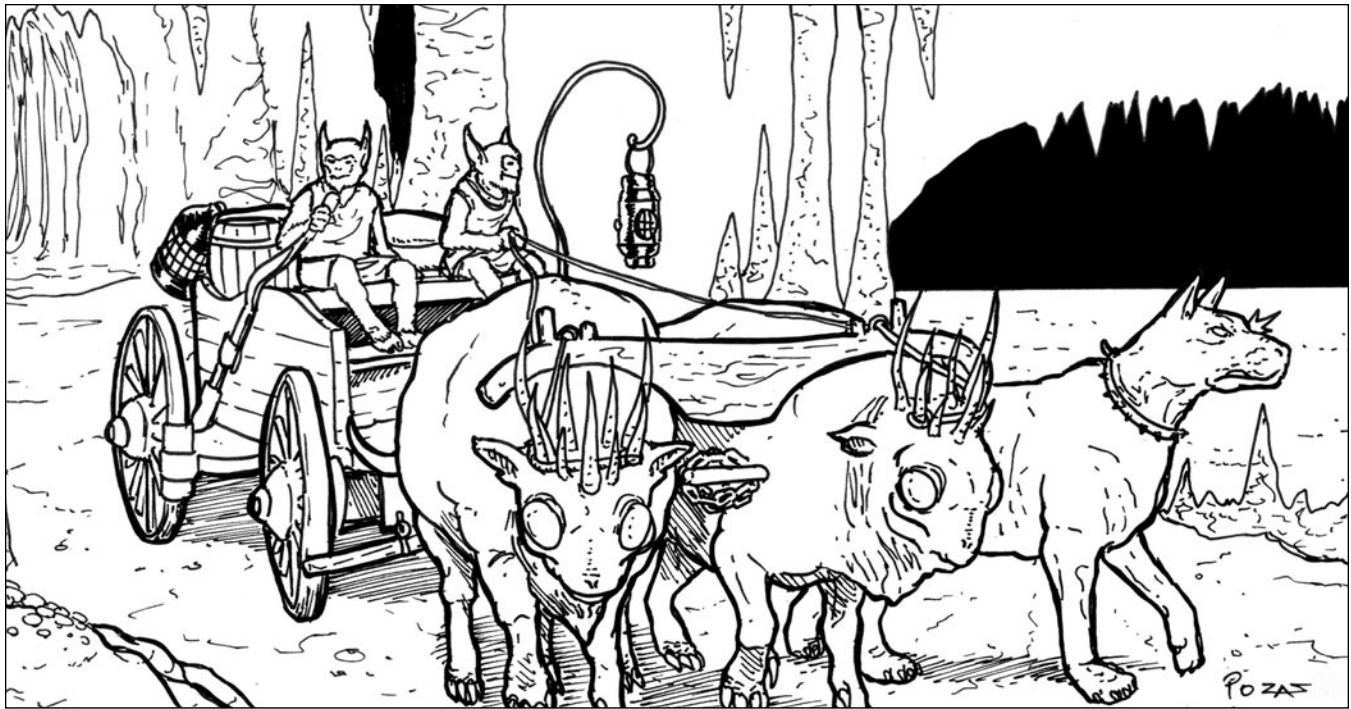
Noctuars are vicious predators that stalk humans and other intelligent creatures in the jungle realms they inhabit. Dangerous not only for their ability in battle but for their ability to appear as mundane animals, noctuars are voracious hunters who delight in spreading terror and pain. These sinister cats are about 7 feet long and weigh about 160 pounds.

By day, noctuars appear as ordinary jaguars, usually accompanied by several normal jaguars. They rely on their deceptive appearance to move across the savanna and through the jungle without drawing undue attention. By night, a noctuar's appearance radically changes. Its skin turns pitch black while its eyes turn red and glow with a malevolent radiance. Inky, black shadows flow around it like liquid, hindering its foes and helping it avoid attacks.

Keenly intelligent, noctuars are clever enough to spread their activities over as wide an area as possible. Normally, these beasts claim a few victims in an area before moving on to a different region, relying on stealth and continual movement to stymie any efforts to uncover their actions and track them down. Noctuars seek out areas gripped by war as they can stalk and kill isolated patrols and soldiers without drawing undue attention to themselves.

In battle, noctuars make extensive use of their magical abilities. Normally, they send their jaguar followers ahead to attack in order to probe their prey's defenses and reveal their magical and combat abilities. After a round or two of combat, the noctuar bounds into the fray. By day, it relies on its mundane appearance to surprise its victims and tip the odds in its favor. By night, its shadow friend ability allows it to avoid attacks and foil its opponent's strikes.

If a noctuar has time to stalk an opponent, it uses *spider climb* and *invisibility* to move into position to attack from above, preferably dropping down on an unarmored victim from a tree. As it attacks, it bids its jaguar followers to leap into the fray to confuse and surprise its opponents. If pressed by superior foes, it uses *obscuring mist* to cover its retreat. Noctuars prefer to plan an attack, using spells such as *expeditious retreat* and *mirror image* to prepare for battle. When stalking a solitary victim, they prefer to use *hold person* to overwhelm their target without risking an armed confrontation.



Noja

This creature is a hairy little humanoid standing 3-4 feet tall with dark brown skin covered in thick black hair wearing homespun clothing in outrageous colors.

Noja

CN Small fey

Init +6; **Senses** darkvision 120 ft., low-light vision; **Perception** +10

CR 4

1,200 XP

DEFENSE

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

hp 27 (6d6+6)

Fort +2, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d3/19-20)

Ranged shortbow +6 (1d4/x3)

Special Attacks spell-like abilities

Spell-Like Abilities (CL 10th, females)

At Will – *augury*, *cure serious wounds*, *detect magic*, *feather fall*, *grease*, *haste*, *silence* (DC 15), *tongues*

3/day – *dream*, *sleep* (DC 14),

1/day – *eyebite* (DC 19), *heal* (DC 19)

Spell-Like Abilities (CL 10th, males)

At Will – *detect magic*, *flare* (DC 13), *silent image* (DC 14)

3/day – *cure light wounds* (DC 14)

1/day – *modify memory* (DC 15)

STATISTICS

Str 10, **Dex** 15, **Con** 11, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 15

Feats Dodge, Improved Initiative, Toughness

Skills Appraise +8, Craft (any one) +9, Diplomacy +10, Escape Artist +10, Perception +10, Perform (any one) +9, Sense Motive +10, Sleight of Hand +10, Stealth +10, Survival +7

Language Common, Noja, Undercommon

SQ homebrew

ECOLOGY

Environment underground

Organization band (1 female and 4-16 males)

Treasure standard coin and good, double items (potions only)

SPECIAL ABILITIES

Homebrew (Ex) A noja can make an alchemical brew that can emulate the effects of any first through third level spell that targets a creature. These non-magical concoctions function in the same manner as magical potions and are made with at caster level 10. The noja are very secretive about their methods and ingredients.

Noja are hairy little humanoids standing 3-4 feet tall with dark brown skin covered in thick black hair. In many ways they resemble diminutive bugbears, but they favor wearing homespun clothing in outrageous colors.

Renowned as traders in the subterranean realm, noja are a welcome sight in underground cities, carrying fungi, lichens, and other exotic wares. Their carts are pulled by a pair of undals, and they often keep 1-4 wyrdwolves to help guard their trade goods. Noja females are known for their shrewd intellect, and noja males for their penchant for mischief. Noja shun combat, preferring trickery and magic to actual confrontation, but they are remarkably hardy and can be quite adept at fighting if pressed.

NOKKER

This wiry humanoid has elongated fingers and grossly protruding gray eyes.

NOKKER

CN Small fey

CR 6

2,400 XP

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

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 Dex, +1 dodge, +5 natural, +1 size)

hp 55 (10d6+20)

Fort +4, **Ref** +10, **Will** +8

Resist fire 5; **SR** 16

OFFENSE

Speed 40 ft.

Ranged rock +9 (1d3)

Special Attacks explosive rocks, precise collapse

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +4; **CMD** 17

Feats Dodge, Mobility, Point Blank Shot, Stealthy, Toughness
Skills Acrobatics +14, Appraise +10, Climb +11, Craft (alchemy) +10, Craft (gemcutting) +10, Escape Artist +14, Knowledge (engineering) +13, Perception +12, Profession (miner) +9, Stealth +18

Language Common, Dwarven, Terran, Undercommon.

ECOLOGY

Environment any underground

Organization gang (2-4) or band (6-11)

Treasure standard; no coins; 50% goods (metal or stone only); 50% items (metal or stone only)

SPECIAL ABILITIES

Explosive Rocks (Su) During the course of the entire day, nokkers imbue volatile qualities into a number of ordinary rocks. Unfortunately, the explosive charge lasts for only a short time before harmlessly dissipating. At any given time, they possess only 1d4 such stones. During a planned assault, nokkers usually carry 2d4 explosive rocks rather than 1d4. Unlike their normal ranged attacks, explosive rocks function as grenade like weapons exploding on contact that inflict 3d6 points of fire damage to its target and 1d6 points of fire damage to anything within 5 ft. There is a 5% chance that any hit scored against a nokker accidentally detonates an explosive rock.

Precise Collapse (Su) Once per day, nokkers may discharge a thin gray ray at any unstable ceiling within 30 feet causing a partial collapse. They exercise tremendous control over the planned cave in, only causing a 5 foot square of roof to come crashing to the ground. Any creature underneath the cave in takes 4d6 points of impact damage, but a DC 18 Reflex save reduces the damage in half. Because of its limited size, there is a relatively negligible amount of debris. The DCs are Dexterity based.

Experienced miners delving deep into the heart of the earth always leave small ornamental stones and food along their journey as an appeasement to the nokkers that they commonly refer to as the "spirits of the mine." Nokkers appear as small, wiry humanoids with elongated fingers and grossly protruding gray eyes. Nokkers are generally bald, but a few tufts of fine black hair tenaciously cling to their smooth scalps. Although their actual skin color is a dull ivory, the thick layers of black soot and gray dust covering their gaunt bodies make them appear dark gray. Unlike typical fey, nokkers prefer sturdy, faded shirts and pants and heavy shoes tipped with metallic spikes.

Whenever miners break into the nokkers' cavernous lair, they usually remain hidden for several days, carefully observing the miners' actions while gauging their strength. If they deem the miners as friendly and respectful, the nokkers make their presence known by stealing the miners' mundane items and playing whimsical tricks on them. The nokkers and their humanoid guests usually negotiate a mutually beneficial settlement as they allow the miners to continue working while the miners provide them with minor ornamental stones and food. Unfortunately, the nokkers are fond of fresh food from the surface, and any interruptions in their supply provoke an angry response from the hungry fey. On the other hand, nokkers loathe cruel or avaricious miners. After verifying the creatures' hostile intentions, the nokkers prepare a surprise attack to rid their lair of the unwanted interlopers.

Nokkers stand a mere 3 feet tall and weigh only 50 pounds. Bereft of tremendous physical strength and formidable natural defenses, nokkers attack in guerilla fashion, launching brief, preferably unexpected assaults against intruders before retreating into the surrounding passageways and caverns. Nokkers spend at least eight hours planning a strike by staging elaborate rehearsals and preparing escape routes and rallying points within their complex. When faced with an obviously superior foe, they usually opt for discretion in lieu of valor. Nokkers keep a supply of at least twenty small rocks on their person at all times in case of any emergencies. Regardless of the type of rock thrown, its range increment is 20 feet.

OAKMAN

Roughly built like a small gnome, this creature has green hair and eyes with a bulbous nose and a long flowing beard.

OAKMAN

CN Small fey

CR 3

800 XP

Init +1; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)

hp 33 (5d6+15)

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

DR 5/cold iron

OFFENSE

Speed 20 ft., climb 30 ft.

Melee +1 club +6 (1d8+2)

Special Attacks *shillelagh*

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 15, **Cha** 15



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

Feats Great Fortitude, Toughness, Weapon Focus (club)

Skills Climb +17, Escape Artist +9, Knowledge (local) +8, Knowledge (nature) +8, Perception +10, Stealth+13;

Racial Modifiers +8 Climb

Language Common, Elven, and Sylvan

SQ moss, tree dependant, tree stride

ECOLOGY

Environment temperate forest

Organization solitary or troupe (2-12)

Treasure standard

SPECIAL ABILITIES

Moss (Ex) Using its unique knowledge of plants and herbal mixtures, an oakman can concoct unusual cakes from tree moss. A typical oakman has 1d6 moss cakes of random type on his person. These moss cakes have a variety of effects and must be eaten by the target creature to take effect. Saves (where applicable) have a DC of 16. The save DC is Charisma-based and include a +2 racial bonus.

- **Ability Score Damage:** The victim takes 1d6 points of damage to a random ability score (determined when the moss cake is created). One day after eating the moss cake, if the victim doesn't receive a *restoration* spell, it must make another successful save or one point of ability damage is actually permanent drain.
- **Coloration:** This moss cake is quite harmless when eaten and does nothing more than cause the victim's skin to become spotted. The spots can be of just about any color, though most tend to be brown, red, or blue. The spots last for 1 hour before fading.
- **Healing:** This moss cake heals the target as by a *heal* spell (CL 5th).
- **Lethargy:** The victim becomes sluggish if it fails a Fortitude save. The effects last for 30 minutes. While affected, the victim moves at one-half its normal speed and takes a -2 circumstance penalty to AC and on attack rolls, checks, and saves.
- **Pain:** Eating this moss cake wracks the victim with pain for 1d4 hours if it fails a Fortitude save. During this time, the victim takes a -2 circumstance penalty on attack rolls, weapon damage rolls, and ability and skill checks.
- **Poison:** Eating this moss cake poisons the victim (ingestion; *save* Fortitude DC 14; *frequency* 1/minute for 5 minutes; *effect* 1d6 Constitution damage; *cure* 2 consecutive saves).
- **Sleep:** This moss cake puts the victim to sleep for 1 hour (as the *sleep* spell) if it fails a Will save.

Shillelagh (Su) Any oaken club or staff wielded by an oakman automatically gains the benefits of the *shillelagh* spell (CL 5th). This benefit is already included in the listing above and only functions for an oakman.

Tree Dependent (Su) Each oakman is mystically bound to a single enormous oak tree and must never stray more than 10 mile from it. Any who do become ill and die within 4d6 hours. An oakman's oak does not radiate magic.

Tree Stride (Su) At will, an oakman can create an effect identical to that of the *tree stride* spell (CL5th). Oakmen can only travel through oak trees.

Oakmen are small fey that are said to be the spirits of oak trees. Oakmen are roughly the build of small gnomes with brownish-green skin. Their hair and eyes are green, their noses are slightly bulbous, and they weigh around 50 pounds. They believe they grow long, flowing, and majestic beards, but they are often just scraggly and somewhat foolish-looking. Foul-tempered curmudgeons, gruff and cantankerous, oakman are usually seen sitting up on a thick branch in an oak tree, calling down insults or crude comments to those who pass by. Some say that the grumpy old oakmen are male versions of the beautiful dryads, which would certainly explain why dryads would rather find other mates.

Oakmen are generally content to sit in their trees and watch the world go by, venturing out only if their forest is threatened. They also enjoy creeping out of the forest to trick some fool human into eating magical cakes made from moss and mushrooms just to see what will happen to him.

Oakmen have precise knowledge of the wood in which they dwell. Oakmen carry with them leathery bags at all times. Within each bag is the oakman's magical cakes, along with a rather large acorn that can instantaneously turn into a stout club at the will of the oakman. Also within the bag are the treasures of the oakman. The bags appear magical in that they are able to hold much more than should be possible, but it is only the magic of the oakman himself, not the bag.

OATHBROKEN

This mass of clotted and joined flesh sprouts an array of arms, legs, tentacles, pseudopodia, and mouths from its shifting body.

OATHBROKEN

CE Medium aberration

Init +2; **Senses** darkvision 60 ft.; Perception +9

Aura confusion (10 ft., DC 17)

CR 6

2,400 XP

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)
hp 72 (10d8+27)

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

Defensive Abilities amorphous; **DR** 5/bludgeoning;

Immune mind-affecting

Weaknesses turn sensitivity

OFFENSE

Speed 50 ft.

Melee 3 limbs +12 (1d6+5)

Special Attacks absorb, reach attack

STATISTICS

Str 20, **Dex** 14, **Con** 14,

Int 6, **Wis** 8, **Cha** 15

Base Atk +7; **CMB** +12;

CMD 26

Feats Dodge, Mobility, Spring Attack, Stealthy, Toughness

Skills Acrobatics +9, Climb

+9, Escape Artist +11, Perception +9, Stealth +11

Language Common and any other languages possessed by the creatures composing it (cannot speak)



ECOLOGY

Environment any land

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Absorb (Su) An oathbroken can absorb any intelligent creature that turns and attacks a fellow comrade due to the oathbroken's confusion aura. If the confused creature is slain, the oathbroken can absorb the creature into its form as a free action, adding 1 HD for every absorbed creature until the oathbroken reaches 20 HD. At such time, the oathbroken splits into two equal 10-HD oathbroken as a standard action. Creatures absorbed by an oathbroken are dead forever and can only be brought back to life by 7th level spells or higher.

Amorphous (Ex) Due to the oathbroken's unique body, it is not subject to critical hits, and having no clear front or back, cannot be flanked.

Reach Attack (Ex) Once per round, an oathbroken can use one of its longer limbs to attack, effectively having a 10 ft. reach for that attack.

Turn Sensitivity (Ex) An oathbroken can be turned like an undead creature.

Breaking an oath can have terrible consequences. When a group of like-minded men turn treacherous and subsequently fall in battle, sometimes they come back, fused into the horrible and shifting oathbroken. A mass of clotted and joined flesh, oathbroken resemble gibbering mouthers, but they sprout arms and legs from their shifting bodies, allowing them to attack with any combination of fists, kicks, claws, pseudopodia, or tentacle mouths. Driven by shame, guilt, and spite, oathbroken are merciless in combat and relish absorbing more creatures into its treacherous fate.

PALLEMON

This tall gaunt albino humanoid with long spindly arms and legs has a bloated cranium with flaps of white skin covering vestigial eye sockets.

PALLEMON

NE Medium monstrous humanoid

Init +8; **Senses** blindsight 60 ft.; Perception +17

CR 8

4,800 XP

DEFENSE

AC 22, touch 22, flat-footed 22 (+4 Dex, +1 dodge, +7 Int)

hp 76 (9d10+27)

Fort +7, **Ref** +10, **Will** +11

Defensive Abilities canny defense; **Immune** mind-affecting, paralysis, sleep; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 touches +13 (1d6 plus infuse intellect)

Special Attacks crush personality, sap sentience, spell like abilities

Spell-Like Abilities (CL 9th)

3/day — *charm person* (DC 18)

1/day — *charm monster* (DC 21), *dominate person* (DC 22), *suggestion* (DC 20)

STATISTICS

Str 10, **Dex** 18, **Con** 15, **Int** 24, **Wis** 21, **Cha** 19

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

Feats Dodge, Great Fortitude, Improved Initiative, Toughness, Weapon Finesse

Skills Climb +12, Craft (alchemy) +19, Knowledge (arcana) +16, Knowledge (any one) +16, Perception +17, Sense Motive +14, Spellcraft +16, Stealth +16, Survival +17, Swim +12, Use Magic Device +13

Languages telepathy 100 ft

ECOLOGY

Environment any underground

Organization solitary, gang (2-5), squad (6-12), or group (13-26)

Treasure standard; 50% goods, 50% items

SPECIAL ABILITIES

Canny Defense (Ex) When not wearing armor or using a shield, a pallemon adds its Intelligence bonus to its Armor Class and CMD.

Crush Personality (Sp) Three times per day, the pallemon points toward a single, sentient living creature within 30 ft. and telepathically infiltrates its mind, belittling and disparaging the enemy's ethos and frailties. The target must make a DC 21 Will save or be stunned for 1d4 rounds and suffer damage based upon the target's alignment.

- NE - 1d6 damage
- CE, LE, N - 2d6 damage
- NG, CN, LN - 3d6 damage
- CG, LG - 4d6 damage

Employing this ability causes the pallemon's skull to pulsate with a dull yellow glow. This attack only works against creatures less intelligent than the pallemon. If the target is of equal or greater Intelligence than the pallemon, the pallemon is stunned for one round and cannot use this ability for 1d4 hours. The save DC is Intelligence-based.

Infuse Intellect (Ex) Whenever the pallemon's melee touch attack hits its opponent, the pallemon bombards the creature with a massive infusion of useless knowledge and trivial information. The enormous, sudden influx overloads the foe's mind. The attack deals nonlethal damage equal to the difference between the pallemon's Intelligence and its victim's Intelligence as well as dazing the hapless victim for one round. A successful Will save (DC 10 + nonlethal damage dealt) negates the daze effect and reduces the damage in half. For instance, a pallemon attacks a human fighter with an Intelligence score of 12. If the pallemon hits with its touch attack, the pallemon deals 12 points of nonlethal damage, (pallemon's Int score of 24 minus the fighter's Int score of 12). The opponent must make a Will save (DC 22, 10 + nonlethal damage 12) to halve the damage and avoid the daze effect. Creatures of equal or greater Intelligence than the pallemon suffer no ill effects from this attack. This attack does not work on creatures with an Intelligence less than 3.

Sap Sentience (Sp) Every 1d6 rounds, the pallemon opens its telepathic channels and literally sucks the Intelligence from its foes. All living creatures within 20 feet of the pallemon must make a DC 19 Will save or suffer 1d4 points of temporary Intelligence damage. The pallemon absorbs any Intelligence damage lost in this manner and adds them to its Intelligence score until the end of the following round. Although this sudden influx of



intellect does not bestow any additional skill points, spells, or similar benefits, it does affect the Difficulty Class of spell saving throws based upon Intelligence as well as its crush personality and infuse intellect abilities. For instance, a pallemon employs the sap sentience ability in the midst of four humanoid foes. Two of the enemies successfully save against the effects whereas the other two fail sustaining 2 and 3 points of temporary Intelligence damage respectively. Until the end of the following round, the pallemon receives a +5 bonus to his Intelligence score making it 29 instead of the typical 24. The save DCs are Wisdom based.

Long before kings and empires waged epic battles for world supremacy, humanity itself engaged in a titanic struggle against its close relatives, a race of humanoids originally known as “pale men.” Although the two races shared the same ancestry and basic physiology, noticeable anatomical differences distinguished the two species of humankind. “Pale men” were taller, leaner, more intelligent, fair skinned people lacking the physical strength and aggressiveness of their human cousins. When the two divergent branches of human evolution encountered one another, a deadly competition for resources quickly ensued. Unable to contend with humanity’s proclivity for violence and superior numbers, the “pale men” eventually retreated to the only place that man dared not follow them, the dark, subterranean passageways and galleries that became their permanent home. As time passed, the prehistoric rivalry eventually passed from humanity’s collective knowledge, making the “pale men” nothing more than a distant memory.

Life beneath the surface proved exceptionally difficult for the fledgling race of humanoids. Bereft of the abundant natural resources found on the surface many succumbed to starvation or fell easy prey to a host of virulent diseases and natural predators stalking the pitch black, mysterious caverns. Nevertheless, the hardiest members of the race managed to survive and over countless generations, they adapted to permanent exile underground. Consistent with

other troglodyte life forms, they assumed the troglomorphic characteristics endemic throughout cavern ecology. They no longer bore even a passing resemblance to humanity, metamorphosing into a strange and powerful new race of monstrous humanoids commonly referred to as the pallemon, an alternate form of their original name “pale men.”

Pallemons are tall, gaunt, albino humanoids with bloated craniums and long, spindly arms and legs. Thin flaps of white skin cover their vestigial eye sockets, while their noses are nothing more than tiny indentions with two nostrils. Their small, rounded mouths contain long, prehensile ivory tongues and no teeth.

Pallemons gather sensory information through their relatively large horn-shaped ears and thousands of tiny cilia that cover their hands, feet, and face. The pallemon’s sexual organs are completely internalized; therefore, it is practically impossible to distinguish gender without a probative examination. In their native environment, pallemons wear a uniformly colored elegant spin. When venturing toward the surface, they usually equip themselves with additional fabrics depending upon environment. Pallemons stand 7 feet tall and weigh 150 pounds. Pallemons rely on telepathy to communicate. Their favored class is wizard.

Hardly renowned for their physical prowess, pallemons rely upon their mental attacks to debilitate opponents from a distance without fighting in close quarters. Masterful tacticians, pallemons focus their attacks against non spellcasters, considering them most intellectually inferior opponents, while depending upon their spell resistance to protect them against magical attacks. After disposing of these foes, pallemons turn their attention to the spellcasters, subverting them to their will through the usage of their spell like abilities, particularly charm monster, dominate person and suggestion. A potent pallemon wizard always leads a surface venturing expedition, using his magic primarily to boost the strength and abilities of his group rather than blast the enemy with offensive spells.

Pallemons especially enjoy combating foes while concealed; therefore, spells such as blur, displacement, invisibility, and mirror image are always popular options. If the tide of battle favors their enemies, pallemons flee at the first opportunity in an effort to regroup later.

PHASE STALLION

This creature resembles a normal horse, but the shimmering silver glow from its hide and the intelligence behind its eyes belie such assumptions.

PHASE STALLION

N Large magical beast

Init +3; **Senses** darkvision 60 ft.; low-light vision, scent; Perception +8

CR 4

1,200 XP

DEFENSE

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

hp 37 (5d10+10)

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

Defensive Abilities *ethereal jaunt*

OFFENSE

Speed 60 ft.

Melee 2 hooves +7 (1d6+3), bite +5 (1d4+1)

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

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 7, **Wis** 14, **Cha** 9
Base Atk +5; **CMB** +9; **CMD** 22 (26 vs. trip)
Feats Endurance, Multiattack, Run
Skills Acrobatics +8, Perception +8
Language Common (cannot speak)
SQ spirit sense

ECOLOGY

Environment temperate or warm hills and plains
Organization solitary, pair, or herd (10-30)
Treasure none

SPECIAL ABILITIES

Ethereal Jaunt (Su) A phase stallion can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). This ability is otherwise identical with *ethereal jaunt* (caster level 15th). Anything carried by the phase stallion may be made ethereal if the stallion wishes.

Spirit Sense (Su) Phase stallions have a limited ability to know when something is nearby on the Ethereal Plane. This ability allows them to sense ethereal creatures within 60 feet, as if with the blindsense ability, but not to see them. This ability does not extend to the Material Plane from the Ethereal.

Phase stallions resemble normal horses from afar, but up close their shimmering hide glows with a silvery light and their eyes reveal an intelligence beyond that of a mere animal. A typical phase stallion is about 5 feet tall at the shoulder and weighs about 1,800 pounds, and are favored prey of phase spiders.

Phase stallions can become ethereal at will. This ability alone is typically sufficient to escape most predators. If it is not, they run to a cliff and then become ethereal to cross the chasm or make it safely to the bottom; they use a similar tactic if someone manages to get astride them, leaping out over a cliff and then turning ethereal, causing the undesired rider to plummet, most likely to its death. If somehow cornered or if protecting another member of the herd, phase stallions will attack from multiple directions, turning material for their attack and then returning back to the ethereal after their attack.

While the phase stallion does not carry treasure, it is not unheard of to find cliffs near their territory that hold a few skeletons and their equipment at the bottom, all that remains from a few over-confident fools that have tried to capture a member of the herd.

Phase stallions are prized as mounts because they can travel to the Ethereal Plane with anything they carry, although they are difficult to train unless it is done at a young age.

Before it can be ridden in combat, a phase stallion requires practice bearing the weight of its rider. In order to be trained successfully, a phase stallion must first be helpful toward its trainer (possibly requiring a Diplomacy, Intimidate, or Handle Animal check). After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the beast to be comfortable with its burden, and due to their intelligence, trained phase stallion can be treated as knowing every trick listed in the Handle Animal skill description, possibly even responding to new, simple requests made in Common. Phase stallions can carry up to 230 pounds as a light load, 460 pounds as a medium load, 690 pounds as a heavy load, and can drag 3,450 pounds.

PUDDLE STALKER

This large flightless bird is covered in sand-colored feathers streaked with blues and greens.

PUDDLE STALKER

N Large magical beast
Init +3; **Senses** darkvision 60 ft.; low-light vision; Perception +6

CR 3

800 XP

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)
hp 45 (6d10+12)
Fort +7, **Ref** +8, **Will** +2
Resist cold 10

OFFENSE

Speed 40 ft., swim 10 ft.
Melee bite +8 (1d6+3)
Ranged eroca +8 (1d12 cold)
Space 10 ft.; **Reach** 10 ft.
Special Attacks eroca

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 3, **Wis** 10, **Cha** 10
Base Atk +6; **CMB** +10; **CMD** 23
Feats Ability Focus (eroca), Alertness, Run
Skills Perception +6, Stealth +5, Swim +11; **Racial Modifier** +8 Swim
Language Common (cannot speak)

ECOLOGY

Environment any coastal
Organization solitary or flock (2-8)
Treasure none

SPECIAL ABILITIES

Eroca (Ex) Puddle stalkers can squirt a stream of eroca from their beak up to 5 times a day with a maximum range of 30 feet with no range increments. A single application of this substance will instantly freeze a roughly 6-foot-diameter circle of water one foot deep. Anyone caught in the area can attempt a DC 17 Reflex save to avoid being caught. Those that fail their saves are trapped in the ice and can free themselves by dealing 20 points of damage to it (AC 10). A creature hit by the eroca stream takes 1d12 points of cold damage. The save DC is Constitution-based.

Puddle stalkers are 9-foot-tall birds of prey with a sharp beaks and long legs. Sand colored feathers, streaked with blues and greens, cover their bodies and vestigial wings. These large flightless bird of prey primarily hunt with their sharp, snapping beaks, through which they spray a fluid that freezes water instantaneously. They are commonly found near water, enjoying a fish-sicle of their own devising.

Natives occasionally train puddle stalkers to serve as mounts or pack animals. A mounted puddle stalker appears ungainly, but they are quite capable of carrying a rider. Before it can be ridden in combat, a puddle stalker requires practice bearing the weight of its rider. In order to be trained successfully, a griffon must first be helpful toward its trainer



(possibly requiring a Diplomacy, Intimidate, or Handle Animal check). After that, 6 weeks of practice and a successful DC 18 Handle Animal check is sufficient for the beast to be comfortable with its burden.

Puddle stalkers can carry up to 152 pounds as a light load, 306 pounds as a medium load, and 460 pounds as a heavy load. Riding a puddle stalker requires an exotic saddle.

Dried animal bladders filled with liquid eroca can be thrown as ranged weapons or spilled. Treat this as a splash weapon with the same effect as a dose of eroca spouted from a puddle stalker.

QUICKGRASS

This creature appears to be a grassy area with a leafy shrub growing at its center.

QUICKGRASS

N Huge plant

Init +0; **Senses** tremorsense 40 ft.; Perception +9

CR 4

1,200 XP

DEFENSE

AC 15, touch 7, flat-footed 15 (-5 Dex, +4 cover, +8 natural -2 size)

hp 45 (6d8+18)

Fort +7, **Ref** —, **Will** +2

Defensive Abilities cover; **Immune** blind, plant traits

OFFENSE

Speed 0 ft. (immobile)

Melee bite +9 (2d6+9 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks slick, swallow whole (2d4+9 bludgeoning plus 1d6 acid damage, AC 14, 4 hp)

STATISTICS

Str 22, **Dex** —, **Con** 15, **Int** 2, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** —

Feats Improved Initiative, Toughness, Weapon Focus (bite)

Skills Perception +9

SQ camouflage

ECOLOGY

Environment temperate hills

Organization solitary or garden (2-5)

Treasure incidental (gems only)

SPECIAL ABILITIES

Camouflage (Ex) Quickgrass looks like normal shrubbery when at rest. A character can recognize it for what it is with a DC 20 Survival or Knowledge (nature) check.

Cover (Ex) Since a quickgrass's body is buried in the ground, it has cover against other creatures (+4 AC and allows the quickgrass to attempt Reflex saves at +4 against attacks and effects originating from the other side of the cover).

Slick (Ex) If the quickgrass detects prey, it can rapidly fold its blades flat towards its center, creating a slick, one-way surface that causes all creatures within a 30-foot radius to begin sliding toward its maw. Anyone in the area must succeed on a DC 19 Reflex save (higher if on a steep slope) or slide 25 feet toward the quickgrass (provoking an attack of opportunity from the quickgrass upon entering its threatened area), and landing prone. The shrubbery hiding the creature's body is retracted at this point to prevent creatures from grabbing onto it. The save DC is Strength-based.

Creatures who succeed on their saves must succeed on a DC 15 Acrobatics check each round to keep their footing or move in the slick area. Falling causes a creature to slide 25 feet toward the quickgrass, as above.

Swallow Whole (Ex) A quickgrass can try to swallow a grabbed opponent of up to one size smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d4+9 points of bludgeoning damage plus 1d6 points of acid damage per round.

As the quickgrass's body is buried in the earth, a swallowed creature cannot cut its way out. It can still damage the quickgrass's interior (AC 14), however. A creature can climb out with a successful grapple check, returning it to the quickgrass's mouth, requiring a second successful grapple check to escape.

A Huge quickgrass's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Quickgrass appears to be a patch of grass, usually growing on a gentle slope or hollow, with a leafy shrub growing at its center. Quickgrass varies based upon the environment in which it is found. Generally, quickgrass looks very similar to bluestem, goldenrods, compass plants, buffalo grass, blue grama, wheatgrass, and/or bedstraw. It is a master of camouflage and will never stand out from the normal grasses around it. Regardless of the grassy appearance, there is always a shrubby center found at the lowest gradient where any slipping prey eventually finds itself.

Quickgrass grows in fields of ordinary grass, making detection difficult. The only way to distinguish quickgrass is by the slightly slimy quality to its blades or by walking upon it. When quickgrass is trod upon, its blades all flatten into a slick surface, and its shrubbery retracts, revealing a large and hungry mouth. Those upon it slide into the creature's maw and are swallowed down. Then, as quickly as it attacked, the grass springs back up and the shrubbery returns, revealing nothing of what took place.

Quickgrass conforms to the slope of its location. If placed on a hill, the quickgrass only grows its grass up the hill, as it cannot cause creatures to slide upward. Its most effective

place is between two ridges of a hill, where a natural funnel is created. The area the quickgrass covers does not have to be circular or even any identifiable shape; it follows whatever is most natural for the terrain.

Quickgrass can only be damaged by attacking its body, which is buried in the ground. The grass and shrub portion of the creature is akin to hair and damaging it causes neither pain nor loss of hit points to the quickgrass if targeted. If more than one quickgrass is encountered, they usually lie adjacent to one another so that creatures who escape one may step right into the threatened area of another. A quickgrass is a patient hunter, waiting for an entire group of creatures to enter its threatened area before attacking.

Quickgrass does not collect treasure, although treasure tends to accumulate in the creature's body. Coins and items do not survive the digestive process, although gems pass through unharmed.

QUISLOI

This intelligent amphibious humanoid has bright green rubbery skin with colorful patterns.

QUISLOI

NE Medium humanoid (aquatic, reptilian)

Init +3; **Senses** Perception +10

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +5 natural, +1 shield)

hp 26 (4d8+8)

Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 35 ft., swim 50 ft.

Melee dagger +6 (1d4 plus poison) or jump kick +6 (1d6 plus trip)

Ranged spit +6 (poison)

Special Attacks spit

STATISTICS

Str 10, **Dex** 17, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +3 (+5 trip); **CMD** 16 (18 vs. trip)

Feats Dodge, Improved TripB, Weapon Finesse

Skills Perception +10, Stealth +13, Survival +7, Swim +15;

Racial Modifiers +10 Perception, +10 Stealth, +8 Swim

Language Aquan

ECOLOGY

Environment temperate and warm swamps

Organization gang (4-5) or squad (6-12)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) dagger or spit—contact; *save* Fort DC 14;

frequency 1/round for 6 rounds; *initial effect* 1d3 Dexterity

damage; *secondary effect* paralyzed for 1d6 hours; *cure* 1

save. Quisloi are immune to their own poison and to the

poison of other quisloi. Anyone making a save is only

immune to that particular quisloi's poison. The save DC

is Constitution-based.

Spit (Ex) Once per day, a quisloi can expel globs of yellow-

green mucus at prey within 30 feet, requiring a DC 15

Reflex save to avoid. Those struck by a quisloi's spit is

blinded by the viscous goo, and it takes a full round

action to clear the thick adhesive gunk. Those struck by a

quisloi's spit are also subject to the quisloi's poison.

Quisloi are intelligent amphibious humanoids that make their homes on underwater enclaves lush, wet surroundings.

Quisloi's rubbery skin is bright green with colorful patterning similar to frogs of the rainforest. Although very colorful, it

blends in with the native flora remarkably and it is quite thick and tough. Tribal colors vary based upon local differences in

terrain. In addition to Aquan, quisloi speak their own language, which is impossible for non-quisloi to speak with any fluency.

It is a croaky primitive language relying upon grunts, clicks, and a plethora of specialized tongue movements. The quisloi

use the toxic mucus that exudes from their skin as a paralytic poison on their weapons. The quisloi are often at odds with

the evil, crocodilian skresh, who hunt the quisloi for food as well as for their potent natural poison.

Quisloi fight like most swamp and jungle creatures, relying upon camouflage and skill to lure their opponents

into traps. They prefer to attack in superior numbers, waiting until their foe is near water before attacking in order to take

advantage of their natural swimming abilities whenever possible. If routed quisloi attempt to retreat into a stream or

marsh lake.



Their favored weapon is the dagger, useful underwater as well as on land. On land, quisloi coat their daggers with their toxic secretions. While fighting on land, quisloi can make a doublefooted jump kick attack in order to knock their opponent prone. They also carry a reinforced hide shield coated with a waterproof sap.

RANCID

This shivering mass of putrid flesh has three muscular legs and four barbed tentacles.

RANCID

NE Medium aberration

Init +1; **Senses** blindsight 60ft.; Perception +7

Aura (10 ft., DC 15 Fort, sickened 2d4 rounds)

CR 4

1,200 XP

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 45 (6d8+18)

Fort +4, **Ref** +3, **Will** +6

Immune critical hits, disease, flanking

OFFENSE

Speed 30 ft.; climb 20 ft., swim 20 ft.

Melee 4 barbed tentacles +9 (1d4+4 plus disease/x3)

Special Attacks pounce, swift rot

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 5, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Acrobatics +5, Climb +16, Perception +7, Stealth +9,

Survival +5, Swim+16; **Racial Modifiers** +8 Climb, +4

Stealth, +8 Swim

Languages Common (cannot speak)

ECOLOGY

Environment any underground

Organization solitary, pair, or band (3-4)

Treasure incidental

SPECIAL ABILITIES

Swift Rot (Ex) 3 barbed tentacle—injury; *save* Fort DC 15;

frequency 1/hour; *effect* 2d10 damage and 1 Con damage;

cure 2 consecutive saves. Each time a rancid does damage

with one of its barbed tentacles, it injects a fast-acting

bacterium into the victim. When a target is hit with 3 or

more tentacles, the victim is at risk of contracting a swift

flesh-eating disease.

A rancid is a shivering mass of putrid flesh with three muscular legs and four barbed tentacles that roams underground terrains for prey. This quivering mass of indiscernible flesh is a terrible sight when it attacks. The rancid runs in a leaping fashion, pouncing upon its opponent while its barbed tentacles aim to find purchase.

While the tentacles do little damage themselves, they carry a rapidly-reproducing bacterium whose necrotic action is fast-acting once its numbers overwhelm the victim's immune system.

ROPE HORROR

This creature is vaguely humanoid with four whip-like arms and two legs of thick, knotted rope.

ROPE HORROR

N Small construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

CR 4

1,200 XP

DEFENSE

AC 18, touch 16, flat-footed 13 (+4 Dex, +1 dodge, +2 natural, +1 size)

hp 43 (6d10+10)

Fort +2, **Ref** +6, **Will** +3

DR 10/magic or fire; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 4 whipping arms +9 (1d3+2 plus grab)

Special Attacks entangle, constrict (1d3+2)

STATISTICS

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

Base Atk +6; **CMB** +7 (+11 grapple); **CMD** 21

Skills Perception +9, Stealth +10

Feats Alertness, Dodge, Stealthy

Languages Common (cannot speak)

SQ camouflage, consumptive healing, unwind

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Camouflage (Ex) When lying at rest, a rope horror is indistinguishable from normal coils of rope.

Consumption Healing (Ex) A rope horror can restore 1d4 hit points by engulfing a coil of rope.

Entangle (Ex) A creature hit with two or more of the rope horror's whip-like arms must make a DC 17 Reflex save or become entangled (as the spell). The save DC is Dexterity-based.

Immunity to Magic (Ex) A rope horror 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.

- Fire-based spells act as normal.
- An *animate* rope slows the rope horror for 2d6 rounds with no saving throw.
- A *mending* spell heals 1d8+4 hit points, and a *make whole* spell heals all of its lost hit points.

Unwind (Ex) A rope horror can unwind itself to fit through narrow openings such as large keyholes, small windows, or wide cracks under doors. Unwinding takes a full round as does reforming itself afterward.

Rope horrors look vaguely humanoid with four whip-like arms and two legs of thick, knotted ropes. Their intelligence, relatively inexpensive creation cost, and small size make rope horrors ideal starter constructs for the budding creator. They can understand and follow basic instructions, and while a single whip-like appendage does not deal much damage, rope horrors use their four arms to their best tactical advantage.

CONSTRUCTION

Pieces of a rope horror must come from coils of the finest silk rope. They are infused with life in a magical ritual where coils of rope are stained with blood and the fleeting essence of life while casting the appropriate spells. Alternately, spellcasters employing a *wish* and *polymorph any object* spell can circumvent all that and bring a rope horror to life.

ROPE HORROR

CL 5th; Price 5,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *animate rope*, creator must be caster level 5th; **Cost** 2,500 gp

RUMBLE LIZARD

This alligator-like predator emits a deep rumbling sound from its throat.

RUMBLE LIZARD

N Large magical beast

Init +1; **Senses** darkvision 60ft.; low-light vision; Perception +9

CR 3

800 XP

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)
hp 34 (4d10+12)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft, swim 40 ft.; sprint

Melee bite +7 (1d8+4 plus grab) and tail slap +2 (1d12+2)

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

Special Attacks death roll (1d8+6 plus trip), rumble

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 20

Feats Skill Focus (Perception, Stealth)

Skills Perception +9, Stealth +5 (+13 in water), Swim +12;

Racial Modifiers +8 Stealth in water, +8 Swim

SQ hold breath

ECOLOGY

Environment warm rivers and swamps

Organization solitary, clutch (2-5), or pack (6-12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a rumble lizard can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The rumble lizard inflicts bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A rumble lizard can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Rumble (Ex) As a standard action, a rumble lizard can perform two different types of rumble. The first rumble forces a opponent within 10 feet of the rumble lizard to make a DC 15 Fortitude save or be stunned for 1d4 rounds. The second rumble is a deceptive device (DC 15 Will save), whereby the rumble lizard can convincingly alter the apparent source of its bellows by 150 ft. in open ground and up to 220 feet in hills or canyons or alter the volume and tone to deceive the listener into believing that the rumble lizard is retreating while it is actually advancing unseen. This is a mind-affecting sonic effect, and the save DC is Constitution-based.

Sprint (Ex) Once per minute a rumble lizard may sprint, increasing its land speed to 40 feet for 1 round.



The rumble lizard resembles an alligator but is much thicker and more powerful around the shoulders and neck. Its jaws are heaviest over folds of scaled throat sacs that vibrate slightly, emitting a deep and resonant rumbling sound. Although the rumble lizard is quite capable of running down most prey, it usually does not expend such energy. The rumble lizard hunts by ambush, using its ability to throw its voice and frighten prey toward its waiting jaws. When hunting in packs, rumble lizards work together to disorient their prey and finally stampede it toward the pack's waiting trap.

SABULOUS HUSK

This creature is the dry and leathery husk of a humanoid filled with the will of the desert itself.

SABULOUS HUSK

N Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 37 (5d8+15)

Fort +4, **Ref** +4, **Will** +4

Immune bludgeoning, cold, fire

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d4+5)

Special Attacks sand blast (3d6+5, DC 15 Reflex half)

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +8; **CMD** 21

ECOLOGY

Environment warm deserts

Organization solitary, pair, or swarm (3-8)

Treasure none



SPECIAL ABILITIES

Sand Blast (Ex) As a standard action, a sabulous husk can expel the sand from their leathery shell and form a wall of sand flies, blasting an abrasive 30 ft. cone before returning to its husk.

Sabulous husks are walking corpses filled with sand, the dry and leathery remains of an unfortunate killed in the desert. They have no intelligence of their own and are animated through the will of the desert itself, being mere containers for the scourging sand within. This sand takes the shape of small flies that rush from the creature to scour enemies. They weigh around 300 pounds, of which 270 pounds is angry and animated sand within a leathery shell, the very embodiment of the devouring will of the desert. If destroyed, the sand within them is of the finest quality and highly valued by alchemists, being worth 1 gp per pound in the right places.

CR 3

800 XP

SEEDER

This vaguely humanoid creature has a black chitinous body like that of an insect.

SEEDER

NE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +8

CR 3

800 XP

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 34 (4d10+12)

Fort +4, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+5 plus grab) and bite +5 (1d4+2)

Special Attacks improved grab, seed

STATISTICS

Str 21, **Dex** 19, **Con** 16, **Int** 10, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 23

Feats Improved Initiative, Multiattack

Skills Acrobatics +14, Climb +12, Disguise +8, Perception +8,

Stealth +11 (+15 at night), Survival +8; **Racial Modifiers**

+10 Acrobatics, +10 Disguise, +4 Stealth at night

Languages Common (cannot speak)

ECOLOGY

Environment any urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Improved Grab (Ex) To use this ability, a seeder must hit an opponent with its claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to seed its foe in the following round.

Seed (Ex) The seeder can seed a humanoid male that it has grappled with a successful grapple check, replacing its victim's reproductive cells. This effect is permanent, and is extremely unlikely to be noticed by the victim, at least for many months. The exact method for reversing the process is for the GM to decide, although removal of the affected area and a *regenerate* spell may suffice.

The seeder is a bizarre urban predator. Its attacks are provoked not by hunger but by the drive to propagate its species. The seeder is nocturnal, and is commonly found lingering in the shadows and alleys near bawdyhouses, cabarets, and taverns. The seeder is humanoid in shape only; its body is black and chitinous like an insect, and its mind is distinctly alien. A seeder cannot speak, only emit an unnerving clicking noise, but it manages to survive in the urban environment through its skill at disguise and its strong instincts.

A seeder carefully selects only the most prodigious male fornicators as its victims. It lies in wait for them in the shadows. When its chosen target comes by drunken and stumbling, the seeder attacks. It does not harm the victim, but instead grapples him, and through its seed ability, replaces its victim's reproductive cells with its own. Commonly the seeder takes the victim's money as well. A victim of such an attack is rarely aware of what has taken place, and most simply believe they have been mugged. However, whenever the victim mates with a female of its species from then on, the offspring of the union is a seeder. Of course, since the seeder chooses its victims carefully, this may go unnoticed until long after the man has fathered dozens of children in cities and towns scattered all over the land.

Seeder babies initially appear to be rather ugly examples of the mother's race. They mature quickly, and after a few weeks, they molt into a true seeder and attempt to escape from their parents. Seeders reach adulthood in eight months.

An adult seeder stands 6 feet tall and weighs about 130 pounds. Seeders understand the language common to the town they lurk in, although they can't speak it themselves. They also eat the food of the people they live amongst, normally either stealing it or buying it with stolen money.

SENTINEL NOOSE

This fleshy blob of mottled green and brown has one single eye stalk and six tentacles protruding from its bulbous body.

SENTINEL NOOSE

NE Medium aberration

Init +5; **Senses** darkvision 120 ft.; Perception +16

CR 8

4,800 XP

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +4, **Will** +10

Immune flanking, necromantic effects

OFFENSE

Speed 45 ft., climb 30 ft., fly 90 ft. (good)

Melee 6 tentacles +10 (1d4+2)

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

Special Attacks constrict (1d4+2 plus grab), leech field

Spell-Like Abilities (CL 11th)

At Will — *cause fear* (DC 14), *disrupt undead* (+9 ranged touch), *inflict minor wounds* (DC 13), ray of *enfeeblement* (+9 ranged touch)

3/day — *animate dead*, *enervation* (+9 ranged touch), *ghoul touch* (DC 15), *spectral hand*, *vampiric touch* (+10 melee touch)

1/day — *slay living* (DC 18)

STATISTICS

Str 15, **Dex** 12, **Con** 17, **Int** 10, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +9 (+13 grapple); **CMD** 20

Feats Combat Casting, Flyby Attack, Improved Initiative, Toughness, Weapon Focus (tentacle)

Skills Climb +14, Fly +9, Knowledge (arcana) +8, Perception +16, Spellcraft +13, Stealth +14, Survival +9; **Racial**

Modifiers +8 Climb, +4 Fly

Languages Undercommon (cannot speak)

SQ flight

ECOLOGY

Environment any mountains or underground

Organization solitary, pair, or covey (3-5)

Treasure double standard

SPECIAL ABILITIES

Constrict (Ex) On a successful grapple check, a sentinel noose deals 1d4+2 points of damage. Since it wraps its tentacle around the victim's neck, a creature held by a sentinel noose cannot speak or cast spells with verbal components. A sentinel noose attacking from above its opponents will also lift its constriction victims a few feet off the floor.

Flight (Su) A sentinel noose is affected by a permanent *fly* spell. This is a supernatural ability that does not function in areas where magic is suppressed or negated (like an *antimagic field*).

Leech Field (Su) Twice per day, a sentinel noose can generate a shimmering purple haze that spreads in a 10-foot-radius. All living creatures (other than the sentinel noose) within the leech field take 3d6 points of damage. A successful DC 18 Fortitude save halves the damage.

Each point of damage inflicted by the leech field heals the sentinel noose up to its normal maximum, with any excess gained as temporary hit points that last for one hour. A sentinel noose may not absorb temporary hit points in excess of half its normal maximum hit points (42 temporary hit points for a typical sentinel noose). Even if the sentinel noose cannot absorb more hit points, however, targets still take full damage.

If any undead are caught within the area of leech field, the sentinel noose takes damage (DC 18 Fortitude save for half). All undead in the leech field split evenly as healing any damage that the sentinel noose takes. This effect can cure them up to their full normal hit points, but it does not provide any temporary hit points. The sentinel noose takes this damage before it absorbs any hit points from living creatures that are also caught in the leech field, and if the damage reduces the sentinel noose to less than 0 hit points, it does not absorb hit points from the living targets as normal. The save DCs are Charisma-based.

Necromantic Immunity (Su) A sentinel noose is immune to necromantic spells and death effects, except that it still receives any beneficial effects from its own necromantic spell-like abilities.

The sentinel noose is a mottled green and brown fleshy blob, about 4 feet in diameter. It bears a single three-foot-long eyestalk sporting a large, unblinking eye. Six tentacles, each nearly ten feet long, protrude from various parts of the bulbous body. They hover in the air, waiting to ensnare their prey.

The sentinel noose lurks in caverns and rocky outcroppings and prefers to attack by surprise and at a distance. They usually hang from cavern ceilings and other hard-to-reach places, using their spell-like abilities and leech field to weaken their opponents. If opponents close to melee distance, the suspended sentinel noose strikes with its tentacles, attempting to grab opponents and lift them into the air, hanging them until they are dead. Sentinel nooses often have an entourage of undead servants, and they always have a pre-planned means of escape.

Space 10 ft.; **Reach** 10 ft.
Special Attacks shriek

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 4, **Wis** 10, **Cha** 12
Base Atk +5; **CMB** +13; **CMD** 26
Feats Dodge, Multiattack, Weapon Focus (bite)
Skills Acrobatics +9, Climb +15, Perception +7, Stealth +6 (+10 in forested or overgrown areas); **Racial Modifiers** +2 Acrobatics, +8 Climb, +2 Perception, +2 Stealth (+4 in forested or overgrown areas)

SHRIEKING SAVAGE

Pouncing from the shadows emerges an ape-like creature emitting a bone-chilling scream.

SHRIEKING SAVAGE

CE Large magical beast

Init +3; **Senses** darkvision 120 ft.; low-light vision; Perception +7

CR 4

1,200 XP

DEFENSE

AC 18, touch 13, flat-footed 14 (+3 Dex, +1 dodge, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +8, **Ref** +7, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +12 (1d8+7), 2 claws +9 (1d6+3)

ECOLOGY

Environment temperate or warm forests, hills, and mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Shriek (Ex) When a shrieking savage shrieks, all creatures within a 60-foot spread must succeed on a DC 13 Will save or become shaken for 2d6 rounds. This is a sonic, mind-affecting fear effect. If a creature makes its save, it is immune to that savage's shriek for 24 hours. The save DC is Charisma-based.

Shrieking savages are nocturnal, carnivorous apelike predators that claim large territories around their lair. Shrieking savages typically range from 8 to 10 feet tall and weigh 750 to 1,200 pounds. They look much like great apes, the largest and eldest possessing silver hair along the head, neck, and back. Their favored prey is horseflesh, but they will eat any meat.



A shrieking savage generally creeps up on its victim and pounces from the shadows at the last moment with a bone-chilling scream. When it lands, it dashes the prey to the ground to kill it with tooth and claw. Once its victim is dead, it picks up the body and flees. A typical shrieking savage can carry off a light horse without being encumbered significantly. If its sudden attack is not effective and the victim puts up a fierce fight, the monster retreats quickly and is likely to seek other prey.

SHRIEKING TROLL

This sleek tall creature with treacherous claws sounds a noise most terrible.

SHRIEKING TROLL **CR 6**
CE Large humanoid (giant) 2,400 XP
Init +2; **Senses** darkvision 90 ft., low-light vision, scent; Perception +7

DEFENSE

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

hp 76 (8d8+40); **regeneration** 5 (acid or fire)

Fort +7, **Ref** +8, **Will** +1

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+6), bite +6 (1d8+3)

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

Special Attacks rend (1d6+9), shriek

STATISTICS

Str 23, **Dex** 14, **Con** 21, **Int** 7, **Wis** 9, **Cha** 8

Base Atk +6; **CMB** +13; **CMD** 25

Feats Ability Focus (shriek), Dodge, Power Attack, Weapon Focus (claw)

Skills Perception +7

Languages Giant

SQ Blur

ECOLOGY

Environment any hills or mountains

Organization solitary or gang (2-5)

Treasure standard

SPECIAL ABILITIES

Blur (Ex) Once per day as a free action, a shrieking troll may perform an evasive maneuver that distorts and blurs its form. This effect grants the shrieking troll concealment (20% miss chance). A shrieking troll must move from one space to another every round this effect is active (including the round it is initiated), and the effect ends when the shrieking troll stops moving or after five rounds, whichever comes first.



Regeneration (Ex) Fire and acid deal normal damage to a shrieking troll. If a shrieking troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex) If a shrieking troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 1d6+9 points of damage.

Shriek (Su) Three times per day as a standard action, a shrieking troll can let out its distinctive cry which can inspire dread in those that hear it. When a shrieking troll shrieks, all creatures within 30 feet must succeed on a DC 15 Will save or be shaken for 2d6 rounds. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

A particularly fearsome breed of troll known as shrieking trolls are famous for their wailing battle cry which strikes terror into their foes. They are also capable of bursts of evasive action so effective they seem ethereal. These traits make shrieking trolls useful as shock troops that can close quickly on their enemies and reduce them to cowering wrecks. In their natural element they terrorize travelers and small settlements. Shrieking trolls attack without warning, fear or hesitation, but also with no subtlety. They charge straight at their opponents, trusting to their strength and battle cry to lay low their targets.

SILENT REAPER

With the torso of a human supported by an insect abdomen, this creature rips at you with two curved scythe-like limbs.

SILENT REAPER

N Medium aberration

Init +4; **Senses** blindsight 120 ft.; Perception +14

CR 7

3,200 XP

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 85 (10d8+40)

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

Immune visual-based attacks and effects

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee 2 arms +11 (2d6+4/19-20/x4)

Special Attacks keen strike, spell-like abilities

Spell-Like Abilities (CL 10th)

At Will — *silence* (always centered on the silent reaper)
3/day — *passwall*

STATISTICS

Str 18, **Dex** 19, **Con** 19, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 25 (29 against trip)

Feats Combat Reflexes, Dodge, Improved Natural Attack, Mobility, Spring Attack

Skills Acrobatics +17, Climb +17, Perception +14, Stealth +17, Survival +14

Language Common (cannot speak), see necrophage

SQ necrophage

ECOLOGY

Environment any underground

Organization solitary or cabal (1-3)

Treasure standard, 50% goods, 50% items

SPECIAL ABILITIES

Keen Strike (Ex) The silent reaper's front arms slice through opponents as a keen weapon with a critical range of 19-20. In addition, a reaper slaying a victim with a critical hit automatically decapitates the creature.

Necrophage (Su) The silent reaper employs this macabre power to feast upon the memories of dead sentient beings. Creatures possessing more HD than the silent reaper receive a Will save (DC 16) to prevent the ravenous thief from stealing his mental images and personal mementos. The reaper only receives one opportunity to perform this grim task on any individual head that it remains in physical contact with for at least one minute per level or HD of the intended target. If it fails in its initial attempt, the reaper cannot partake in its intangible meal. Devouring a victim's memories grants the reaper a +1 bonus to Intelligence and bonus skill points equal to the victim's HD. The silent reaper prefers skills that aid in future feeding, such as Perception, Stealth, Survival, and other abilities of a similar vein.

The bonuses acquired through this ability are temporary, lasting one hour per HD of the victim. In addition to the aforementioned bonuses, the reaper also acquires access to specific memories as if it cast *speak*

with dead (CL 10th). Consuming the creature's memories in this manner causes its skull to contract, reducing it to one-tenth its original size. As a final insult to its prey, the reaper can affix the creature's head to its neck stump, allowing it to converse in any language spoken by the decedent. This function expires at the same time as the temporary bonuses expire. Intelligence and skill point bonuses acquired from multiple creatures stack. The save DC is Charisma-based.

The silent reaper stalks the subterranean realms of the dead, voraciously feeding on the memories of the unfortunate souls eternally slumbering within its solemn confines. To ensure an ample supply of corpses, the creature frequently dwells in active catacombs, relying upon its ability to pass through earth and stone to remain unseen as the living pay their respects to their departed loved ones. Unbeknownst to the grief stricken mourners committing the deceased to perpetual peace, the insidious scavenger lurks quietly in the shadows, waiting to devour the individual's recollections and claim another grisly trophy for its macabre collection.

The reaper stands at 5 ½ feet tall and weighs 140 pounds. Its anatomy is part humanoid and part insect. Its upper torso is human supported by an insect abdomen with four thin, chitinous legs. Two folded and wickedly curved scythe-like limbs, akin to those of a praying mantis, protrude from its chest functioning as de facto arms. These limbs display surprising flexibility and dexterity at their tips, allowing the abomination to precisely manipulate small objects. A misshapen stump devoid of eyes, ears, or any other discernible sensory apparatuses sits atop the torso, seemingly functioning as a primitive head. A necklace of shrunken heads from past victims adorns its neck or waist. The creature's entire body is black, an evolutionary feature that augments as a bizarre amalgamation of its hiding prowess.

Commensurate with its name, the silent reaper relies upon stealth to attack and kill its prey. The creature attacks with its immense scything limbs, and frequently deals substantial damage in only a few swings. After quietly and silently slaying its foe, the reaper removes the victim's head and escapes through the earth. Always preoccupied with self-preservation, the craven aberration flees if met by a superior foe.

SKELETON, BLACK

This creature resembles a normal skeleton except that its black bones glisten and its eye sockets burn with green points of light.

SKELETON, BLACK

CE Medium undead

Init +4; **Senses** Darkvision 60 ft., Perception +10

CR 5

1,600 XP

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 45 (7d8+14)

Fort +4, **Ref** +6, **Will** +5

DR 10/bludgeoning and good; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee 2 short swords +10 (1d6+2, 19-20/x2 plus 1d3 Str damage) or 2 claws +9 (1d4+2 plus 1d3 Str damage)

Special Attacks frightful presence, strength damage (Fort DC 15, affects good creatures)



STATISTICS

Str 15, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 21

Feats Ability Focus (frightful presence), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14

Languages Abyssal, Common

Gear two shortswords; when they are killed, the malignant red pin-prick eyes lose their glow and become 2 rubies worth 1,000 gp each.

ECOLOGY

Environment any underground

Organization any

Treasure standard

SPECIAL ABILITIES

Frightful Presence (Ex) The mere presence of a black skeleton is unsettling to foes, especially when the skeleton shrieks. Creatures within 60 feet and with less HD than the black skeleton that hear it must succeed on a DC 17 Will save or become panicked for 4d6 rounds. Creatures that successfully save are immune to the frightful presence of the same black skeleton for one day. The save DC is Charisma-based.

Feats (Ex) Because of the black skeleton's magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

Black skeletons look like normal skeletons with glistening, blackened bones that appear almost magically hardened and polished, and their eye sockets burn with small green points of light. Black skeletons are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen heroes are contaminated and polluted by such evil and within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Black skeletons are intelligent and do maintain some memories of their former lives. Black skeletons wear any

clothes or armor they had in life, and some still carry their gear or weapons (most discard their weapons in favor of two short swords as soon as they can).

Much more powerful than standard skeletons, black skeletons are minions of evil often employed as guardians or protectors to keep sealed some ancient knowledge best left undiscovered. They are intelligent monsters and are not subject to the mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind and sometimes go against the commands and wishes of those they serve if it benefits the black skeleton in question.

Black skeletons attack with two short swords in battle with little more than the intention of cutting their foes to pieces. They will use tactics during battle, often sending several of their number against a foe's front while the others move into position to flank their adversaries. Black skeletons are smart enough to know when the battle is lost and withdraw from combat. Most simply fight to the death, driven by some unseen hatred for the living.

SKRESH

This reptilian humanoid varies in skin tone, but always peers out from furtive scheming yellow eyes.

SKRESH

NE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +6

CR 5

1,600 XP

DEFENSE

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

hp 52 (7d8+21)

Fort +4, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee shortspear +9 (1d6+1 plus poison)

Ranged javelin +9 (1d6+1 plus poison) or shortspear +10 (1d6+1 plus poison)

Special Attacks poison

STATISTICS

Str 13, **Dex** 17, **Con** 15, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +5; **CMB** +5; **CMD** 18

Feats Point Blank Shot, Toughness, Weapon Finesse, Weapon Focus (shortspear)

Skills Craft (alchemy) +11, Climb +6, Perception +6, Stealth +11, Survival +8 (+16 while tracking); **Racial Modifiers**

+5 Craft (alchemy), +8 Stealth, +8 Survival while tracking

Language Draconic, Skresh (illiterate)

SQ jungle movement, poison use

Gear buckler, leather armor, javelin (5), short spear (2), vial of poison (5)

ECOLOGY

Environment temperate and warm swamps

Organization scout (6-12) or family (60-100)

Treasure standard

SPECIAL ABILITIES

Jungle Movement (Ex) Skresh suffer no penalties for moving through trackless jungle or swamp.



SKYSHARK

This creature resembles a shark with large bat-like wings.

SKYSHARK **CR 7**
 N Huge animal (aquatic) 3,200 XP
Init +8; **Senses** blindsense 30 ft., low-light vision, keen scent;
 Perception +8

DEFENSE
AC 19, touch 13, flat-footed 14 (+4 Dex, +1 dodge, +6 natural, -2 size)
hp 115 (10d8+70)
Fort +13, **Ref** +11, **Will** +4

OFFENSE
Speed 20 ft., fly 80 ft. (average), swim 60 ft.
Melee bite +14 (2d6+12 plus grab)
Space 15 ft.; **Reach** 10 ft.

STATISTICS
Str 26, **Dex** 18, **Con** 24, **Int** 2, **Wis** 13, **Cha** 9
Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 31
Feats Flyby Attack, Improved Initiative, Improved Natural Attack, Snatch, Weapon Focus (bite)
Skills Fly +4, Perception +8, Stealth +3, Swim +16, Survival +5; **Racial Modifiers** +8 Swim

ECOLOGY
Environment any land and aquatic
Organization solitary, pack (2-5), or school (6-11)
Treasure none

SPECIAL ABILITIES
Keen Scent (Ex) A skyshark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to 1 mile.

Skysharks are similar in appearance to normal sharks, with the addition of large, bat-like wings granting them the ability to fly. They come in many varieties, but the most common is the hammerhead. It is believed that skysharks were originally created as guardians by some mad wizard who thought flying sharks were a grand idea. However, their tendency to roam over vast areas in search of food makes them haphazard ones at best. From their bat progenitors, skysharks have the ability to breathe air, although the shark's gills are still in place, allowing the skyshark to exist both in and out of water. Skysharks flatten their wings along their bodies when swimming. Like their aquatic progenitors, skysharks are in constant motion. They are aggressive and fearless predators when hungry.

Skysharks attack with a bite made vicious with many overlapping layers of razor-sharp teeth, snatching prey on land, in the water, or in the sky. They have a sense of smell as keen as that of any shark, and the scent of blood can have a pack of skysharks convening upon the wounded prey from miles away.

Poison (Ex) *Quisloi Fire*; contact; save Fort DC 20; frequency 1/minute for 10 minutes; effect paralysis 1d6 hours and 1d3 Con damage; cure 2 consecutive saves; cost 2,000 gp.
Barmik; injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 2d4 Dex damage; cure 1 save; cost 2,000 gp
Ankala Snake Vemon; injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Strength +1d3 Con damage; cure 1 save; cost 800 gp
Blue Fog; injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 3d10 damage; cure 2 consecutive saves; cost 700 gp
Treeblood; injury; save Fort DC 19; frequency 1/round for 6 rounds; initial effect paralysis 2d6 hours; secondary effect unconsciousness 1d6 hours; cure 2 consecutive saves; cost 400 gp
Poison Use (Ex) Skresh are trained in the use of poison and cannot accidentally poison themselves when applying poison to a javelin or short spear.

Skresh are sinister reptilian humanoids that ruthlessly seek to dominate their neighbors, whoever they may be. Their skin varies from dark green, browns, and ferrous red, and their sallow eyes merely hint at their scheming.

Skresh rely on their skill at moving unseen and silently through the jungle to surprise their enemy. In battle, they depend on a wide variety of poisons to incapacitate their foes. If opposing an unknown, such as a party of PCs, the skresh usually use treeblood on their opponents, taking them back to the patriarchal head of the family for examination. Only when an enemy poses a known threat to the entire skresh race are more potent poisons used.

Skresh use shortspears and javelins with poisoned tips. Some wear leather armor and most use bucklers. They attack from concealed positions with javelins, often making it difficult for their opponents to gauge how many skresh they face.

SLAVERING MOUTHER

This rotten amoeboid creature smells incredibly foul and is missing the odd eye or mouth.

SLAVERING MOUTHER

N Large undead

CR 10

9,600 XP

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

Aura stench (10 ft., sickened, DC 19 Fort save negates)

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 97 (15d8+30)

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities amorphous, DR 10/bludgeoning and magic; **Immune** acid, critical hits, precision damage, undead traits

OFFENSE

Speed 10 ft.

Melee 6 bites + 13 (1d8+3 plus grab)

Ranged Touch spittle +11 (3d6 acid)

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

Special Attacks energy drain, engulf, slavering, spittle

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** —, **Wis** 13, **Cha** 15

Base Atk +11; **CMB** +15 (+19 grapple); **CMD** 26

ECOLOGY

Environment any underground

Organization solitary or cluster (2-5)

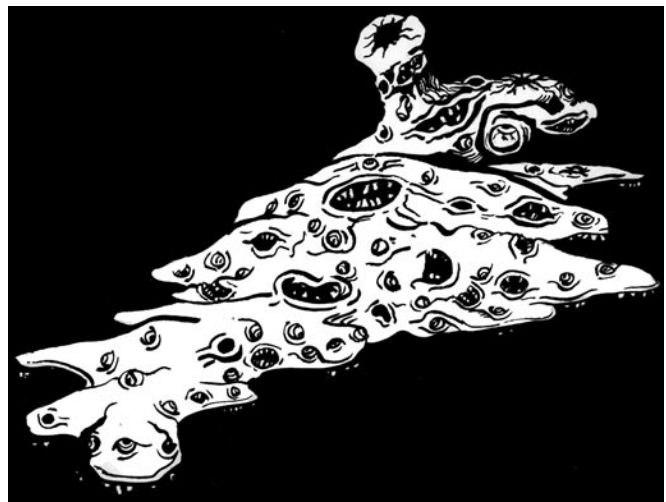
Treasure double coins, standard goods (metal and stone only), double items (metal and stone only)

SPECIAL ABILITIES

Amorphous (Ex) A slavering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and it can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Energy Drain (Su) On a successful grappled check, the mouth attaches to the opponent. It automatically deals bite damage and bestows one negative level to a living creature. This ability can be used once each round for each mouth attached. A successful Fortitude save DC 19 removes a negative level. The save DC is Charisma-based. A mouth can be ripped off (dealing 1 point of damage to the victim) with a DC 15 Strength check or severed by a successful sunder attempt (the mouth has 6 hit points). A severed mouth continues to bite for 1d4 rounds after such an attack but cannot drain energy.

Engulf (Ex) A slavering moulder can engulf one creature Large or smaller sized that is grabbed by three or more mouths. Opponents can make attacks of opportunity



against the moulder, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 20 Reflex save to avoid being engulfed. An engulfed creature cannot attack moulder from within. Engulfed creatures are subject to the moulder's acid (3d6 acid damage per round), gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The previously attached mouths are now free to attack others. The save DC is Strength-based.

Slavering (Su) As soon as a moulder spots something edible, it begins a constant slavering as a free action.

All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 19 Will save or be affected as though by a confusion spell for 1d4 rounds. This is a sonic, mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same slavering moulder's slavering for 24 hours. The save DC is Charisma-based.

Spittle (Ex) As a swift action every round, a slavering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 5d6 points of acid damage, and the target must succeed on a DC 19 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Charisma-based.

Slavering moulthers are thought to be undead gibbering moulthers brought back from the dead by dark powers. Their amoeboid form is rotten with eyes and mouths missing. They smell incredibly foul, easily detectable within 50 ft. Though it needs no sustenance, the slavering moulder eats everything in its path except stone and gems. It is commonly employed to clean underground lairs, dungeons, and labyrinths. Such subterranean homes are unusually clean. Slavering moulthers attack first by gobbing spittle at their opponents, then hurling tentacles and strings of protoplasmic flesh. The tentacles have jagged teeth on them and bite at the moulder's foes.

SLITHERVINE

This creature is a collection of green leafy vines and roots topped by a short central stalk.

SLITHERVINE

N Tiny plant

Init +5; **Senses** blindsight 60 ft.; **Perception** +6

CR 1/4

100 XP

DEFENSE

AC 19, **touch** 17, **flat-footed** 14 (+5 Dex, +2 natural, +2 size)

hp 4 (1d8)

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

Immune plant traits

OFFENSE

Speed 20 ft.

Melee thorn rake +7 (1d3-2)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks tear cloud

STATISTICS

Str 4, **Dex** 20, **Con** 10, **Int** 11, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +3; **CMD** 10

Feats Ability Focus (tear cloud), **Weapon Finesse**^B

Skills **Perception** +6, **Stealth** +17

SQ camouflage, telepathy

ECOLOGY

Environment temperate or warm forests or swamps

Organization solitary or hedge (2-12)

Treasure none

SPECIAL ABILITIES

Blindsight (Ex) A slithervine has no eyes, but uses heat, sound, and telepathy to view its surroundings up to a range of 60 feet. Beyond that range, it is considered blinded. A slithervine is invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Camouflage (Ex) Unless a slithervine is moving, it is unlikely that characters see it as anything other than an ordinary plant. A character can recognize a slithervine with a DC 15 Survival or Knowledge (nature) check.

Tear Cloud (Ex) A slithervine can release a cloud of stinging pollen into the air as a standard action. Any creature within 15 feet must succeed on a DC 12 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based and includes the slithervine's Ability Focus feat.

Telepathy (Su) A slithervine can mentally record and relay anything it senses directly into the mind of its master up to a maximum range of one mile. Information must be relayed within 24 hours or it is lost, and only a general synopsis can be transmitted. This communication is only one way unless the plant's master also is telepathic. Relaying information is a move action. Slithervines can also communicate telepathically with all intelligent creatures up to a range of 60 feet.



The sly and slippery slithervine is an intelligent race of mobile plants created by an evil wizard in her experimental garden. The slithervine is rather innocuous looking, consisting of a collection of green leafy vines and roots topped by a short central stalk somewhat resembling an ear of corn. This stalk really is an ear and is highly sensitive to all frequencies of sound. This ability, coupled with the plant's inconspicuous appearance and a limited telepathy, make the slithervine a highly coveted spy and servant.

A slithervine requires blood from its master to genetically bond to him. Once bonded, the slithervine gains the ability to understand its master's language and can communicate telepathically. Slithervines can be bonded to more than one master at a time. Other than their master's language, slithervines also generally understand the common tongue, although they cannot physically speak.

Slithervines not well treated by their masters often provide incomplete or misleading information and may attempt to auction off the knowledge they absorb to others desirous of it. A slithervine considers the good life to be lots of sun and water, rich soil, regular grooming, and plenty of interesting conversations to overhear.

While a slithervine is not well equipped for combat, it can defend itself from small predators with its thorny vines, although they are ineffective against larger foes. If cornered, the slithervine releases a cloud of blinding pollen and tries to slip away in the resulting confusion. Fleeing slithervines normally head for foliage to hide.

SNAILFOLK

This humanoid is a gray-skinned gastropod with two elephantine legs tapering outward from the 4-foot diameter shell on its back.

SNAILFOLK

N Medium monstrous humanoid

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

CR 1

400 XP

DEFENSE

AC 17, touch 8, flat-footed 17 (-2 Dex,+9 natural)

hp 19 (2d10+8)

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

Immune bludgeoning

OFFENSE

Speed 20 ft., climb 10 ft.

Melee light mace +3 (1d6+1)

STATISTICS

Str 13, **Dex** 6, **Con** 19, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 11

Feats Great Fortitude

Skills Bluff +4, Climb +13, Escape Artist +7, Open Locks +7, Perception +5, Sleight of Hand +7, Stealth +4; **Racial Modifiers** +2 Bluff, +8 Escape Artist, +8 Open Locks, +8 Sleight of Hand, +2 Stealth (+10 if pulled completely into rocklike shell in stony area, -2 in humanoid form).

SQ pliable body, telepathy 100 ft.

ECOLOGY

Environment underground

Organization solitary, group (2-6), often found with other intelligent subterranean

Treasure standard

SPECIAL ABILITIES

Pliable Body (Ex) As a move action, snailfolk may retract their entire body into their shell and secrete a powerful adhesive affixing their feet to the ground. This powerful glue prevents enemies from tipping the snail onto its back, affording outstanding protection against enemy attacks and providing a +8 cover bonus to AC. An opponent may attempt a DC 30 Strength check to pry the snailfolk's body from the ground, thus negating its cover bonus to AC. The check is Constitution-based and includes a +15 racial bonus.

In addition to the defensive application of this ability, a snailfolk's invertebrate physiology enables them to squeeze its head underneath a narrow space to see what is on the other side or poke a flattened finger into a keyhole to investigate the locking mechanism. An enemy striking the snailfolk in such a precarious position ignores the snailfolk's natural armor bonus.

Telepathy (Su) Snailfolk can communicate with all willing creatures within 100 ft. if the creature possesses a language.

Snailfolk are gray-skinned gastropods of humanoid shape with a 4-foot diameter shell on its back. Four flexible stalks and an oval orifice functioning as a mouth are the only discernible features on its face. Two elephantine, tree trunk legs tapering slightly outward from the bottom of its shell provide the creature its only means of locomotion, dragging it along the ground. A thin slime coats their pliant bodies, inhibiting them from wearing any clothing. Adult snail men are fairly strong, standing 6 feet tall and weighing 450 pounds, thanks in part to the hard shells affixed to their backs. Lacking vocal organs, snailfolk depend upon their limited telepathic abilities to communicate.

Snailfolk begin life as small, 8-inch long gastropods, appearing no different from the standard garden snail. They crawl slowly about on their single rubbery "foot" leaving behind a glistening trail of viscous goo in their wake. Because of this distinctive signature, they are extremely easy to track until their slime evaporates an hour later. As they continue to mature, their developing bodies undergo a subtle metamorphosis. Their rubbery body exhibits more flexibility allowing the creature to stand upright on its two legs. In this posture, snailfolk utilize their two arms to wield weapons and perform a variety of simple tasks such as grasping objects. Despite the presence of humanoid limbs, snailfolk retain the ability to walk along sheer surfaces reducing their already limited speed in half.

Snailfolk maintain their composure and poise in the heat of battle. Snailfolk favor small, blunt weapons, since they can retract themselves and the weapons into their shells without any real danger of injury. Snailfolk opt for discretion in lieu of valor whenever confronted by a clearly superior foe, prompting them to retreat into the safety of their hard shell until help arrives or the foe loses interest.

Snail men are nomadic transhumants, migrating from different feeding grounds based upon the seasons and food availability. They are vegetarians, preferring mosses and lichens to complex plants, although they are capable of digesting any plant matter. Snail men tribes store their treasure in their shells and are thusly always in their lair. Occasionally, snail men tribes will meet up with many other tribes to discuss matters important to the larger groups. These larger meetings can be attended by up to hundreds of snail men, who may seek vengeance against those who attack their member tribes.

As invertebrates, snailfolk find the notion of a skeleton completely unnerving. They view arthropods and other creatures with an exoskeleton with somewhat less suspicion; yet they naturally view invertebrates as the pinnacles of biological design. Snailfolk believe that covering the skeleton with layers of flesh indicates that the creature is obviously hiding something, a belief continually borne out in their voluminous folklore on the subject. They take gleeful pride when breaking someone's bones (even a friend's) with their blunt weaponry as it is sure to "teach the skeleton inside a lesson." A snailfolk encountering a pile of bones in a creature's lair takes the precaution of breaking each bone in half, just in case they get any nasty ideas about animating as a skeleton.

Like many gastropods, snailfolk are a hermaphroditic race; each member possesses both male and female reproductive organs. Snailfolk cannot impregnate themselves, but both partners can walk away pregnant from a single encounter.

SOULTRAPPER

Resembling sunflowers, this creature has large blossoms with black centers and orange petals.

SOULTRAPPER

N Diminutive plant

Init -5; **Senses** blindsight 50 ft.; Perception +7

CR 3

800 XP

DEFENSE

AC 9, touch 9, flat-footed 9 (-5 Dex, +4 size)

hp 30 (4d8+12)

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

Immune plant traits

OFFENSE

Speed 0 ft. (immobile)

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

Special Attacks attraction, soul steal

Spell-like Abilities (CL 10th)

At will (dependent on petals) — *call lightning* (DC 16), *control weather*, *entangle* (DC 14), *insect plague*, *obscuring mist*, *plant growth*, *soften earth and stone*

STATISTICS

Str -, **Dex** -, **Con** 14, **Int** 1, **Wis** 14, **Cha** 16

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

Feats Ability Focus (attraction), Toughness

Skills Perception +7, Stealth +12

ECOLOGY

Environment temperate and warm lands

Organization solitary

Treasure none

SPECIAL ABILITIES

Attraction (Su) Soultrappers can attract intelligent creatures within 30 feet as if using a *sympathy* spell (Will DC 17 negates). The soultrapper is limited to attracting one type of creature at a time (as with *sympathy*), but can change the type of creature as a move action. The soultrapper can turn its attraction ability on or off as a free action. The save DC is Charisma-based and includes the soultrapper's Ability Focus feat.

Spell-like Abilities (Sp) At the start of any encounter, a given soultrapper is assumed to have 1d4+1 petals. Each petal provides enough fuel for the soultrapper to use one

or more of its spell-like abilities a total of 5 times, after which the petal wilts and falls off (oldest petals first).

Soul Steal (Su) At the soultrapper's option, any living creature with Intelligence and Charisma scores of 3 or higher touching the soultrapper's blossom has its soul drawn into the flower (no save allowed). The soultrapper grows another petal, and the creature becomes a seed-bearer.

Seed-bearers are nearly-mindless servants of the soultrapper. A seed-bearer's body remains unchanged except for a tiny soultrapper seed which forms midway down its throat. The seed-bearer, upon losing its soul, begins marching in a random direction, continuing without food or rest until it either collapses from exhaustion or reaches an impassable barrier. There, it spits out the soultrapper seed and dies unless assisted. The seed, if it takes to soil, grows into a young soultrapper within six to eight months.

A seed-bearer will struggle if restrained but it does not fight, use any special abilities it may have, or speak. A seed-bearer can be restored to normal by placing the petal containing its soul under its tongue, at which point its soul is restored to its body and the seed inside it dies. Using the wrong petal has no effect.

Viewing a petal with a *detect magic* or similar spell reveals a faint image of the creature whose soul is captured within. Petals removed from a soultrapper's flower or attached to a dead soultrapper last for 1d4 weeks before crumbling into dust. Soul steal is a necromantic effect.

Soultrappers are rare flowers which steal the souls of unwary beings, transforming them into seed-bearers in order to reproduce. Bearing a faint resemblance to sunflowers, with black centers and large orange petals, a soultrapper blossom blooms at the center of a spread of finger-thin vines. The vines rise from the ground, clinging to any surfaces present and anchoring the blossom to a rock or tree trunk. Soultrappers prefer slightly humid and moist areas but are able to adapt to virtually any environment by using their magical abilities to alter their surroundings.

Soultrappers power their magic with their petals, each one holding the captured soul of a being who touched the soultrapper. Not normally violent, soultrappers allow most animals and uninterested creatures to pass by without confrontation. Only if a soultrapper is running low on petals or if it perceives a creature to be a potentially useful seed-bearer (based on the creature's apparent strength and endurance) does it try to lure in prey.



Despite their dangerous nature, soultrappers are occasionally found at the center of farming communities, due to their beneficial effect on the environment. This risky tactic occasionally leads to worship of the flower, where individuals are offered as sacrifices to the plant. Some druids revile soultrappers, but others believe soultrappers epitomize the cycle of life. These druids, when they find themselves too old or ill to carry on, often give themselves to soultrappers, offering their bodies and souls to nature.

Soultrappers target violent creatures with their attraction ability first, and immediately shift to using their spell-like abilities if the attraction fails. A typical soultrapper strategy against attraction-resistant creatures is to keep them from approaching with abilities such as *entangle* and *soften earth and stone*, then use *insect plague* to create a living barrier. A soultrapper that feels threatened but that is not in immediate danger will use *control weather* to summon a storm in order to enhance *call lightning* later on. Some soultrappers grow behind tree branches or between rocks, giving them concealment or a cover bonus to AC.

Soultrappers are valuable for use in a variety of dark magics, and can fetch up to 2,000 gp for these purposes if a buyer can be found, and if the plant is in good condition. More common is soultrappers' use in poisons and for spell augmentation. For purposes of determining creation time and raw materials cost, a dose of ungol dust created with soultrapper sap costs only 100 gp. Ungol dust created in this manner has a DC 20 Craft (alchemy) check. A character with 5 or more ranks in Knowledge (nature) has a +2 bonus on the Craft (alchemy) check. A soultrapper petal can be used to maximize (as the metamagic feat) any necromancy spell when used as a material component, and the petal is consumed in the casting.

SPIDER, BRAINLOCK

This arachnid is covered with patches of pink-gray mold along the upper parts of its cephalothorax.

SPIDER, BRAINLOCK

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +6

CR 6

2,400 XP

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 67 (9d8+27)

Fort +9, **Ref** +4, **Will** +3

Immune vermin traits

OFFENSE

Speed 30 ft. climb 20 ft.

Melee bite +8 (1d6+3 plus poison)

Special Attacks poison, spores

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +8; **CMD** 19

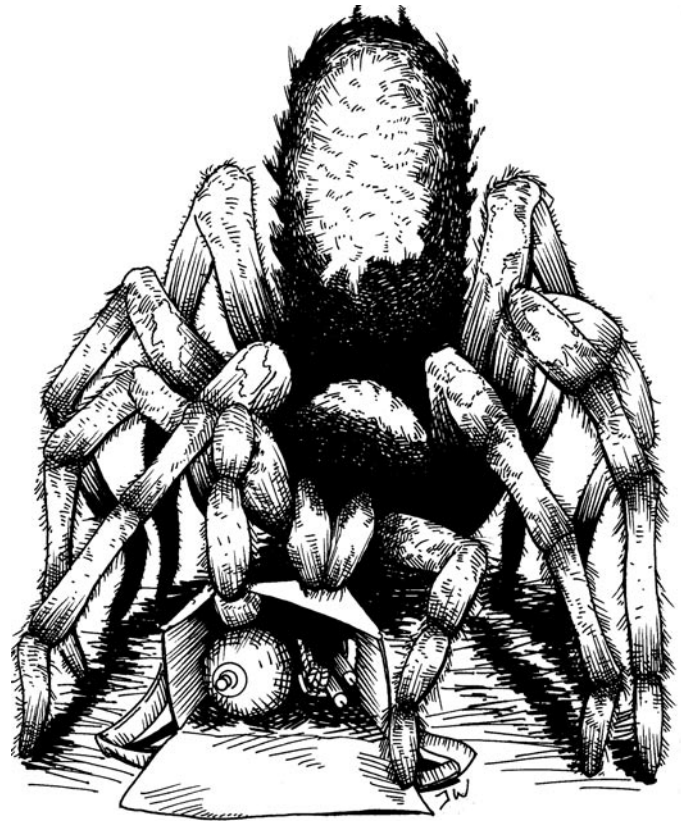
Skills Climb +10, Perception +6; **Racial Modifiers** +8 Climb, +6 Perception

ECOLOGY

Environment any underground

Organization solitary, colony (2-5)

Treasure incidental



SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Spores (Ex) If disturbed, a patch of this pinkish-gray mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must succeed on a DC 17 Fortitude save or take 1d6 points of Intelligence damage. Another DC 17 Fortitude save is required 1 minute later - even for creatures who succeeded at the first save - to avoid taking 2d6 points of Intelligence damage. The save DC is Dexterity-based and includes a +2 racial bonus. Anyone brought down to 0 Intelligence falls unconscious into a coma-like stupor. Fire destroys brainlock mold, and sunlight renders it dormant.

Brainlock spiders are immune to the effects of the mold and can send mold spores out in a 10-foot cloud by rubbing their legs against the mold covering their cephalothorax. Note, even after a brainlock spider is slain the mold on its body is still active and must be dealt with.

Brainlock spiders are named after the mold that usually grows in symbiosis on their bodies. Brainlock mold grows in pinkish-grey lumps, and the spider of the same name usually has a layer of the patchy mold growing upon the upper parts of its cephalothorax and all but the joints of its many-segmented legs. Otherwise, the brainlock spider is built rather like a tarantula, albeit one standing five-feet-long. It does not generate webbing from its body like most spiders do. Brainlock spiders live a subterranean existence as the mold they harvest on their bodies is ineffective in sunlight.

Brainlock spiders are slower than most monstrous spiders of comparable size, often allowing their mold spores to do most of their hunting for them. They begin combat by inciting the mold on their bodies to burst forth in a cloud of spores, and move in to bite their prey after the spores have had a chance to take effect.

SPIDER, TIME

This overgrown spider shimmers as it flickers in and out of time.

SPIDER, TIME

N Large vermin

Init +4; **Senses** darkvision 60 ft.; Perception +10

CR 6

2,400 XP

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +7, **Will** +3

Immune vermin traits

OFFENSE

Speed 30 ft. climb 20 ft.

Melee bite +9 (1d8+6 plus poison)

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

Special Attacks poison, time web

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +11; **CMD** 25

Skills Climb +12, Perception +10; **Racial Modifiers** +8 Climb, +10 Perception

SQ flicker

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Flicker (Ex) Time spiders skip from second to second. This flicker effect explains the spiders' high natural armor bonus, but it makes it almost impossible for the creatures to hide or camouflage themselves. In any situation where the spider might normally make a Stealth check, a character trying to locate the spider makes a simple DC 10 Perception check instead.

Poison (Ex) Bite—*injury*; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Time Web (Ex) Time spiders layer and knot their webs to fill tunnels and caverns up to 20 feet in diameter. The webbing exists in the usual three spatial dimensions, and they actively travel through the fourth dimension of time. The parts of the web that exist in space are sticky, making it strong and difficult to escape. The parts of the web that exist in time are not sticky. A time spider moves across its web at its climb speed and can detect the exact location of any creature touching the web. It takes two rounds for a spider in its lair to move to the location of a trapped creature. A time spider's web traps creatures within its area when it appears suddenly around them. Creatures within 10 feet of the edge of the web may make a Reflex save (DC 20) to move out of the web's area and escape being entangled by the web. As a standard action, an entangled creature can escape with a successful DC 21 Escape Artist check or burst the web with a Strength check (DC 25). The save DCs are Constitution-based and include a +4 racial bonus.

Each 5-foot section of the web has 16 hit points. The web strands have DR 5/—. The webs burn easily though and take double damage from fire attacks. A thread exists for 8-15 rounds and appears in any one place 1-2 times a day. A character may figure out how to use the web to move through time by making a DC 35 Knowledge (arcana) check. This allows the party to spatially and temporally navigate along the non-sticky part of the web, according to the thread length and period of existence.

Time spiders look no different than giant spiders, except that they flicker in and out of the time stream. Time spiders weave their webs using all four dimensions. A tunnel full of time spider webbing is usually empty, inhabiting the same space, but not the same time. A group of travelers traveling through such a tunnel may find themselves ensnared when the web suddenly appears around them, sharing both space and time with the unfortunate prey.

Sages speculate that a phase spider consuming both a blink dog and a will-o'-wisp within a short period has a chance of molting into a time spider. It is common to find blink dogs and will-o'-wisps in areas populated by time spiders.

STINGING WOODFLY

This creature appears to be an insect made of twigs and leaves.

STINGING WOODFLY

N Diminutive plant

Init +7; **Senses** blindsight 100 ft.; Perception +0

CR 1/8

50 XP

DEFENSE

AC 21, touch 21, flat-footed 14 (+7 Dex, +4 size)

hp 2 (1d8-2)

Fort +2, **Ref** +7, **Will** -4

Immune plant traits

OFFENSE

Speed 15 ft. (perfect)

Melee sting -1 (1 plus burrowing thorn)

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

STATISTICS

Str 1, **Dex** 25, **Con** 10, **Int** 2, **Wis** 2, **Cha** 18

Base Atk +0; **CMB** +3; **CMD** 8

Feats Ability Focus (burrowing thorn), Stealthy^B

Skills Escape Artist +9, Fly +21, Perception +0, Stealth +21

SQ camouflage

ECOLOGY

Environment any forests

Organization solitary or swarm (2-6)

Treasure none

SPECIAL ABILITIES

Blindsight (Ex) The stinging woodfly has no visual organs but can ascertain all targets within 100 feet using odors and heat detection. As a side-effect, it is attracted to small flames such as candles, torches, campfires, etc.

Burrowing Thorn (Ex) If the stinging woodfly manages to make a successful sting attack, its thorn detaches and begins burrowing into the flesh of the target. The

targeted creature can attempt a DC 14 Fortitude save to reject the thorn. Failure results in 1 point of permanent Constitution drain. During the next seven days the wound will swell into a spherical bump, and after fourteen days, this bump becomes hard and woody like a walnut. After two months, the woody cyst splits open and expels hundreds of soft, wispy seeds. The save DC is Constitution-based and includes a +2 racial bonus and a +2 bonus from its Ability Focus feat.

The bump is quite ugly, and if it is in a visible location on the body (face, hand, etc), the creature incurs a -1 penalty to Charisma. A *remove disease* spell cast within 24 hours will kill the thorn and prevent the bump from forming. Otherwise the bump and eventually the woody cyst will still form, requiring physical removal with a DC 17 Heal check to cure the infestation. Removing the bump or cyst causes 1d4 points of subdual damage that cannot be healed magically.

Camouflage (Ex) When the stinging woodfly is at rest, it gains +8 to Stealth Checks.

The stinging woodfly is a tiny creature that appears to be an insect made from twigs and leaves. This moth-like plant spends most of its life as a stationary weed, quietly growing in a sunny patch like any other weed. Upon reaching adulthood, usually around the middle of summer, the woodfly drops its flower and detaches itself from its stem. After a period of rest where it grows a single, sharp thorn, it begins stealthily searching the woods for an animal.

Once the stinging woodfly locates an animal or humanoid, it attempts to quietly attach itself to the creature. It then carefully locates a suitable point to sting the animal with its thorn attack. If the stinging woodfly is discovered or threatened, it usually tries to flee to a safe distance and hide until it can return unnoticed. Once a stinging woodfly releases its thorn, it dies within 2 rounds.

STONESTRIDER

This creature resembles a four-legged stone spider with one featureless, ovoid body section.

STONESTRIDER **CR 4**
N Large outsider (earth, elemental, native) 1,200 XP
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10

DEFENSE

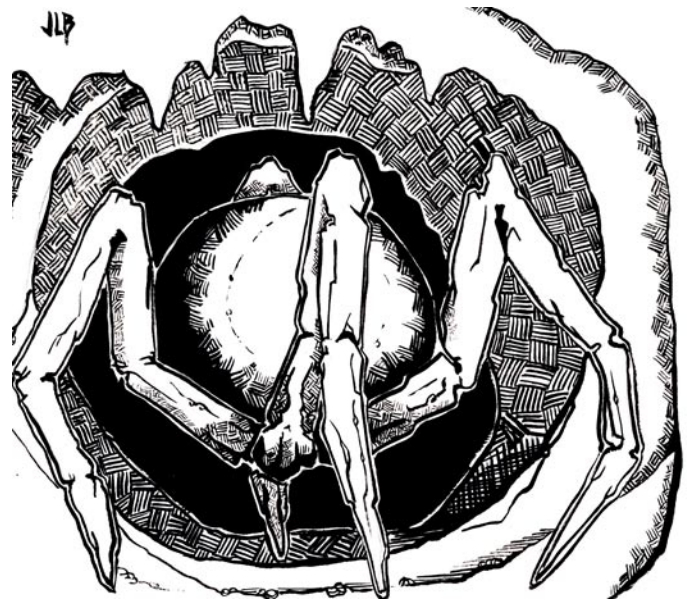
AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)
hp 51 (6d10+18)
Fort +5, **Ref** +5, **Will** +6
Immune elemental traits

OFFENSE

Speed 20 ft., burrow 30 ft., climb 20 ft.
Melee slam +12 (1d8+10 plus ethereal push)
Space 10 ft.; **Reach** 5 ft.
Special Attacks ethereal push, spell-like abilities
Spell-Like Abilities (CL 13th)
At Will or 2/day – *meld into stone*
1/day – *ethereal jaunt*

STATISTICS

Str 24, **Dex** 10, **Con** 16, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +14; **CMD** 24 (28 vs. trip)



Feats Cleave, Great Cleave, Power Attack
Skills Climb +15, Perception +10, Stealth +5, **Racial Modifiers** +8 Climb
Language telepathy (10 ft.)
SQ enveloping mount, squeeze

ECOLOGY

Environment any underground
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Ethereal Jaunt (Su) Once per day a stonestrider can become ethereal as the *ethereal jaunt* spell. A stonestrider may use this ability while carrying a rider with its enveloping mount ability.

Enveloping Mount (Su) Stonestridders are not ridden like normal mounts, rather they flow their semi-malleable bodies around a trusted rider. The stonestrider can initiate or end this ability as a full round action. While enveloped, the rider gains a +4 cover bonus to armor class. An attack that misses the rider within the margin provided by cover instead hits the stonestrider, provided that the attack roll is at least equal to the stonestrider's armor class. The rider must depend on the stonestrider for movement just as if riding a more conventional mount, but riding a stonestrider needs no saddle. The rider follows all other normal rules for mounted combat. A stonestrider can make no physical attacks of its own while enveloping a rider.

Ethereal Push (Su) An opponent hit by a stonestrider's slam attack must succeed a DC 16 Fortitude save or be forced onto the ethereal plane. The opponent remains ethereal for 1d4 rounds, unable to interact with the physical world; follow the restrictions described in the *ethereal jaunt* spell. The save DC is Constitution-based.

Meld into Stone (Sp) A stonestrider can *meld into stone* as the spell as a standard action. A stonestrider can use this ability at will and maintain its melded state indefinitely unless it is using its enveloping mount ability. If using its enveloping mount ability, a stonestrider may only use this ability twice per day.

Squeeze (Ex) The stonestrider's strange legs allow it to navigate narrow areas as if it were a medium-sized creature (the approximate size of its ovoid body) in the rare instances when it cannot simply *meld into stone* or turn ethereal.

Telepathy (Ex) Stonestridders have a primitive telepathic ability, allowing them to communicate very limited concepts with any creature within 10 feet that has language. They have unusual minds, and any creature telepathically communicating for more than 2 turns becomes dumbfounded and unable to perform any actions for 5 rounds before regaining normal cognizance. Dwarves that continually ride stonestridders can double this duration and halve the consequences, but are inevitably considered "odd" by their peers - yet, some of the greatest dwarven leaps of genius come from those minds most touched by the unusual stonestridders.

Stonestridders are outsiders that roam underground and are often used by elite dwarven cavalry. Their strange connection to the ethereal plane also make them excellent mounts for scouts and ambush parties despite their slow speed. Dwarves have long used stonestridders to carry messages or undertake scouting missions through dangerous areas, especially those in danger of collapsing.

A stonestrider looks much like a four-legged stone spider with one featureless, ovoid body section. Although it can navigate in any direction with ease, it generally keeps the long axis of its body oriented 'forward'. A stonestrider has no head, mouth or other appreciable features, although some specimens appear pitted and worn down after long absence from the elemental plane of earth. The top of a stonestrider's body stands about five feet off the ground, but its five-jointed legs arch up an additional foot or so.

Stonestridders are almost never encountered without dwarven riders or a band of dwarven scouts. Those few that are found alone seldom attack but fight back if threatened. When in combat, dwarves riding stonestridders try to *meld into stone* and wait for a chance to strike at the leader of their foes. They often set ambushes at strange angles, dropping on foes from above, appearing suddenly out of cliff faces or reaching up from a featureless cavern floor.

STRANGLEBARK

This unique predator is a broad flat beast with a thick bark-like hide and woody limbs.

STRANGLEBARK

N Medium aberration

Init +3; **Senses** blindsight 50ft.; Perception +5

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 37 (5d8+15)

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

Immune acid, gaze attacks, visual effects and spells

OFFENSE

Speed 10 ft.; 40 ft. when springing

Melee slam +8 melee (1d6+7 plus grab)

Special Attacks spring, wrap (1d6+7 plus 1d6 acid)

STATISTICS

Str 20, **Dex** 17, **Con** 15, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 21

Feats Great Fortitude, Lightning Reflexes, Toughness

Skills Acrobatics +7, Climb +9, Perception +5, Stealth +7

(+19 while wrapped around a tree), Survival +5; **Racial**

Modifiers +12 Stealth while wrapped around a tree

ECOLOGY

Environment temperate forests

Organization solitary or copse (2-12)

Treasure standard

SPECIAL ABILITIES

Spring (Ex) If a stranglebark is wrapped around a tree, opponent, or similar object, it can unwind itself violently, launching itself through the air at a distance of up to 40 feet. This ability is otherwise identical to a charge.

Wrap (Ex) A stranglebark can wrap around its foe completely and begin to digest it. With a successful grapple check, the stranglebark pins its opponent, dealing automatic slam damage plus 1d6 points of acid damage. While its opponent is pinned, any attacks striking the stranglebark deal damage to both the stranglebark and its victim; each receives half the damage, rounded down.

The stranglebark is a bizarre creature of stealth and surprise. Stranglebarks make their homes in forests and wooded areas, where their treelike appearance gives them near invisibility. A stranglebark is a broad, nearly flat beast, with a thick bark-like hide and woody limbs. Stranglebarks wrap their bodies around the trunks of trees, blending in perfectly, and then lie in wait for forest creatures to walk by. When prey comes within range, the stranglebark inverts its curve, springing out from its tree and engulfing its victim. The pocket created when a stranglebark curls up functions as its stomach, and acid can be secreted from the pores in its skin, allowing it to liquefy and absorb its food. Stranglebarks do not collect treasure; however, they tend to stay in one area, so valuables often accumulate in the underbrush within their territories.

The stranglebark remains still until opponents move within range of its spring attack, which it typically uses to initiate combat. If it misses with its spring, it makes slam attacks with its branches, attempting to grab hold of a victim and wrap around him. If spotted or in dire straits, the stranglebark uses its spring ability to quickly bounce from tree to tree to escape.

Some stranglebarks have had to adapt to treeless environments, especially in deforested areas. Some have developed a stony look and wrap themselves around pillars in ruins or stalagmites in caverns. A subspecies of stranglebark, often called the falspan, curls up like a log and lies across chasms. When creatures walk across, it drops them into the chasm to crash against the rocks below, while it glides down like a flying squirrel to devour them.

TEO-SELERAI

This mottled green-brown skinned humanoid moves on all fours with supernatural grace and speed. Their bulging black eyes and six-fingered clawed hands are almost as unnerving as their throaty gurgle.

TEO-SELERAI

CE Medium monstrous humanoid
Init +7; Senses darkvision 60 ft.; Perception +9

CR 4

1,200 XP

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)
hp 30 (4d10+8)
Fort +3, Ref +8, Will +2
DR 10/magic; SR 13
Weaknesses light blindness

OFFENSE

Speed 70 ft., climb 50 ft.
Melee 3 claws +8 (1d6+3), bite +3 (1d4+1 plus disease)
Special Attacks disease, pounce
Spell-Like Abilities
Constant-haste, spider climb

STATISTICS

Str 17, Dex 16, Con 14, Int 4, Wis 7, Cha 10
Base Atk +4; CMB +7; CMD 21
Feats Alertness, Improved Initiative
Skills Acrobatics +11, Climb +11, Perception +9, Stealth +11;
Racial Modifiers +4 Acrobatics, +8 Climb, +4 Perception, +4 Stealth
Languages Common (cannot speak)
SQ blood spawn

ECOLOGY

Environment any underground
Organization solitary
Treasure standard

SPECIAL ABILITIES

Blood Spawn (Su) When a teo-selerai takes 10 or more points of damage from a piercing or slashing weapon in a single attack, the spilled blood transforms into 1d8 bats, 1d4 rats, or 1d2 Small monstrous spiders (equal chance for each). These creatures, though hostile to the teo-selerai's attackers, are not under the teo-selerai's control, and disappear after 1d4 rounds. The teo-selerai's blood loses this quality when the teo-selerai dies.

Disease (Ex) *Filth fever*. Bite – injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Pounce (Ex) If a teo-selerai charges a foe, it can make a full attack.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds teo-selerai for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Teo-selerai are filthy, sadistic creatures that live underground, the mad creations of powerful magic. Averaging between 4 and 5 feet tall, teo-selerai have mottled, greenish-brown skin, bulging black eyes, and six-fingered, clawed hands. Though capable of standing upright, teo-selerai move on all fours with supernatural

grace and speed, magically clinging to cavern walls and ceilings. The only sound a teo-selerai makes is a throaty gurgle, produced when the creature is excited or anxious.

Teo-selerai were once human but were altered by magic and driven underground. They live alone in caves, and rarely come above ground due to their intense hatred of light. They eat whatever creatures they can find (usually bats or fish from underground streams) and eagerly attack humanoids when given the chance, dragging explorers' corpses back to their lairs and feeding off them for days. Teo-selerai prefer to observe their enemies from hiding before attacking, but always attack intelligent creatures who spot them.

A character with the Craft (alchemy) skill can powder and treat a teo-selerai's bone marrow to create a poison equivalent to id moss. The bones can be removed without need for a skill check. For purposes of determining creation time and raw materials cost, a dose of id moss created with teo-selerai bones costs only 25 gp, and has a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (nature) has a +2 bonus on the Craft (alchemy) check.

TREELOST DRYAD

This forlorn creature looks like a typical dryad, but close inspection reveals deep scars and cracks in its flesh.

TREELOST DRYAD

NE Medium fey
Init +4; Senses low-light vision; Perception +11

CR 5

1,600 XP

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 44 (8d6+16)
Fort +5, Ref +10, Will +6

OFFENSE

Speed 30 ft.
Melee 2 claws +8 (1d4)
Special Attacks flay flesh, spell-like abilities
Spell-Like Abilities (CL 10th)
Constant – speak with plants
At will – entangle (DC 15), wood shape (1 lb. only)
3/day – charm person (DC 15)
1/day – cure light wounds, warp wood (DC 16)

STATISTICS

Str 10, Dex 19, Con 13, Int 14, Wis 10, Cha 18
Base Atk +4; CMB +4; CMD 18
Feats Great Fortitude, Stealthy, Toughness, Weapon Finesse
Skills Climb +11, Craft (sculpture) +13, Escape Artist +17, Handle Animal +12, Knowledge (nature) +13, Perception +11, Stealth +17, Survival +8; Racial Modifiers +6 Craft (wood)
Language Common, Elven, Sylvan; speak with plants
SQ woodcraft

ECOLOGY

Environment temperate forests
Organization solitary
Treasure none

SPECIAL ABILITIES

Flay Flesh (Su) As a standard action, a treelost dryad can peel off a bit of their cracked flesh, causing 1d2 hit points of damage to themselves in the process. All creatures within 30 feet take 1d8+5 points of damage which cannot be healed magically. Those affected by this foul power know immediately that something is wrong with their wounds and something is festering within them. Damage inflicted by this power heals 1 hp per day; however, a *cure disease* spell allows the wound to heal normally.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Almost all dryads die when their trees die, but not all. Wandering through the forest, the treelost dryad is searching endlessly for her dead companion tree. Long ago driven mad, the treelost dryad is a volatile and fearsome foe when pressed or when interrupted in her search for home. Treelost dryads tend to ignore the presence of others until something interferes with their search for their lost home. A few seek to lure intruders into traps to find out if these foreigners were the ones who destroyed their forest. No matter what, each treelost dryad behaves in accordance with her own particular form of insanity. Animals have a pronounced aversion to their presence, so the estranged fey find comfort only with twisted creatures like themselves. The treelost dryad looks like a typical dryad, and only closer inspection shows deep scars and cracks in the treelost dryad's flesh.

TULGORTH

This lanky humanoid-shaped creature with pulsating roots dangling from its body and small fungal growths budding across its back.

TULGORTH

NE Large plant

Init -1; **Senses** low-light vision; Perception +9

DEFENSE

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

hp 59 (7d8+28)

Fort +9, **Ref** +1, **Will** +4

DR 5/piercing or slashing; **Immune** plant traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+5)

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

Special Attacks spore cloud (disease)

STATISTICS

Str 20, **Dex** 8, **Con** 19, **Int** 5, **Wis** 10, **Cha** 4

Base Atk +5; **CMB** +11; **CMD** 20

Feats Improved Bull Rush, Improved Natural Attack, Iron Will, Power Attack

Skills Perception +9, Stealth +3 (+15 in forested or overgrown areas); Racial Modifiers +4 Stealth (+16 in forested or overgrown areas)

Languages Common, Sylvan

SQ root to spot

ECOLOGY

Environment temperate and warm forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Disease (Ex) Spore cloud – inhalation; *save* Fort DC 17; *onset* 1d3 days; *frequency* 1/day; *effect* 1d4 Strength and 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Root to Spot (Ex) A tulgorth can root itself to the ground and begin feeding on plants in a 30-foot radius as a standard action. After 1 hour of feeding, small plants (such as grass, small flowers, and weeds) brown and die. After 2 hours, larger plants such as shrubs and vines die. After 3 hours, the tulgorth drains all life from small trees, and after 4 hours, all plant life in the area dies and the larger region is affected as by the stunting effect of a *diminish plants* spell. Plant creatures (other than the tulgorth) in contact with the ground during this time suffer 1d3 points of damage per round.

Tulgorths also take root when outnumbered or otherwise threatened. A rooted tulgorth gains a +2 bonus to Strength, a +4 bonus to Constitution, and fast healing 1. A rooted tulgorth cannot move from its spot (though it can otherwise act normally) and must take a move action to uproot itself.

Spore Cloud (Ex) Once per week, a tulgorth can release a cloud of spores in a 10-foot radius in all directions as a standard action. The spores become inert after 1 round in the air. Any creature within the spore cloud must succeed on a DC 17 Fortitude save or be infected with the tulgorth's transformative disease. If a diseased creature is not cured within 2d6 days of infection, it dies and becomes a tulgorth. Newborn tulgorths are statistically identical to mature tulgorths, but cannot create spore clouds.

Tulgorths roam the wild, draining the earth of its nutrients and implanting creatures with their seeds. An average tulgorth stands over 7 feet tall and weighs about 250 pounds. It is a lanky humanoid with limbs that easily resemble roots or naked branches. It has a flat head with eyes wide and white. Roots seem to dangle from the creature, pulsating with a life almost their own, and small fungal growths of various sizes and colors can be seen budding through its hide across its back.

While most plants derive their nourishment from sunlight and rain, tulgorths feed on the earth itself, driving their shoulder-vines into the ground and draining the life from nearby plants, leaving only circles of blackened earth. As a tulgorth drains the land, worms and insects often escape from the cracked soil, finding a new home in the tulgorth's body. As tulgorths mature and ingest more life, their colors become deeper and their skin more barklike. Tulgorths hate and are passionately hated by treants.

Tulgorths propagate their species by transforming other creatures. Once fully mature (within about fifteen months), a tulgorth can expel a cloud of highly-infectious spores. Creatures who come in contact with these spores quickly absorb them. The resulting infection can cause severe skin irritation, shortness of breath, and nausea. After several weeks, the infected creatures begin sprouting brown, weedlike growths from their bodies. An infected creature dies if not treated at this point, and its corpse becomes the central body mass of a newborn tulgorth.

A tulgorth smashes at its opponents, releasing spores only when its own defeat seems imminent or when its enemies attempt to escape. When badly injured, a tulgorth roots itself to the ground in an effort to heal its wounds.

The small mushrooms that grow from a tulgorth's back are each worth 150 gp on the black market and produce hallucinogenic effects when crushed into powder and smoked. Eating a tulgorth's mushrooms raw can be deadly, however, threatening severe muscular spasms and brain damage (poison; ingested; save Fort DC 17; frequency 1/minute for 10 minutes; initial effect 1d6 Constitution damage, secondary effect 2d6 Intelligence damage; save 1 save). A single tulgorth has 2d6 mushrooms of sufficient size to be salable. When a tulgorth mushroom is used as a material component in a *blight* spell, the spell is heightened (as the metamagic feat) 1 spell level. Additional mushrooms do not boost the level further. The mushroom is destroyed in the casting.

UBEROUS GUARDIAN

This creature appears little more than ancient dust and cobwebs until disturbed, when it rises as a hazy whirlwind pummeling those that dare disturb it.

UBEROUS GUARDIAN

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

CR 5

1,600 XP

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 63 (6d10+30); regenerate 1 per 2 rounds

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

Resist lightning 10; **Immune** cold, fire, magic, polymorph, undead traits, weapon damage

OFFENSE

Speed fly 60 ft. (good)

Space 10 ft.; **Reach** 0 ft.

Special Attacks whirlwind (at will, 10–30 ft. high, 2d6+6 damage, DC 17)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** —, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 24

SQ focus

ECOLOGY

Environment any underground

Organization solitary

Treasure double

SPECIAL ABILITIES

Focus (Ex) Uberous guardians have a focus through which they can be more easily harmed. This can take the shape of a brazier, table, statue, or some other item that may be considered the centerpiece of the treasure room. They are not always easily discernable, as the guardians will often keep them covered in dust. The object can only be harmed by magic weapons, but it takes full damage from the blow and that damage is transferred to the uberous guardian.

Weapon Immunity (Ex) Uberous guardians are immune to weapon damage and only suffer hit points of damage based upon the magical plus of a weapon. For example, a +3 *dagger* does 3 points of damage per hit while a +1 *longsword* does 1 point of damage.

Uberous guardians appear as nothing more than ancient dust and cobwebs until disturbed; then they rise as hazy whirlwinds, pummeling those with the debris in their whipping winds that dare disturb them. Spontaneously formed from the dust gathered in a treasure room long lost to discovery, an uberous guardian is the spirit of a treasure chamber taken shape. They can travel no more than 100 feet from their lairs and only do so while in pursuit of potential raiders. Uberous guardians have no treasure of their own, but are only found guarding the treasures of others. Any item that is part of the treasure of an uberous guardian cannot be moved, teleported, or in any way affected by magic until the guardian is destroyed.



UNDAL

This large quadruped has a majestic crown of horns atop its head with sharp thumb spikes growing out of its ankles.

UNDAL

N Large magical beast

CR 4

1,200 XP

Init +3; **Senses** darkvision 60 ft.; low-light vision; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 14 (+3 Dex, +1 dodge, +5 natural, -1 size)

hp 45 (6dl0+12)

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

OFFENSE

Speed 30 ft.

Melee thumb spike +9 melee (1d8+6)

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

Special Attacks crown of thorns (4d4+6)

STATISTICS

Str 18, **Dex** 16, **Con** 15, **Int** 5, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Alertness, Dodge, Weapon Focus (thumb spike)

Skills Perception +10

ECOLOGY

Environment any underground

Organization solitary or herd (5-20)

Treasure none

SPECIAL ABILITIES

Crown of Horns (Ex) When an undal charges, it lowers its head to gore its enemy with its head full of horns. On a successful charge, the undal deals 4d4+5 points of damage with its horns. This attack takes the place of its thumb spike attack and can only be performed if the undal is at least 30 feet away from its target.

Sometimes called the cattle of the deep, the undal is a large, peaceful, herbivore that grazes on mushrooms, mosses, and lichens. The noja have a long tradition of domesticating undals, using them for draft animals, food, and trade. Wild undals roam the deep and are highly prized for their thin but warm fur and their impressive horns. They are generally agreeable animals once domesticated, but wild undals can be unpredictable and dangerous.



The undal is a large quadruped that roams subterranean lands in large herds. The most distinguishing characteristic of the undal is its majestic crown of horns. Unlike antlers, the undal's horns do not branch but grow from its head like hair. They have a very dense, but thin, coat. Usually white in color, some rare undal are coal black. They have sharp thumb spikes growing out of their ankles just above their long-toed feet.

VAMPIRE MOSS

This mass of vegetation has needle-like thorns that siphon blood from its victims, imparting a bright red color to the otherwise dull brown plant.

VAMPIRE MOSS

CR 1

N Large plant

400 XP

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 natural, -1 size)

hp 19 (3d8+6)

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

OFFENSE

Speed 5 ft., climb 5 ft.

Melee thorns +5 (1d6 plus attach)

Space 10 ft.; **Reach** 0 ft.

Special Attacks blood drain (1d4), blood madness

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** —, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +7 (+12 grapple while attached); **CMD** 17

ECOLOGY

Environment underground

Organization solitary, clusters (2-5), or nests (6-12)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a vampire moss hits with its thorns, its hollow point thorns digs into its victim's flesh, anchoring it in place. An attached vampire moss is effectively grappling its prey. A vampire moss has a +5 racial bonus to maintain its grapple on a foe once it is attached. An attached vampire moss can be struck with a weapon, grappled itself, or torn off. Due to its large size and coverage, attacking the vampire moss does not pose a threat to its grappled prey when its Medium-sized or smaller. If its prey manages to win a grapple check or Escape Artist check against it, the vampire moss is no longer attached and it must make another successful attack to latch onto another victim. Tearing the moss away takes 3 rounds, and the final round of tearing away causes 1d6 points of damage per round to the person covered with moss. A slain vampire moss falls off its prey without inflicting further damage. Anyone covered with an attached vampire moss can tear the moss away even though it is grappled.

Blood Drain (Ex) A vampire moss drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 damage. The vampire moss is insatiable and will continue to drain its prey's blood until it is dead.

Blood Madness (Ex) When a creature takes damage from a vampire moss, it must make a DC 13 Fort save or be stricken with madness that causes the victim to use any weapon in hand to attack random targets nearby (other than the vampire moss) for the following 4 rounds. If there is no one for the victim to attack, the victim may attack the vampire moss even though he is in a maddened state. Any creature that makes its saving throw is immune to that particular vampire moss' blood madness for 24 hours. The save DC is Constitution-based.

Vampire moss is a dangerous subterranean hunter that feeds upon red blood. What the vampire moss lacks in intelligence, it makes up for in simplicity of attack. This mass of vegetation clings to the ceiling and drops upon unwary prey, digging its hollow-point thorns into the flesh of its latest victim in the process. Once fed, the vampire moss slowly makes its way back into position for the next meal.

The vampire moss changes color as its needle-like thorns siphon blood from its prey, varying from the dull brown of a hungry moss to the bright red of the newly-fed. The vampire moss is generally a solitary hunter, but in larger spaces, they have been known to congregate and cover the ceilings with falling death.



VERMIN DOG

This scrawny mongrel is canine in shape but has rat-like teeth and tail.

VERMIN DOG **CR 1**
 N Small magical beast 400 XP
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5
Aura stench (DC 13, 5 rounds)

DEFENSE
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 15 (2d10+4)
Fort +5, **Ref** +5, **Will** +1
Immune disease

OFFENSE
Speed 40 ft., swim 30 ft.
Melee bite +5 (1d4+2 plus disease)
Special Attacks disease

STATISTICS
Str 15, **Dex** 15, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Athletic
Skills Acrobatics +6, Climb +8, Perception +5, Stealth +6, Swim +12; **Racial Modifiers** +8 Swim

ECOLOGY
Environment any urban
Organization solitary or pack (2-15)
Treasure incidental

SPECIAL ABILITIES
Disease (Ex) *Filth Fever*: bite—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Superficially, vermin dogs look like scrawny, ill-fed mongrels, but close inspection reveals something far more unsettling. Vermin dogs have protruding rat-like teeth; long, hairless rodent tails; malice-filled eyes; and an odious odor like that of fermented excrement. Vermin dogs are foul creatures that blend the worst of canines and rats.

They are not picky about their food and will eat anything available, from fresh kills to grain and vegetables, and are happy enough to scavenge food in the form of carrion or waste. Social creatures, vermin dogs hunt in packs, and when not hunting, their constant squealing, high-pitched yapping, and hissing is most unsettling.

Vermin dogs are excellent swimmers and attack in water with ease. This and their natural immunity to disease have allowed them to adapt to urban environments where they inhabit sewer systems and emerge to plague the streets at night. Many cities place bounties on vermin dogs, offering as much as 5 gp per tail produced.

VOLLEY FLOWER

This colorful plant is a bulbous plant bearing blue and yellow flowers with a trumpet-shaped central crown.

VOLLEY FLOWER **CR 1/3**
 N Small plant 135 XP
Init +2; **Senses** blindsight 30 ft., low-light vision; Perception -4

DEFENSE
AC 13, touch 13, flat-footed 11 (+3 Dex, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +2, **Will** -4
Immune plant traits

OFFENSE
Speed 0 ft. (immobile)
Melee 3 darts +3 ranged (1d4-3 plus pollination)
Space 5 ft.; **Reach** 0 ft.
Special Attacks pollination

STATISTICS

Str 4, **Dex** 15, **Con** 12, **Int** —, **Wis** 2, **Cha** 1

Base Atk +0; **CMB** -4; **CMD** 8

Feats Point Blank Shot^B

SQ camouflage

ECOLOGY

Environment temperate or warm forests

Organization pair, patch (3-12), or field (13-24)

Treasure standard

SPECIAL ABILITIES

Camouflage (Ex) Volley flowers blend into their surroundings extremely well; those searching for an unrevealed volley flower must make a DC 20 Knowledge (nature) or Perception check to find it. It becomes more easily visible when it raises its blossom to shoot its darts. Anyone looking for a volley flower on the same round that it fires can see it with a DC 14 Perception check.

Pollination (Ex) The pollen of a flower's dart isn't poisonous by itself, but if the pollen from two separate volley flower plants enters the bloodstream of a creature, the resulting reaction as pollination occurs is highly toxic. Every time a creature is struck by a new blossom plant after the first dart, it must make a Fortitude save (DC 11, +1 per dart after the second). If the save fails, the creature becomes a host for dart blossom seed pods: After just 1 hour, the infected creature is sickened — waxing feverish, sweating profusely, and experiencing severe stomach cramps. Each hour thereafter, the infected creature must make another Fortitude save (DC as above) or take 1 point of Constitution damage; this continues until the pollination is halted or the character dies. One day after death, the infected creature's stomach ruptures, and 1d4+1 young dart blossoms begin to grow out of its abdomen. The pollination can be slowed by *delay poison* and halted by *blight* or *neutralize poison* or similar effects. Creatures immune to poison are also immune to volley flower pollination. The save DC is Constitution-based.

A volley flower is a bulbous plant bearing beautiful blue and yellow flowers with a trumpet-shaped central crown. Within the blossom are several bright yellow stamens from which it fires its deadly volley. Volley flowers are annuals, but rumors abound of a much larger perennial variety. They grow to heights of 3 feet tall, with exceptional specimens reaching 4 feet. Volley flowers typically grow in small patches of up to a dozen flowers. However, some fields of two dozen or more have been found.

A volley flower is camouflaged exceptionally well, lifting its bloom and revealing its bright colors and its darts when it senses the approach of a potential host creature. If it senses two targets, the plant fires one dart at each; it fires three darts only if it has three or more targets. It always spreads its darts out among as many targets as possible over a combat, trying to hit every available target at least once. A dart blossom typically has 12 darts available for each of its HD; once these are expended, it is defenseless until a day has passed, during which time it grows 1d4 new darts. The plant continues to attack until all of its darts have been used. If any creature struck by a dart from at least two different dart blossoms becomes a possible host for pollination.

VORPA

This creature has a scorpion's body striped yellow and brown with the wings of a giant wasp.

VORPA

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +8

CR 2

600 XP

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +2, **Will** +1

Immune vermin traits

OFFENSE

Speed 50 ft., fly 60 ft. (good)

Melee 2 claws +6 (1d6+4 plus grab), sting +1 (1d6+2 plus poison)

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

Special Attacks constrict (1d6+6), poison

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 5

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (21 vs. grapple)

Skills Climb +8, Fly +3, Perception +8, Stealth +5; **Racial**

Modifiers +4 Climb, +8 Perception, +8 Stealth

ECOLOGY

Environment temperate and warm plains or underground

Organization solitary, colony (2-5) or nest (11-20)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting — injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based.

Vorpas are a hideous combination of scorpion and wasp. The body mostly retains the scorpion's physiology with the addition of the giant wasp's wing structure. They have alternating stripes of yellow and brown along their segmented scorpion-like bodies.

Vorpas are most common in tropical environments, found on the plains and hills in some numbers. Like scorpions, vorpas live in underground burrows; however these lairs are, like wasps, communal in nature, housing the entire nest. Vorpas are aggressively territorial and overly protective of their lairs, attacking anyone or anything seen as a potential threat to the larvae kept deep inside their subterranean burrows.

Vorpas attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young. A vorpa that gets a hold with its claws will hang on and sting with its poisoned tail.



WAX DOPPELGANGER

This automaton appears lifelike except for the pale skin covered in a glistening sheen of wax.

WAX DOPPELGANGER

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

CR 6

2,400 XP

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 72 (8d10+28)

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

Immune construct traits, magic, weapon damage

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (1d8+4)

Special Attack waxy residue

Spell-Like Ability (CL 12th)

At will—comprehend language, detect thoughts, tongues

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 6, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 25

Feats Alertness, Dodge, Improved Natural Attack, Toughness

Skills Perception +6, Sense Motive +6

Language Common

SQ waxy body

ECOLOGY

Environment any land or underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Magic Immunity (Ex) A wax doppelganger 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.

- Fire-based spells *slow* a wax doppelganger for 2d6 rounds with no saving throw.

Waxy Body (Ex) Any piercing or slashing weapon is stuck fast into the wax doppelganger's waxy body; melee attackers with a successful DC 18 Reflex save are able to keep a hold of their weapon. A stuck weapon can be pulled out of the wax doppelganger's body with a DC 18 Strength check as a standard action. The save DCs are Strength-based.

Waxy Residue (Ex) A creature hit by a wax doppelganger's slam is coated with a waxy residue that is highly flammable. Unless the creature makes a DC 16 Reflex save to avoid the source, any open flame or fire source within 5 feet of the creature sets the creature alight, dealing 1d6 fire damage each round until the fire is extinguished. Extinguishing the fire takes a full-round. The save DC is Dexterity-based.

Weapon Immunity (Ex) Wax doppelgangers can only be harmed by magical weapons; all others simply pass through its body without adversely affecting them.

Wax doppelgangers are crafted by magic users and are designed to act as doubles or imposters. Wax doppelgangers can be made in the form of any humanoid creature from 4 to 8 feet tall. This makes them extremely valuable as infiltrators and spies. The transformation is not perfect, however. A wax doppelganger's skin remains pale and lifeless, and it forms a sweat-like sheen when warm. It cannot grow hair and so must rely upon wigs to complete its disguise. Wax doppelgangers can wield weapons and don armor to further mimic their double.

CONSTRUCTION

A wax doppelganger is made in a mold, and most of the construction time is spent crafting this mold from wood. The wood alone costs 2,000 gp. The wax, of which there must be 300 pounds, is brought to a boil in a large cauldron (worth 100 gp) and then poured into the mold. The wax settles and hardens over a period of a month, during which time a complex magical ritual is employed to bring the wax doppelganger to life.

WAX DOPPELGANGER

CL 12th; **Price** 20,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, comprehend languages, detect thoughts, limited wish, tongues*; creator must be caster level 12th; **Cost** 10,500 gp

WHITE FOAM

This frothy white amoeboid creature floats lightly upon the water's surface.

WHITE FOAM

LE Medium goze (aquatic)

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 34 (4d8+16)

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

Immune mind-affecting effects, ooze traits, slashing and piercing damage

Weaknesses water dependent

OFFENSE

Speed 5 ft.; swim 10 ft.

Melee slam +5 (1d8+3 plus 1d6 acid plus poison)

Special Attacks digest (2d4 acid), poison

STATISTICS

Str 15, **Dex** 1, **Con** 19, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 10

Skills Swim +10; **Racial Modifiers** +8 Swim

Special Qualities grow

ECOLOGY

Environment any aquatic

Organization cluster (2-12), colony (13-50)

Treasure incidental

SPECIAL ABILITIES

Digest (Ex) A white foam secretes a corrosive substance it uses to digest its food. Any immobilized or paralyzed creature in the same space as a white foam takes 2d4 acid damage each round.

Grow (Ex) Once a white foam has consumed enough prey (100 Small creatures or 50 Medium creatures), it divides into three creatures, each on the slight end of Medium.

Poison (Ex) Slam — contact; *save* Fort DC 16; *onset* 2 rounds; *frequency* 1/minute for 5 minutes; *effect* paralyzed 2d4 rounds; *cure* 1 save. The save DC is Constitution-based.

Water Dependent (Ex) A white foam needs to be constantly in contact with a large amount of water. If it leaves the water for any reason, it takes 1d6 damage per round.

White foam appears as normal foam, like that found in the rapids of a river. It is frothy and white, floats lightly upon the water, and is almost completely indistinguishable from water foam. White foam is typically be found in slow-moving rivers and streams, but it can also be found on the shorelines of seas and oceans, particularly in the area around a river's outlet to the sea. Due to their growth ability, white foam are often found in groups.

Any creature consumed by white foam is utterly destroyed and adds slightly to its mass. White foam that is allowed to continue its growth can destroy a river's ecosystem before too long. Luckily, a white foam that wanders into real rapids can be easily disrupted. Water flowing at greater than a few miles per hour will break up white foam into smaller sections, thus killing it. Given the creature's slow swim speed, this is a major threat to it.

White foam's preferred method of attack is to lie passively on the water's surface and wait for prey to happen nearby. It will willingly allow other creatures to pass through it in hopes of attaining food through its paralytic poison and digest ability; however, particularly hungry white foam have been known to slam prey with its pseudopodia to deliver its poison.

CR 3

800 XP

WODEWOSE

This hulking creature is covered in green hair resembling grass and leaves on its thick bark-like skin.

WODEWOSE

CR 8

N Large fey

4,800 XP

Init +5; **Senses** low-light vision; Perception +16 (+20 in forested areas)

DEFENSE

AC 21, touch 11, flat-footed 19 (+1 Dex, +1 dodge, +10 natural, -1 size)

hp 90 (12d6+48)

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

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee 2 claws +12 (2d6+6 plus grab)

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

Special Attacks rend (4d6+9), strength loss

STATISTICS

Str 23, **Dex** 13, **Con** 16, **Int** 10, **Wis** 16, **Cha** 12

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 24

Feats Ability Focus (strength loss), Dodge, Improved

Initiative, Improved Natural Attack, Toughness, Weapon Focus (claw)

Skills Diplomacy +9, Handle Animal +11, Intimidate +14, Knowledge (nature) +13, Perception +16 (+20 in forested areas), Sense Motive +16, Stealth +10 (+14 in forested areas), Survival +13; **Racial Modifiers** +4 Perception in forested areas, +4 Stealth in forested areas

SQ merge with forest

ECOLOGY

Environment any forest

Organization solitary

Treasure standard

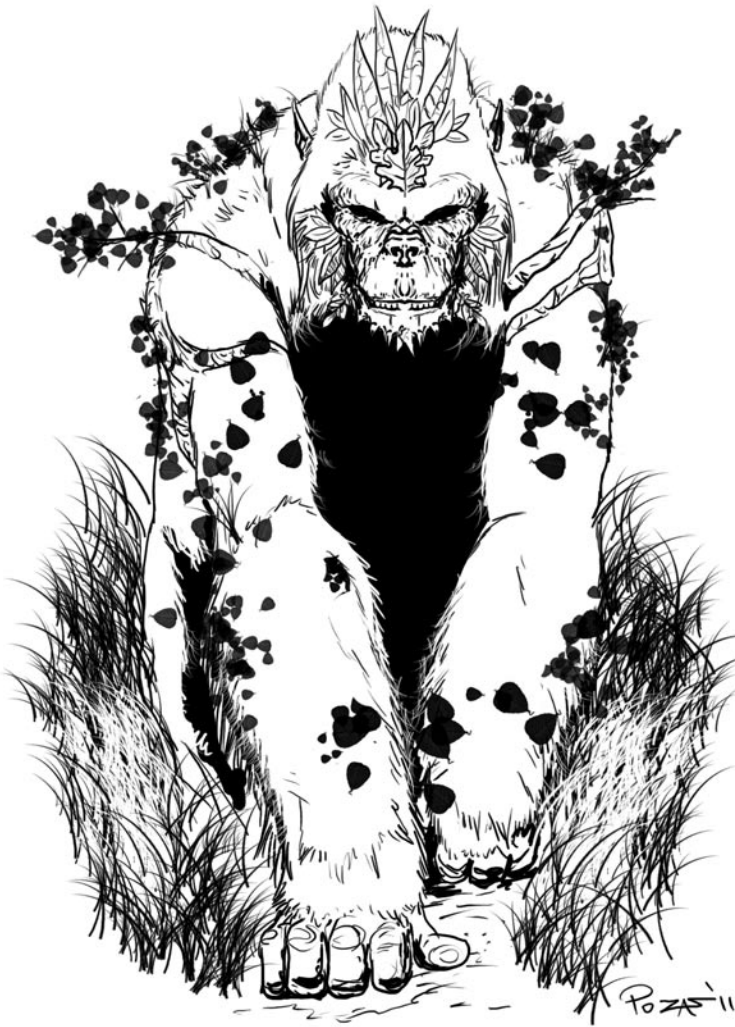
SPECIAL ABILITIES

Merge with Forest (Su) As a full-round action, a wodebose

in a forest may simply fade away into the nearest tree, merging its essence with the entire woodland.

Nothing short of destroying the entire forest can injure the wodebose when it is in its merged state. It is able to regenerate damage while merged at a rate of 1 hit point per minute and may not re-emerge until fully regenerated. Re-emerging is also a full-round action, with the wodebose appearing from any tree in its home forest.

Strength Loss (Su) Any creature subject to a wodebose's rend attack must succeed on a DC 24 Fortitude save or take 1d6 points of Strength damage. The save DC is Strength-based and includes the bonus from the feat Ability Focus.



WYRDWOLF

This canine-like predator is covered in a glossy black coat and has large claws, a huge jaw with fierce fangs, and glowing yellow eyes.

WYRDWOLF

LE Large magical beast

Init +3; **Senses** darkvision 60 ft.; Perception +7

CR 5

1,600 XP

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 51 (6d10+18)

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

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+4), bite +8 (1d8+2)

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

Special Attacks pack attack, rend (1d6+4), strobe

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Multiattack, Weapon Focus (bite, claw)

Skills Perception +7, Stealth +5

ECOLOGY

Environment any underground

Organization solitary or pack (2-4)

Treasure none

SPECIAL ABILITIES

Pack Attack (Ex) Wyrdwolves are intelligent and coordinate their attacks. If two wyrdwolves flank the same opponent, they have a +4 flanking bonus on attacks instead of the usual +2.

Strobe (Su) A wyrdwolf can disorient its prey by momentarily increasing the brightness of its glowing eyes, as a free action once per minute. All creatures within 40 feet must make a successful DC 13 Will save or be blinded for 1d4+1 rounds. Creatures can avoid this attack in the same manner as a gaze attack. The save DC is Charisma-based.

Wodewoses are around 9 feet to 10 feet tall but tend to hunch down, somewhat like apes. They are covered in green grass-like and leaf-like hair, and thick greenish-brown, bark-like skin. Wodewoses are primal defenders of the forest, although they spend most of their lives hidden deep within the woodland and are seen only rarely. They favor sacred groves as homes but can be found in any forest. Although wodewoses cannot speak, they are highly empathic and can easily understand the feelings and attitudes of other creatures that attempt to communicate with them.

Wodewoses are relatively peaceful creatures and will not attack without warning. A wodewose whose home forest is being damaged, or even severely disturbed, will first attempt to intimidate the intruders with a great howl and a display of its monstrous claws. If the intruders do not immediately apologize and begin to leave the forest, the wodewose will become angered. An angered wodewose will attack the largest or strongest-looking opponent, striking it with both claws and attempting to get a good grip on it to simply rip it in two.

Wyrdwolves are 9-foot-long canine-like predators. They have glossy black coats of warm fur that cover thick, leathery, bone-white, armored skin. They have large claws, a huge jaw packed with 5-inch long fangs, and glowing yellow eyes. The wyrdwolf is a fierce pack hunter in the subterranean realm. They have an unsavory reputation among underground dwellers, as they tend towards belligerent and aggressive behavior. A wyrdwolf attacks with savage biting and clawing. It will usually begin combat with its strobe attack, hoping to disorient foes to make it easier to rip them to shreds.

MONSTERS BY CR

LESS THAN CR 1

Stinging Woodfly (1/8), Fluttering Ooze (1/4), Slithervine (1/4), Volley Flower (1/3), Blood Worm (1/2), Delusion Hummer (1/2), Faceless One (1/2), Heliokarabos (1/2)

CR 1

Addlevetch, Blood Bowler, Ceilidh Horror, Coblynau, Dark Woodsman, Faceless One, Snailfolk, Vampire Moss, Vermin Dog

CR 2

Aecanopyornis, Autumnal Mourner, Barathelar, Blessed of Selket, Bogwing, Cadaver, Droth'yar, Faceless One, Foul Spawner, Furrower, Gray Lady, Groundling, Hold Creeper, Lassoo, Mus Maximus, Vorpa

CR 3

Brainweed, Crown Coiler, Dark Voyeur, Faceless One, Greenfeeder, Haemovorid, Hydracnid, Kingmaker Swan, Magpine, Oakman, Puddle Stalker, Quisloi, Rumble Lizard, Sabulous Husk, Seeder, Soultrapper, White Foam

CR 4

Engraved, Epicurean, Erolth, Fool's Dragon, Grimdeath Vulture, Haze Horror, Inscrubber, Klorthack Spine, Latch Frog, Noja, Phase Stallion, Quckgrass, Rancid, Rope Horror, Shrieking Savage, Stonestrider, Stranglebark, Teo-Selera, Undal

CR 5

Acidweaver Spider, Bog Beast, Brine Crust, Jellyhive, Madsome Gargoyle, Skeleton (Black), Skresh, Treelost Dryad, Tulgorth, Uberous Guardian, Wrydwolf

CR 6

Avatar of Famine, Blessed Ring, Blight Belcher, Bone Sovereign, Cave Hermit, Fungal Render, Giant (Wood), Harbinger, Ice Glare Snake, Myrcloud, Nokker, Oathbroken, Shrieking Troll, Spider (Brainlock), Spider (Time), Wax Doppelganger

CR 7

Aculean, Arcanoplasm, Corrupted Otyugh, Deathpool, Giant (Nephilm), Goldencrest, Golem (Ioun), Hearth Horror, Silent Reaper, Skyshark

CR 8

Bog Creeper, Golem (Labyrinthine), Marloc, Masker, Pallemo, Sentinel Noose, Wodewose

CR 9

Gelid Beetle, Hellscorn, Hephaestan, Naga (Molt), Neverlasting, Noctuar

CR 10

Bloodfrog Swarm, Golem (Dragonship), Golem (Resin), Helix Moth, Hydramnion, Slavering Moulder

CR 11

Crimson Moth

CR 12

Bull of Heaven, Dioctopus, Lostling

CR 13

Harmoai

CR 14

Deadwood, Golem (Furnace)

CR 15

Blood Hag, Giant (Sea)

CR 16

Canopy Kraken

CR 17

Giant (Rime)

CR 18

Doom Hag

CR 19

Golem (Amalgam)

MONSTERS BY TERRAIN

Any Terrain: Cadaver (2), Dark Voyeur (3), Kingmaker Swan (3), Engraved (4), Inscrubber (4), Rope Horror (4), Madsome Gargoyle (5), Bone Sovereign (6), Harbinger (6), Oathbroken (6), Wax Doppelganger (6), Golem, Ioun (7), Hearth Horror (7), Skyshark (7), Neverlasting (9); Golem, Resin (10); Hydramnion (10), Crimson Moth (11), Lostling (12); Golem, Furnace (14), Golem, Amalgam (19)

Aquatic and Coastline: Gray Lady (2), Puddle Stalker (3), Rumble Lizard (3), White Foam (3), Klorthack Spine (4), Blight Belcher (6), Goldencrest (7), Skyshark (7); Golem, Dragonship (10); Dioctopus (12); Giant, Sea (15)

Desert (Cold): Blessed of Selket (2), Ice Glare Snake (6)

Desert (Temperate): Blessed of Selket (2), Grimdeath Vulture (4)

Desert (Warm): Blood Worm (1/2), Heliokarabos (1/2), Addlevetch (1), Aecanopyornis (2), Blessed of Selket (2), Brainweed (3), Sabulous Husk (3), Grimdeath Vulture (4), Brine Crust (5), Aculean (7), Harmoai (13)

Forest (Cold): Stinging Woodfly (1/8), Ceilidh Horror (1), Magpine (3); Giant, Wood (6), Wodewose (8), Gelid Beetle (9); Golem, Resin (10), Blood Hag (15)

Forest (Temperate): Stinging Woodfly (1/8), Slithervine (1/4), Volley Flower (1/3), Ceilidh Horror (1), Dark Woodsman (1), Autumnal Mourner (2), Blessed of Selket (2), Greenfeeder (3), Haemovorid (3), Magpine (3), Oakman (3), Shrieking Savage (4), Stranglebark (4), Treelost Dryad (5), Tulgorth (5), Blessed Ring (6); Giant, Wood (6); Masker (8), Wodewose (8); Naga, Molt (9); Golem, Resin (10); Helix Moth (10), Deadwood (14), Blood Hag (15)

Forest (Warm): Stinging Woodfly (1/8), Slithervine (1/4), Volley Flower (1/3), Blessed of Selket (2), Crown Coiler (3), Haemovorid (3), Magpine (3), Shrieking Savage (4), Tulgorth (5); Giant, Wood (6); Masker (8); Wodewose (8); Naga, Molt (9); Noctuar (9), Bloodfrog Swarm (10); Golem, Resin (10); Deadwood (14), Blood Hag (15), Canopy Kraken (16)

Hills (Cold): Blood Bowler (1), Ice Glare Snake (6), Shrieking Troll (6); Giant, Nephilm (7); Giant, Rime (17)

Hills (Temperate): Blood Bowler (1), Vorpa (2), Fool's Dragon (4), Phase Stallion (4), Quckgrass (4), Shrieking Savage (4), Blessed Ring (6), Shrieking Troll (6); Giant, Nephilm (7); Helix Moth (10)

Hills (Warm): Blood Bowler (1), Vorpa (2), Fool's Dragon (4), Phase Stallion (4), Shrieking Savage (4), Shrieking Troll (6), Aculean (7)

Mountains (Cold): Blood Bowler (1), Shrieking Troll (6); Giant, Nephilm (7); Sentinel Noose (8), Hephaestan (9); Giant, Rime (17)

Mountains (Temperate): Blood Bowler (1), Grimdeath Vulture (4), Shrieking Savage (4), Blessed Ring (6), Shrieking Troll (6); Giant, Nephilm (7); Sentinel Noose (8), Hephaestan (9)

Mountains (Warm): Blood Bowler (1), Grimdeath Vulture (4), Shrieking Savage (4), Shrieking Troll (6), Sentinel Noose (8), Hephaestan (9)

Plains (Cold): Blessed of Selket (2), Droth'yar (2), Bull of Heaven (12)

Plains (Temperate): Blessed of Selket (2), Droth'yar (2), Vorpa (2), Grimdeath Vulture (4), Phase Stallion (4), Bull of Heaven (12)

Plains (Warm): Heliokarabos (1/2), Blessed of Selket (2), Droth'yar (2), Vorpa (2), Grimdeath Vulture (4), Phase Stallion (4), Aculean (7) Bull of Heaven (12)

Swamp (Temperate): Slithervine (1/4), Quisloi (3), Bog Beast (5), Skresh (5)

Swamp (Warm): Slithervine (1/4), Delusion Hummer (1/2), Furrower (2), Quisloi (3), Rumble Lizard (3), Latch Frog (4), Bog Beast (5), Skresh (5), Bog Creeper (8), Canopy Kraken (16)

Underground: Fluttering Ooze (1/4), Faceless One (1/2-3), Addleventh (1), Blood Bowler (1), Coblynau (1), Snailfolk (1), Vampire Moss (1), Blessed of Selket (2), Bogwing (2), Foul Spawner (2), Furrower (2), Groundling (2), Hold Creeper (2), Lasso (2), Mus Maximus (2), Vorpa (2), Haemovorid (3), Hydracnid (3), Erolth (4), Noja (4), Rancid (4), Teo-Selerai (4), Undal (4), Acidweaver Spider (5), Jellyhive (5); Skeleton, Black (5); Uberous Guardian (5), Wrydwolf (5), Avatar of Famine (6), Cave Hermit (6), Fungal Render (6), Myrcloud (6), Nokker (6); Spider, Brainlock (6); Spider, Time (6); Wax Doppelganger (6), Arcanoplasm (7), Corrupted Otyugh (7), Silent Reaper (7); Golem, Labyrinthine (8), Marloc (8), Pallemon (8), Sentinel Noose (8), Hellscorn (9), Hephaestan (9); Naga, Molt (9); Slavering Moulder (10); Giant, Rime (17), Doom Hag (18)

Urban: Vermin Dog (1), Barathelar (2), Furrower (2), Dark Voyeur (3), Seeder (3)

MONSTER BY TYPE

Aberration: Blood Bowler (1), Furrower (2), Lasso (2), Greenfeeder (3), Erolth (4), Klorthack Spine (4), Rancid (4), Stranglebark (4), Oathbroken (6), Arcanoplasm (7), Corrupted Otyugh (7), Silent Reaper (7), Marloc (8), Sentinel Noose (8); Naga, Molt (9)

Animal: Droth'yar (2), Crown Coiler (3), Skyshark (7), Bloodfrog Swarm (10)

(Aquatic): Quisloi (3), White Foam (3), Klorthack Spine (4), Blight Belcher (6); Giant, Sea (15), Canopy Kraken (16)

(Cold): Ice Glare Snake (6); Giant, Rime (17); Doom Hag (18)

Construct: Faceless One (1/2-4), Engraved (4), Rope Horror (4), Uberous Guardian (5), Wax Doppelganger (6); Golem, Ioun (7); Golem, Labyrinthine (8); Golem, Dragonship (10); Golem, Resin (10); Golem, Furnace (14); Golem, Amalgam (19)

Fey: Coblynau (1), Barathelar (2), Haemovorid (3), Oakman (3), Noja (4), Treelost Dryad (5), Nokker (6), Wodewose (8)

(Giant): Giant, Wood (6); Shrieking Troll (6); Giant, Nephilm (7); Giant, Sea (15); Giant, Rime (17)

Humanoid: Quisloi (3), Skresh (5); Giant, Wood (6); Shrieking Troll (6); Giant, Nephilm (7); Giant, Sea (15); Giant, Rime (17)

(Incorporeal): Autumnal Mourner (2), Gray Lady (2), Dark Voyeur (3), Haze Horror (4), Hearth Horror (7), Hellscorn (9), Lostling (12)

Magical Beast: Heliokarabos (0.5), Ceilidh Horror (1), Vermin Dog (1), Aecanopyornis (2), Bogwing (2), Groundling (2), Mus Maximus (2), Hydracnid (3), Kingmaker Swan (3), Puddle Stalker (3), Rumble Lizard (3), Epicurean (4), Fool's Dragon (4), Grimdeath Vulture (4), Latch Frog (4), Phase Stallion (4), Shrieking Savage (4), Undal (4), Acidweaver Spider (5), Wrydwolf (5), Blight Belcher (6), Ice Glare Snake (6), Masker (8), Gelid Beetle (9), Noctuar (9), Helix Moth (10), Dioctopus (12), Canopy Kraken (16)

Monstrous Humanoid: Snailfolk (1), Hold Creeper (2), Seeder (3), Teo-Selerai (4), Bog Beast (5), Madsome Gargoyle (5), Cave Hermit (6), Aculean (7), Pallemon (8), Blood Hag (15), Doom Hag (18)

Ooze: Fluttering Ooze (1/4), White Foam (3), Brine Crust (5), Goldencrest (7)

Outsider (air): Bull of Heaven (12), Harmoai (13)

Outsider (chaotic): Dark Woodsman (1), Hydramnion (10)

Outsider (demon): Hydramnion (10)

Outsider (earth): Stonestrider (4), Harmoai (13)

Outsider (elemental): Stonestrider (4), Bull of Heaven (12), Harmoai (13)

Outsider (evil): Dark Woodsman (1), Hephaestan (9), Hydramnion (10)

Outsider (extraplanar): Dark Woodsman (1), Stonestrider (4), Hydramnion (10), Bull of Heaven (12)

Outsider (fire): Hephaestan (9)

Outsider (lawful): Hephaestan (9)

Outsider (native): Hephaestan (9), Harmoai (13)

Plant: Stinging Woodfly (1/8), Slithervine (1/4), Volley Flower (1/3), Addleventh (1), Vampire Moss (1), Brainweed (3), Magpine (3), Soultrapper (3), Quckgrass (4), Jellyhive (5), Tulgorth (5), Blessed Ring (6), Fungal Render (6), Myrcloud (6), Deathpool (7), Bog Creeper (8), Deadwood (14)

(Reptilian): Quisloi (3), Skresh (5), Ice Glare Snake (6)

(Shapechanger): Barathelar (2), Magpine (3)

Swarm: Myrcloud (6), Bloodfrog Swarm (10)

Undead: Autumnal Mourner (2), Cadaver (2), Foul Spawner (2), Gray Lady (2), Dark Voyeur (3), Sabulous Husk (3), Haze Horror (4), Inscraper (4); Skeleton, Black (5); Avatar of Famine (6), Bone Sovereign (6), Harbinger (6), Hearth Horror (7), Hellscorn (9), Neverlasting (9), Slavering Moulder (10), Lostling (12)

Vermin: Blood Worm (1/2), Delusion Hummer (1/2), Blessed of Selket (2), Vorpa (2); Spider, Brainlock (6); Spider, Time (6); Crimson Moth (11)

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