

Monster Movie Matinee



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Introduction

It started innocently enough. Rick Hershey asked what we wanted to do for Halloween. I offered monsters. . . monsters are always fun. Movie monsters were thrown out there. I've been a sucker for slasher flicks since the early '80s (yeah, my age was in the single digits, and my parents were awesome). I started looking at all my favorites and trying to figure out how to make them work in Pathfinder. It seemed impossible. After all, how do you capture the slow, implacable and yet-everywhere-at-once nature of a *Michael Myers* or *Jason Voorhees*? How do you run an inescapable dreamscape being stalked by *Freddy Krueger*? Is *Mars Attacks* even a horror movie?

I sat down and started trying to capture what these villains needed to be run in a *Pathfinder® Roleplaying Game*. Capturing every nuance was impossible, I learned that early. Capturing the essence of a villain, that's a different story entirely. I think each of these monsters has a strong definitive narrative that captures the essence of the inspirational movie monster, without being a word-for-word translation of that creature. Some borrow from multiple sources, some seek only to encapsulate one, but each is designed to be a significant encounter in your campaign.

Each of these entries work best when you give them enough time to build momentum. Maybe start with a random encounter well outside the range of what your PCs normally experience. Let the monster toy with them before it moves on. Leave clues as to its existence, markers of its passing and influences on their lives outside the standard campaign. Visits to loved ones, deaths of seemingly unimportant NPCs, and attacks on the party at their weakest times—these are the hallmarks of a horror encounter, and should be used to further the fear of these monsters.

These monsters range from solitary menaces to armies of insidious invaders, and work best when they stay true to their nature. That's not to say that you can't use an army of unstoppable maniacs to assail a high-level party or throw a single grey invader at a low-level party, but the monsters come into their own in the right element. Scare a 5th level party with an unstoppable maniac. Let an 8th level party fight swarms of grey invaders or snatchoids.

Also bear in mind that few of these creatures yield even average treasure. The goal in a horror scenario is to survive, any treasure is certainly a bonus. You should work with your party to ensure they have a good reason to fight these monstrosities (i.e., a reward or survival) or make up for treasure lost later. Alternatively, if your party is well over wealth, maybe throw an unspeakable horror against them to let them know they aren't invincible.

At the end of the day, you know your party better than I do. These monsters are mostly designed to run like something straight out of a horror movie, but if your party won't take well to that sort of thing, let them fight them toe-to-toe like true heroes. They might still be scared or surprised...

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Aquamonstrosity

This creature resembles nothing more than a terrible cross between fish and man. Its webbed fingers sport vicious claws and it is covered in glistening black scales.

AQUAMONSTROSITY

CR 5

XP 1,600

CN Medium monstrous humanoid (aquatic)

Init +7; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +5 natural, +1 dodge)

hp 45 (6d10+12)

Fort +4, Ref +8, Will +6

Immune cold

OFFENSE

Speed 20 ft., swim 50 ft.

Melee 2 claws +9 (1d6+3)

Special Attacks rend (2 claws, 1d6+4)

STATISTICS

Str 16, Dex 17, Con 14, Int 8, Wis 13, Cha 10

Base Atk +6; CMB +9; CMD 23

Feats Dodge, Improved Initiative, Mobility

Skills Perception +10, Survival +10, Swim +20

SQ amphibious, from the depths, hyperactive metabolism

ECOLOGY

Environment temperate water

Organization solitary

Treasure Incidental

SPECIAL ABILITIES

From the Depths (Ex) An aquamonstrosity can survive water pressure to any depth and is immune to cold. It can survive equally well in salt and fresh water environments.

Hyperactive Metabolism (Ex) Each round, an aquamonstrosity can take an extra move action or make an extra attack with one of its claws. Effectively, it can take a move action and a full-

round action, or two move actions and a standard action to attack, or a full-round action and a standard action for a third claw attack. Rend can trigger if any two claw attacks that round hit. Any round it uses this ability, it takes 1d6 damage as its body tears itself apart.

The aquamonstrosity is something of an anomaly amongst the aquatic races. It is far too rare to be considered an aquatic culture, but rumors of these beasts seem to spread from nearly everywhere around the world, with only subtle differences in the details—such as coloration, diet or habits. While this disparate entities show little in the way of cooperation or organization, they often have rudimentary dwellings and even tools.

There is some speculation that these creatures are the remnants of an ancient globe-spanning civilization, though whether they were the dominant species, servants, pets, or something else altogether is unknown. Whatever the truth, these creatures now seem to be more like a prehistoric throwback, little better than the first fish that learned to walk on land.

Aquamonstrosities have an extremely erratic metabolism. This results in a cycle of activity that switches between lethargic torpor and relentless predation. They will lie dormant for months at a time, rising only occasionally to feed on local wildlife, especially fish and small game. Approximately once a year, they become hyperactive, needing to feed voraciously for about a week. During this period, their body goes into overdrive. The aquamonstrosity is capable of amazing feats of speed during this period, but must feed almost constantly or die of starvation. It is typically during this flurry of activity that an aquamonstrosity is encountered.

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Aquamonstrosities have a strange desire to kidnap humanoids. Whether they need these creatures to breed, simply like to save them as food or have another nefarious purpose for them is something that few have ever learned, and none have shared. A typical aquamonstrosity stands about six and a half feet tall and weighs around 300 pounds.



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Carnivorous Mantrap

This massive, leafy green plant looks like an enormous flower. Its main bloom opens and closes its bulb like a flytrap, revealing rows of shark-like teeth.

CARNIVOROUS MANTRAP

CR 6

XP 2,400

NE Large plant

Init -1; **Senses** low-light vision; Perception +0

DEFENSE

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

hp 67 (9d8+27)

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

DR 5/slashing; **Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stunning; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 5 ft., burrow 10 ft., climb 10 ft.

Melee bite +10 (3d6+7) and 2 tentacles +5 (1d6+2 plus grab)

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

Special Attacks blood drain (1 Constitution), enslave person

STATISTICS

Str 20, **Dex** 8, **Con** 16, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13, Disguise +0 (+10 Disguise appearing as a plant), Stealth -5 (+5 in heavy vegetation)

SQ innocuous appearance

Languages Common, plantvoice

ECOLOGY

Environment temperate forest

Organization solitary

Treasure none

SPECIAL ABILITIES

Enslave Person (Su) A carnivorous mantrap can emit a musk that allows it to control a humanoid

for 24 hours as if with *dominate person*. A target creature must succeed at a DC 17 Fortitude save each day it is exposed to the creature to avoid this effect. The save DC is Constitution-based. When the effect ends, the target has no memory of any wrongdoing during this period.

Innocuous Appearance (Ex) A carnivorous mantrap is easily mistaken for a less dangerous local plant. It gains a +10 bonus on Disguise checks to appear as a harmless plant and Stealth checks in areas of heavy vegetation.

Plantvoice (Ex) Despite their lack of an intelligence score, a carnivorous mantrap can speak and understand common.

Alien creatures from the stars, carnivorous mantraps are deadly predators that rely on their ability to resemble less dangerous plants to infiltrate an area with heavy animal (or humanoid) activity and prey on unsuspecting creatures.

A carnivorous mantrap, as its name suggests, feeds entirely on meat and blood. It requires a tremendous amount of this to live, often as much as twenty pounds of meat in a single day. It is capable of consuming a full-sized human in a single meal and slowly digesting its food over the course of days.

A carnivorous mantrap grows to maturity extremely rapidly, spawning from seedling to full-sized horror in just a few weeks. An immature mantrap looks much like its full-grown cousin, feeding on mice, birds or other meats. A full grown carnivorous mantrap is over twelve feet tall, with a four-foot diameter mouth and weighs about 700 pounds.

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Grey Invader

This three-foot-tall humanoid is comically attired in a reflective silver suit with a glass bowl over its enormous grey-skinned head. It clutches a bizarre-looking tube in one hand.

GREY INVADER

CR 3

XP 800

LE Small monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 26 (4d10+4)

Fort +2, **Ref** +7, **Will** +4

Immune cold; **Resist** electricity 10, fire 10

Weakness nitrogen dependency, vulnerability to sonic

OFFENSE

Speed 20 ft.

Melee unarmed strike +4 (1d2–1 nonlethal)

Ranged death ray +8 (2d6 fire/×4)

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +2; **CMD** 15

Feats Exotic Weapon Proficiency (firearms)[UC], Improved Initiative

Skills Bluff +6, Disguise +6, Knowledge (arcana) +7, Knowledge (engineering) +7, Knowledge (planes) +7, Perception +7, Stealth +14

Languages Spaceman; telepathy 60 ft.

ECOLOGY

Environment any (outer space)

Organization solitary, squad (2-10) or invasion (11-100)

Treasure Standard (death ray)

SPECIAL ABILITIES

Death Ray Grey invaders use advanced technology, primarily their deadly ray guns. A death ray is an exotic firearm that has a range increment of

30 feet, deals 2d6 fire damage and has a critical modifier of ×4. A fully charged death ray has 50 charges, though most grey invaders have only 3d6 charges remaining at a given time.

Nitrogen Dependency (Ex) A grey invader does not breathe the same air as most living creatures, relying on their environment suits to allow them to survive in exotic places. A grey invader with an intact environment suit gains a +2 armor bonus to AC, immunity to cold, as well as 10 points of fire and electricity resistance. A grey invader whose suit has been damaged suffers the sickened condition, while one whose suit has been destroyed immediately begins to suffocate. An environment suit has a hardness of 5 and 10 hit points.

The skies darken with saucers, beams of light destroy monuments and thousands of grey-skinned invaders begin to terrorize every major city. These are the hallmarks of an alien invasion. Unfortunately, grey invaders are rarely this obvious. Instead, they prefer to send a few representatives down to scout ahead before the main invasion begins.

These small teams will use stealth and guile to learn the tactics and weaknesses of the natives, as well as the lay of the land and any local languages. They then relay this information back to their vessels, who organize and begin their invasion in a remote location, such as an isolated city. The invasion rapidly spreads across the globe, as the grey invaders annihilate any opposition, conquering a planet and taking its resources for their own.

Grey invaders come from a distant planet with a different atmosphere than our own, forcing them to wear elaborate environment suits that provide them with breathable air, but also serve to protect them from the elements to a degree. These suits are especially suited to the travel through deep space, allowing the grey invaders to ignore even the

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deepest cold. These suits often prove to be the creatures' greatest strength and also most glaring weakness, as even the hardened glass of their helmets can be shattered with enough force. A grey invader stands just over three feet tall and weighs about 50 pounds, including its environment suit.



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Jungle Predator

This nearly seven-foot-tall creature has a face like an insect. It wears strange armor and a claw rests on one hand while it grasps a spear in the other.

JUNGLE PREDATOR

CR 7

XP 3,200

LE Medium monstrous humanoid

Init +7; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +15

DEFENSE

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

hp 76 (8d10+32)

Fort +6, **Ref** +9, **Will** +8

OFFENSE

Speed 40 ft., climb 20 ft.

Melee adamantine klar +11 (1d6+2) and
mwk shortspear +11/+6 (1d6+4)

Ranged *scorching ray* +11 (4d6 fire)

Special Attacks last laugh

Spell-Like Abilities (CL 5th; concentration +6)
At will—*invisibility*, *scorching ray*

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +12; **CMD** 25

Feats Alertness, Armor Proficiency (light), Improved Initiative, Improved Shield Bash, Martial Weapon Proficiency (klar), Shield Proficiency, Two-weapon Fighting

Skills Acrobatics +9, Bluff +1 (+11 when using voice mimicry), Climb +21, Perception +15, Sense Motive +4, Stealth +12, Survival +13

Languages Common

SQ voice mimicry

ECOLOGY

Environment temperate jungle

Organization solitary or troupe (2-5)

Treasure Standard (adamantine klar, mwk short

spear, mwk chain shirt, 2 potions of *cure moderate wounds*)

SPECIAL ABILITIES

Last Laugh (Ex) When a jungle predator is reduced to zero hit points or below, an eerie laughter pours from it. One round later, it (or its corpse) explodes in a fiery blast, dealing 8d6 damage to any creature within 30 feet (DC 18 Reflex save for half).

Voice Mimicry (Ex) A jungle predator can mimic any voice it has heard, using only the phrases that it has heard. When mimicking in this way, the jungle predator gains a +10 bonus to Bluff checks.

A jungle predator is an exceptionally dangerous solitary hunter. It uses its innate stealth to track a group, learning to mimic their most common banter and then lure away individual members to pick them off one-by-one. It prefers to keep to the treetops, clambering as nimbly as any ape.

There is much speculation about the origins of the jungle predator. Ancient carvings seem to show these creatures at regular intervals—every few hundred years something similar appears in local art and architecture. The jungle predator doesn't seem to match any indigenous life in the region, leading some scholars to believe the creatures must have an extra-terrestrial origin. A far more likely explanation is that they are simply incredibly rare, possibly with a long gestation period, thus seeming to appear from nowhere after long periods of inactivity.

In extremely rare instances, reports have been made of a small troupe of these creatures hunting together, typically a trio, though other sizes of group have been documented. These hunters seem to be as much in competition with one another as they hunt, only coop-

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erating if one of the members of the group experiences real danger.

These creatures seem to be carnivorous, their lairs scattered with the bones of their victims. The skulls of any sizable prey are often extensively cleaned and displayed, gruesome trophies to warn other creatures of a jungle predator's skill and experience. A jungle predator stands nearly seven feet tall and weighs around 250 pounds.



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Killer Clown

This heavy-set, balding clown stands about five and a half feet tall. Its perpetual smile is filled with pointed teeth and its eyes glint with red malice. An almost comical mallet hangs in one hand

KILLER CLOWN

CR II

XP 12,800

CE Medium aberration

Init +3; Senses darkvision 60 ft.; Perception +26

DEFENSE

AC 24, touch 14, flat-footed 20 (+3 dexterity, +1 dodge, +10 natural)

hp 82 (15d8+15)

Fort +8, Ref +8, Will +13

DR 10/silver; SR 20

OFFENSE

Speed 30 ft.; does not sink

Melee mallet +12/+7/+2 (1d6+1)

Sorcerer Spells Known (CL 11th; concentration +17)

5th (5/day)—dominate person (DC 21), persistent image (DC 21)

4th (7/day)—beast shape II, confusion (DC 20), phantasmal killer (DC 20)

3rd (7/day)—deep slumber (DC 19), gaseous form, hold person (DC 19), major image (DC 19)

2nd (8/day)—alter self, blindness/deafness (DC 18), blur, shatter (DC 18), summon swarm

1st (8/day)—cause fear (DC 17), charm person (DC 17), magic aura, obscuring mist, ray of enfeeblement (DC 17)

0 (at will)—arcane mark, dancing lights, daze (DC 16), detect magic, flare (DC 16), ghost sound (DC 16), mage hand, message, open/close (DC 16)

Special Attacks hell balloons

STATISTICS

Str 12, Dex 16, Con 13, Int 19, Wis 18, Cha 23

Base Atk +11; CMB +12; CMD 26

Feats Alertness, Blind-fight, Combat Casting,

Dodge, Enlarge Spell, Extend Spell, Great Fortitude, -Heighten Spell

Skills Bluff +21, Escape Artist +21, Intimidate +24, Perception +26, Sense Motive +23, Sleight of Hand +18, Stealth +21, Survival +22

Languages Abyssal, Celestial, Common, Infernal

SQ fear consumption, feed on their fear, final form

ECOLOGY

Environment any urban

Organization solitary

Treasure Incidental (mallet (club))

SPECIAL ABILITIES

Does not Sink (Ex) A killer clown can walk on liquid surfaces as if they were solid.

Fear Consumption (Su) Once per day, when a killer clown kills a target, it gains a fear point. It gains a bonus equal to its fear point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each fear point it gains. For every 3 fear points, a killer clown's caster level for its spell-like abilities and its CR increase by +1. When a killer clown reaches 7 fear points, it grows dormant for 30 years. When a killer clown reawakens, it has zero fear points.

Feed on Their Fear (Ex) Whenever a creature fails a Will save against a killer clown's spells or abilities, the killer clown heals 1d6 hit points per level of the spell cast.

Final Form (Ex) When a killer clown is reduced to zero hit points, it transforms into an advanced Gargantuan spider (*Bestiary* 2, CR 9, see appendix for full statistics). This creature appears at full hp, but has none of the abilities of the killer clown. This ability is included in the CR of the Killer Clown and grants no extra XP.

Hell Balloons (Su) As a swift action, a killer clown can fill a 30-foot area surrounding it with a cluster of horrific, blood-filled balloons. These provide any creature within the area concealment (20% miss chance). If a creature has its attack blocked by this miss chance, it hits a balloon instead, covering it in blood. This forces it to succeed at a DC 23 Fortitude save or become sickened for 1 minute. Any creature that voluntarily pops a balloon must make the same saving throw. The save DC is Charisma-based.

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A killer clown is an incredibly ancient entity that typically stalks an area for a few weeks every 3 decades. It is an evil given form by the imagination of children, and as such usually appears as a typically harmless being—usually a clown, but sometimes a mime, magician or juggler. It uses its tremendous illusory powers to single out targets and torment them before finally driving them insane and killing them.

A killer clown becomes more powerful as it kills, but its strange body metabolizes the captured fear at slow rate, forcing it to spread its murders out over a period of at least a week.

A killer clown has an innate sense of what will scare the local populace and modifies its illusions accordingly. It favors perverse versions of typically entertaining events, like carnival games, delicious feasts and amorous activities. It uses its vast array of abilities to mimic close loved ones, replicate favorite hangouts and otherwise antagonize victims.

If pressed into a direct combat, a killer clown specializes in wearing down its attackers, turning them against one another and befuddling them with its strange abilities. Once they have cornered the killer clown and strike it down, its most dangerous power is revealed, as it transforms into its more obviously dangerous shape—that of an enormous and deadly spider that glows eerily from its abdomen. In clown form, a killer clown stands about five and a half feet tall and weighs around 200 pounds.



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Night Terror

This manta-ray like creature has a tail lashes with a deadly barbed blade. It soars through the air as easily as many creatures swim.

NIGHT TERROR

CR 3

XP 800

NE Small aberration

Init +4; **Senses** darkvision 120 ft., see in darkness 60 ft.; Perception +9

Aura swarm darkness

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 dexterity, +1 size)

hp 33 (6d8+6)

Fort +3, **Ref** +6, **Will** +5

Weaknesses light blindness

OFFENSE

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

Melee sting +6 (1d6+1)

Special Attacks fear the dark, sneak attack +1d6

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 18

Feats Flyby Attack, Outflank [APG], Pack Attack [UC]

Skills Acrobatics +13, Fly +15, Perception +9, Stealth +17

ECOLOGY

Environment any underground

Organization solitary, pair, clutch (3-12), or swarm (12-200)

Treasure none

SPECIAL ABILITIES

Fear the Dark (Ex) A night terror's sneak attack functions even if the target has concealment.

See in Darkness (Ex) A night terror can see perfectly in darkness of any kind, including that created by deeper darkness.

Swarm Darkness (Su) One night terror causes the light level in the area surrounding it to drop by one step to a distance of 30 feet. If 2-10 night terrors are in the same area, the area overlapped by this ability drops by two steps. Any space covered by 11 or more night terrors drops by three steps. This ability cannot take the light level below total darkness.

In some places darkness reigns and these pitch black places of the world often give good reason to be feared. Terrible creatures swarm in the shadows, ready to destroy those interlopers who dare attempt to bring light into their world.

Night terrors favor small spaces and caverns where their natural darkness ability covers the entirety of their stalking grounds. They typically only pursue victims overland if they have a long night to stalk them, most often near the icecaps on common worlds. The creatures also thrive on atypical worlds, those that have a side that never sees the light of day, owning the dark side of the world as a peak predator.

Night terrors have the ability to go into a hibernation cycle for months at a time when food is scarce. This is especially common on worlds where the regular seasons allow for long nights in the winter in which they stalk and long days in the summer in which they sleep.

A night terror has a rubbery hide, slick to the touch. Its skin ranges from midnight blue to charcoal grey to true black. A typical night terror has a body about 3 feet long, with another 3 feet of tail trailing behind, and weighs around 120 pounds.

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Nightmare Stalker

This maniacally grinning six-foot-tall, hideously disfigured man wears ratty clothing and a floppy hat. A dreadful razor hangs casually from one of his hands.

NIGHTMARE STALKER

CR 9

XP 6,400

NE Medium outsider (evil)

Init +8; **Senses** darkvision 60 ft.; Perception +17

Aura Walking nightmare (100 ft.)

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +5 natural, +1 dodge)

hp 114 (12d10+48); regeneration 5

Fort +8, **Ref** +12, **Will** +10

DR 10/good and magic; **Immune** charm, compulsion, confusion

Defensive Abilities shake it off

OFFENSE

Speed 30 ft.

Melee war razor +16/+11/+6 (1d4+4/19-20)

Spell-Like Abilities (CL 12th; concentration +16)

At will—*alter self*, *beast shape II*, *ghost sound* (DC 14), *hallucinatory terrain* (DC 17)

3/day—*dimension door*

1/day—*nightmare* (DC 18), *phantasmal killer* (DC 18)

STATISTICS

Str 18, **Dex** 19, **Con** 18, **Int** 15, **Wis** 14, **Cha** 19

Base Atk +12; **CMB** +16; **CMD** 31

Feats Blind-fight, Combat Reflexes, Deceitful, Dodge, Improved Blind-fight[APG], Improved Initiative

Skills Acrobatics +19, Bluff +6, Disguise +23, Escape Artist +16, Intimidate +19, Perception +17, Sense Motive +17, Sleight of Hand +19, Stealth +19

Languages Abyssal, Infernal

SQ nightmare creature

ECOLOGY

Environment any urban (Plane of Nightmares)

Organization solitary

Treasure Incidental (war razor)

SPECIAL ABILITIES

Nightmare Creature (Su) When a nightmare stalker uses its *beast shape* ability, the form always retains the nightmare stalkers face and a razor-like claw. It loses any bite attacks it might have had, but the nightmare stalker can use its own war razor attacks instead of any natural attacks the form would possess.

Shake it Off (Su) When a nightmare stalker is subjected to any ongoing effect, it automatically breaks free of it after 1 round.

Walking Nightmare (Su) The area within 100 feet of a nightmare stalker is under the constant effects of *hallucinatory terrain*. The nightmare stalker can make alterations to the terrain as a swift action, changing the terrain to suit its purposes on a whim.

A nightmare stalker is an embodiment of some distant plane of nightmare given physical form. As it stalks victims on the material plane, it warps the surrounding terrain to match its terrifying vision of what the world should be.

These deadly predators will often stalk potential victims for days, warping their views of the world until they can no longer discern what is real and what is only in their head, their nightmares bleeding into their reality. Once the victims paranoia has them jumping at shadows, the nightmare stalker will use hit and run tactics to wear the victim down before closing in for the kill. It will only use its *phantasmal killer* ability if it has tired of the chase.

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A nightmare stalker is a master of many forms, using its innate abilities to mimic friends and foes, or take the shape of nightmarish versions of dangerous animals as they stalk their prey. A nightmare stalker in animal form is a true terror to behold, often bereft of fur or feathers and always sporting the face of the stalker—and claws resembling its trademark razor.

These creatures are thankfully rare, only occasionally bleeding through from their nightmare plane. Rumors persist that they only enter the material plane by possessing a mortal body, but there is nothing to back up this fact. A nightmare stalker stands about 6 feet tall and weighs around 175 pounds.



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Shark Tornado

A swirling vortex of water and sharks roils with debris. Beady black eyes and snapping white teeth punctuate the nightmarish scene.

SHARK TORNADO

CR 10

XP 9,600

N Medium animal (swarm)

Init +2; Senses low-light vision; Perception +1

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 dexterity, +6 natural)

hp 110 (13d8+52)

Fort +12, Ref +10, Will +5

Defensive Abilities mindless, swarm traits

OFFENSE

Speed 20 ft., fly 20 ft. (poor), swim 60 ft.

Melee swarm (5d6)

Space 30 ft.; Reach 0 ft.

Special Attacks distraction (DC 20), whirlwind of death (DC 18)

STATISTICS

Str 15, Dex 14, Con 19, Int —, Wis 12, Cha 2

Base Atk +9; CMB —; CMD —

Skills Fly -2, Swim +10

SQ force of nature

ECOLOGY

Environment any coastal

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Force of Nature (Ex) A shark tornado is as much controlled by the storm itself as any sharks therein, and as such is mindless.

Swarm-like Nature (Ex) While not technically eligible to be a swarm, a shark tornado shares many attributes and has the swarm subtype. It shares the same immunities and vulnerabilities of a swarm of tiny creatures, except unlike a swarm

of smaller creatures, a shark tornado takes full damage from weapons.

Whirlwind of Death (Ex) A shark tornado constantly produces a swirling wind within its area, allowing them to trap creatures of Medium size or smaller. An affected creature must succeed on a DC 18 Reflex save while within the shark tornado's space or be picked up bodily and held suspended in the powerful winds, automatically taking swarm damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

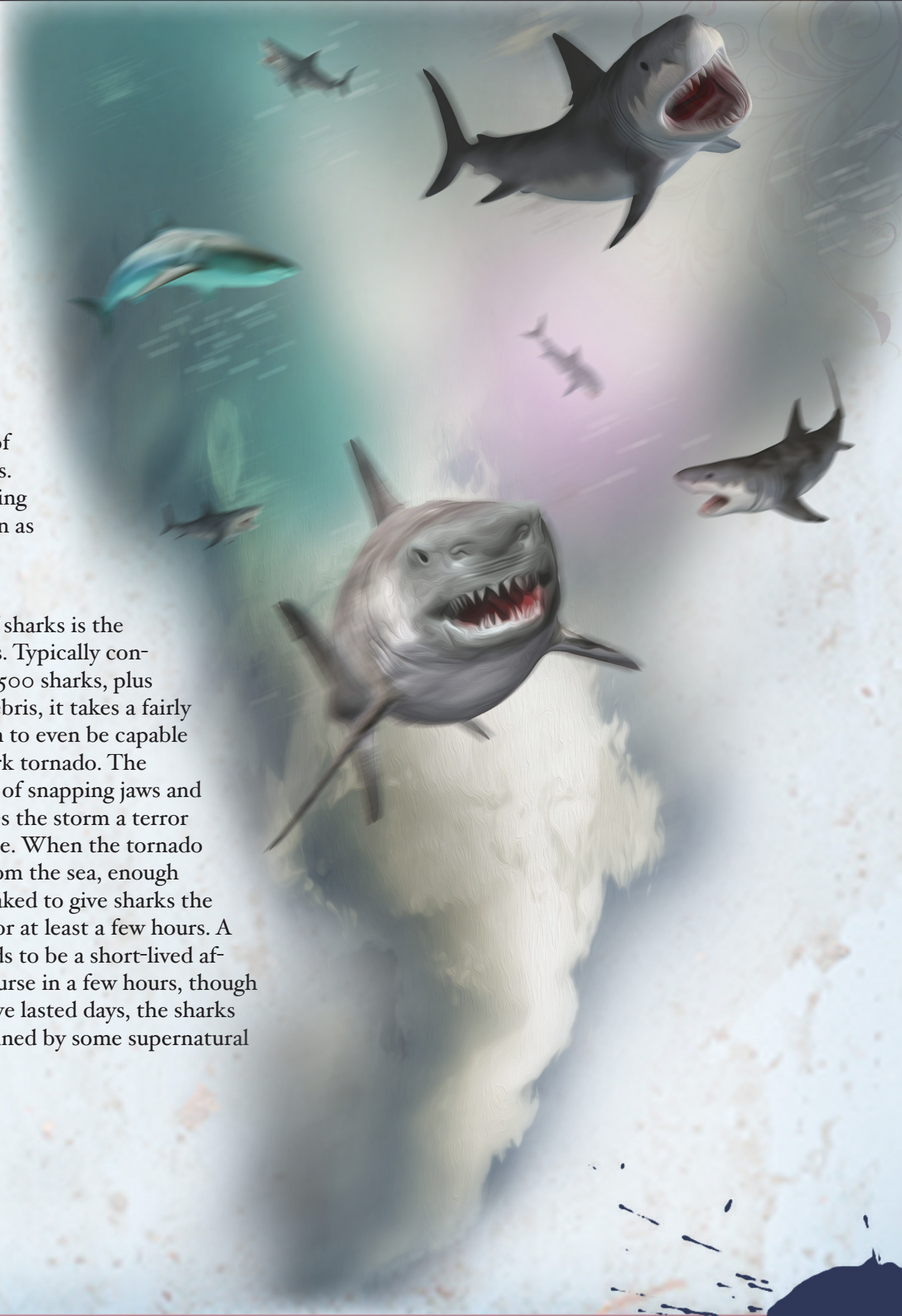
If the shark tornado is touching the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

In some very cases, a tornado that begins at sea has been known to pick up a school of fish and rain them down on an unsuspecting populace. This is usually believed to be a sign from the gods, a mark that the populace has

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incurred the wrath of an angry nature deity and is being given a warning. In some rare cases, when a vengeful god truly wants to punish a community, they will instead pick up a school of something more deadly, the most vicious predators of the oceans—sharks. These truly terrifying disasters are known as shark tornadoes.

A tornado full of sharks is the stuff of nightmares. Typically containing about 300-500 sharks, plus water and other debris, it takes a fairly massive windstorm to even be capable of becoming a shark tornado. The cumulative danger of snapping jaws and racing debris makes the storm a terror unlike anything else. When the tornado pulls the sharks from the sea, enough water is usually soaked to give sharks the ability to survive for at least a few hours. A shark tornado tends to be a short-lived affair, running its course in a few hours, though some examples have lasted days, the sharks within being sustained by some supernatural force.



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Snatchoid

This tremendously long, brown-red worm is immense in girth, more than five feet across. Its mouth opens into an array of tentacle-like snakes that compose its ghastly tongue.

SNATCHOID

CR 5

XP 1,600

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; **Perception** +12

DEFENSE

AC 12, touch 6, flat-footed 12 (-2 dexterity, +6 natural, -2 size)

hp 57 (6d10+24)

Fort +9, **Ref** +3, **Will** +4

DR 5/—

OFFENSE

Speed 10 ft., burrow 40 ft.

Melee bite +11 (2d6+10)

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

Special Attacks burrowing sunder, surprise grab

STATISTICS

Str 24, **Dex** 6, **Con** 18, **Int** 4, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 23

Feats Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Perception +12, Stealth -10 (+10 underground); **Racial Bonus** +20 Stealth while underground

ECOLOGY

Environment warm desert

Organization solitary, pair, clutch (3-8), or swarm (9-20)

Treasure none

SPECIAL ABILITIES

Burrowing Sunder (Ex) A snatchoid can find the inherent weaknesses in stone and brick. When attempting to damage or sunder stone and earth based structures, the snatchoid ignores the hard-

ness of the material involved. This allows them to easily burst into even well-fortified stone buildings and dungeons.

Surprise Grab (Ex) If a snatchoid catches a creature in a surprise round with its grab attack, it deals an extra 2d6 damage to the target.

The vast snatchoids are a terror to vast swathes of desert and their communities. A single snatchoid is a terrifying, if not insurmountable threat to a desert town. A clutch of the creatures can make a large county or small country nearly inhospitable. A swarm of the creatures is enough to make an area miles across deadly to any inhabitants, ruin cities or even threaten entire countries.

The snatchoids are extremely stealthy for their size as long as they remain underground. They use their amazingly sensitive sense of touch to locate prey via tremors in the ground above them and relentlessly stalk these victims across the desert dunes.

Snatchoids are not the brightest of creatures, but are more than capable of simple tactics. They know that if they can bring down a building, the tasty morsels inside will scurry into eating range. They also know the simple differences between mud, stone and cement, and can find weak points in many structures.

A single snatchoid can spawn an enormous number of offspring, each of its snake-like tongues growing into a new snatchoid in a matter of weeks. A wounded snatchoid allowed to flee will likely spawn into a clutch in a few weeks if allowed to live. A fully grown snatchoid is over 20 feet long and weighs about 4,000 pounds.

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Unstoppable Maniac

This massive, seven-foot-tall humanoid wears an oddly terrifying mask and garments reminiscent of a resident of a lunatic asylum. A terrible machete glints in one massive hand.

UNSTOPPABLE MANIAC

CR 9

XP 6,400

CE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 91 (14d8+28)

Fort +6, Ref +5, Will +10

DR 10/good and magic; Immune cold, undead traits; Resist electricity 10, fire 10; SR 19

OFFENSE

Speed 40 ft.

Melee machete +17/+12 (1d6+6/19-20) and slam +11 (1d6+3)

STATISTICS

Str 22, Dex 13, Con —, Int 10, Wis 12, Cha 14

Base Atk +10; CMB +16 (+18 sunder); CMD 27 (29 vs. sunder)

Feats Improved Initiative, Improved Sunder, Martial Weapon Proficiency (machete), Power Attack, Skill Focus (Stealth), Stealthy, Weapon Focus (longsword)

Skills Escape Artist +19, Intimidate +19, Perception +18, Stealth +28

Languages Common (does not speak)

SQ appear from nowhere, final gasp, unstoppable advance

ECOLOGY

Environment any urban

Organization solitary

Treasure Incidental (machete)

SPECIAL ABILITIES

Appear from Nowhere (Su) Three times per day, an unstoppable maniac can shift through space

to appear somewhere unexpected within 150 feet, as if by *dimension door*. An unstoppable maniac can only move itself in this way, plus its personal gear. This replaces its five-foot-step, though it cannot also make any normal movement that round.

Final Gasp (Su) When an unstoppable maniac is reduced to 0 hit points, it is not immediately destroyed. One round later, it rises to its feet as a free action that does not provoke attacks of opportunity with 1d8 hit points. After it is destroyed a second time, it remains destroyed.

Unstoppable Advance (Su) An unstoppable maniac cannot run, though it can still make a double move or charge. It is unaffected by difficult terrain or other effects that reduce its movement.

There are few things as terrifying as being the object of obsession of an unstoppable maniac. These human-looking abominations are created when a suitable victim dies does of neglect or another traumatic experience. Their incredible durability makes them seemingly impervious as they stalk their victims.

Most unstoppable maniacs seek to punish anyone who is guilty of the same neglect that caused their death. If the monster drowned, they may hunt down those responsible for safety near a body of water (or other bystanders if no such victims are available). A lunatic that starved to death may prowl the halls of asylums or hospitals, viciously attacking orderlies and attendants. Older unstoppable maniacs seem to lose their focus over time, attacking a progressively wider range of targets until they eventually seek to simply destroy all life.

The initial plodding nature of the unstoppable maniac is deceptive, as they move with casual disdain through the densest forest or cluttered alley. Coupled with their uncanny ability to appear when least expected using a limited form of teleportation makes escap-

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ing these monstrosities more difficult than it would seem.

Most unstoppable maniacs are drawn to teenage or young adult victims, as these newer workers are most often responsible for the fatal errors that create the monsters. They use their uncanny stealth to stalk close to victims, and often make dramatic entrances by bursting through doors or windows. They feed on the fear of terrified prey, preferring to chase them for a short period before slaying them in the most gruesome ways imaginable. An unstoppable maniac stands about seven feet tall and weighs almost 400 pounds.



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Appendix

ADVANCED GARGANTUAN SPIDER

CR 9

XP 6,400

Advanced spider, giant tarantula (*Pathfinder RPG Bestiary* 2)

N Gargantuan vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +6

DEFENSE

AC 25, touch 9, flat-footed 22 (+3 dexterity, +16 natural, -4 size)

hp 135 (10d8+90)

Fort +16, **Ref** +6, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +17 (3d6+21)

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

Special Attacks barbed hairs, poison

STATISTICS

Str 39, **Dex** 17, **Con** 28, **Int** —, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +25; **CMD** 38 (46 vs. trip)

Skills Climb +30, Perception +6, Stealth -5 (-1 in webs); Racial Modifiers +8 Climb, +4 Perception, +4 Stealth, +4 Stealth in webs

SPECIAL ABILITIES

Barbed Hairs (Ex) A tarantula can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet). A creature struck by these hairs must make a DC 24 Fort save or be nauseated for 1d6 rounds. A creature that attacks a giant tarantula

Poison (Ex) Injury; save Fort DC 26; freq 1/rd for 6 rds; effect 1d6 Str; cure 2 cons saves.

Appendix—Watching list

Nightmare on Elm Street

Halloween

Friday the 13th

Mars Attacks

Predator

Stephen King's It

Creature from the Black Lagoon

A-Team

Little Shop of Horrors

Tremors

Pitch Black

Little Shop of Horrors

Sharknado

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Each of these entries work best when you give them enough time to build momentum.

Let the monster toy with them before it moves on.

Leave clues as to its existence, markers of its passing and influences on their lives outside the standard campaign.

Visits to loved ones, deaths of seemingly unimportant NPCs, and attacks on the party at their weakest times—these are the hallmarks of a horror encounter, and should be used to further the fear of these monsters.

These monsters range from solitary menaces to armies of insidious invaders, and work best when they stay true to their nature.

The goal in a horror scenario is to survive, any treasure is certainly a bonus.

At the end of the day, you know your party better than I do.

These monsters are mostly designed to run like something straight out of a horror movie, but if your party won't take well to that sort of thing, let them fight them toe-to-toe like true heroes.

They might still be scared or surprised...